



Bitte so markieren: Bitte verwenden Sie einen Kugelschreiber oder nicht zu starken Filzstift. Dieser Fragebogen wird maschinell erfasst.
 Korrektur: Bitte beachten Sie im Interesse einer optimalen Datenerfassung die links gegebenen Hinweise beim Ausfüllen.

1. Introduction

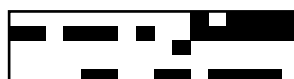
You have just finished to teach a simulation game. With this survey we invite you to give some feedback on the organisation of the game. The questionnaire is released by the Centre for Managementsimulation at the Cooperative State University in Stuttgart, Germany. Our aim is to compare different simulation games and different settings (e.g. online/onsite) with each other. By taking part in this survey, you provide us with important feedback and help us to learn more about the structure of teaching with simulation games. Many thanks in advance! The collected data is used for reasearch only. All evaluations are carried out anonymously.

2. Organisation

- 2.1 How did teaching take place? online via conference (synchronous) class room teaching online asynchronous teaching
- other
- 2.2 How many periods of the game were simulated? 3 or less 4 5
 6 7 or more no periods in this simulation
- 2.3 How did the simulation take place? block seminar (e.g. 2 days in a row) spread over the semester
- 2.4 How many hours of teaching (45min) was the simulation?
- 2.5 Is there any performance evaluation/grading in connection with the simulation? yes no
- 2.6 If yes, how is it graded? (e.g. test, presentation or performance in the game)
- 2.7 How did the students come to the simulation? The simulation is part of the given curriculum. Students participated voluntarily. I as the instructor decided to use a Simulation in the class.

3. Didaktik

- 3.1 Were the individual game rounds/game sections evaluated together with the participants? yes no
- 3.2 If yes, how long did the joint evaluation of one round take on average, approximately in minutes?
- 3.3 Were there any theory lessons beyond the evaluation of the rounds? yes no



3. Didaktik [Fortsetzung]

3.4 If yes, which topics were adressed?

3.5 If yes, what was the total amount of time spent on theory sessions?

4. Students

4.1 How many students participated in the simulation?

4.2 How many teams were formed for the simulation?

- | | | |
|-----------------------------------|----------------------------|----------------------------|
| <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 |
| <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 |
| <input type="checkbox"/> 8 oder > | | |

4.3 How were the teams formed?

- | | | |
|--|---|---|
| <input type="checkbox"/> The students formed the teams themselves. | <input type="checkbox"/> Students were randomly divided into teams. | <input type="checkbox"/> The students were specifically divided into teams (according to certain criteria). |
|--|---|---|

4.4 During the decision-making phases (work in small groups), the students worked in an engaged manner. strongly disagree strongly agree

4.5 During the debriefing phases (joint discussion of results), the students participated in an engaged manner. strongly disagree strongly agree

5. Instructor

5.1 How many people led the simulation (including you)? 1 2 3
 4 or more

5.2 Approximately how many times have you taught the simulation in the past 3 years? 1-3 4-9 10 or more

5.3 I would say that I am very familiar with the simulation game. strongly disagree strongly agree

5.4 I feel confident while leading the game. strongly disagree strongly agree

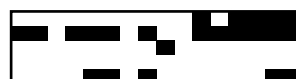
6. Abschluss

6.1 When did the students fill out the questionnaire? Before the announcement of the final game results. After the announcement of the final game results. After the course has been completed.

6.2 How satisfied are you with the course overall? very dissatisfied very satisfied

6.3 Name of the university and faculty the simulation was used:

6.4 Name of the simulation game:



6. Abschluss [Fortsetzung]

6.5 What do you think are the key factors for successful teaching with simulation games?

6.6 If you have any additions to questions, suggestions or criticism, we would be pleased to know about it:

