



Imagine an online learning experience that is simple to launch, easy to maintain, and promotes student engagement for courses of any size or classroom format. The 21st Century case study is here.



For the first time, students can participate as an executive team in an interactive, multi-player business game to solve problems that were actually faced by global business executives.

From labor strikes to hostile takeovers, our business game challenges students with scenarios that will engage their critical thinking and strategic acumen.

## KEY FEATURES

**INSTRUCTOR-FRIENDLY** dashboards, tutorials, and dedicated support make it easy to launch, maintain, and evaluate student performance.

**INTUITIVE DESIGN** allows students to begin learning right away with minimal instruction.

**MODERN APPROACH** to learning through games is preferred by today's students to more traditional teaching methods.

**FLEXIBLE APPLICATION** allow instructors to implement in their curriculum as they see fit regardless of class size or teaching format.

**ACADEMICALLY RIGOROUS** based on real world data and co-invented with the University of Washington's Center for Leadership and Strategic Thinking.

Compared with traditional methods, research\* has shown that students who learn using video games have 11% more factual knowledge, 14% more skill-based knowledge, and 9% higher retention rate. Join the "gamification" movement today and bring 21st Century tools into your classroom!

\*ACCORDING TO THE UNIVERSITY OF COLORADO-DENVER.



## CONTACT RECURRENCE