



## Emerging Teaching Tool for B school: E-Games

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**ABSTRACT**

*The Technical revolution in the society is bringing new changes and education cannot be away from that specially in the case of teaching. The old rules, styles of teaching as well as regulation for the curriculum is going to be changed very soon with penetration of Technology. The basic purpose of this technical revolution in education technology is to provide environment which encourages the students community to read more and more from anywhere in the world. So these modern technologies are being developed keeping the mindset to be user friendly and also affordable to everybody including the student, teacher, school, colleges, institution and university.*

*Professors, lecturers teachers and mentors can use these newly developed innovative tools and technologies to have a tailor base on students area of choice. The students will learn what they like most which can boost the innovation strategy and also their mindset. the net revolution which was started in early 2000 now on boom these days, bringing a great change in education and shaping the future of the society in a new way. This change is bringing a dramatic shape in education industry specially in case of learning the things.*

**KEYWORDS :****Introduction**

These days traditional and management course are become monotonous with regular same types of sessions on daily routine and even the teachers style become dull with same fashioned case studies, presentations, projects studies which creates the lots of stress in the mindset of students, therefore to keep motivated towards their career is a big challenge. Games are always played a key role in every areas of human being which keep them energetic, motivated and engaged all the time. Management learning through the games give a sense of practical exposure, clarity of concept as well as subject in better manner

Therefore these technologies are not limited to distance education only but also for digitized classrooms which make learning more interest for students and saving the time and energy also. The second generation is taking place in the category where the speed is the key component and learning tools like Apps and games are being getting popular in different areas of interest. Besides these, Educational Programming Tools, Student Developed Apps, Video Lessons, Education App Stores, cloud computing, mobile learning, MOOCs, games and gamification, open content, wearable technology, 3D printing are getting popular in education. The cloud base teaching methodology is also showing its presence every.

There are number of skill sets which can be developed or taught through the games are countless skills. Multiplayer online games are an more and more well-liked and particularly forceful appearance of activity. As per the estimates registered players worldwide for online games are more than 50 million worldwide. industry is going at a very fast pace, various gaming zones are being established in India also to develop such applications;

Starting from analytical analysis, future predication of market values, thought process, communication, creativity, teamwork, competitive pricing, budget management, financial planning, Supply, Demand and Negotiating, Teamwork, Trust and Leadership, Decision making skills, coordination and many more.

**Trends and Predictions**

Fifa is one of the game which helps in predicting the values of different products, do the market trend analysis. the first hand exposure of stock market can be provided to students by playing this game which not only gives how to purchase the stock but how to manage the portfolio. this games also teaches the concept of tax transaction and importance of consideration of tax. In FIFA based upon the players performance the price goes up and down, which shows the trend in games and pricing factors for it. By going through

these players performance and doing research and analyzing trends, by selling players how Much loss is occurred or how profit is being earned. Grand Theft Auto is also a games which provides such insight of market trends and the stock market through playing this games.

**Leadership and Team building:**

Minecraft is one of the game which helps in Team building exercises and activities which are very essential and helpful in projects meeting, where different thinking in an innovative way is required. there are games, Unlock is one of the game which tells the various leadership styles online, players must work together to solve mysteries and achieve their goal. Each mystery is designed to specific focus on specific leadership trait such as coaching, negotiation and communication. it is being developed by totem learning. In The sports the team works matter a lot rather than individual efforts. Additionally, while working in a team how to finish the task more efficiently, so that goals can be achieved much faster, so the players learn the importance of team work; this games teaches the fundamental of individual trust on each other, whether it is negative or positive. Through working in a team, players can improve their leadership traits, supports and trusts. It also taught to select your team mates in different conditions. Eve Online, EverQuest, and World of Warcraft, Are few examples provides such an open a skylight onto the potential of real-world business leadership skills.

**Savings, Budget Management and Opportunity Cost**

Every games in online industry provides the virtual currency earnings in terms of coins and points or currency to user whether it is "Fifa" or "Call of Duty", so that they can buy any item, inside the game. which teaches the concepts of money management, budget management at the same time the opportunity cost occurring from it. this type of option provides an analysis whether your decision was worth or not.

**Negotiation and Supply chain**

Negotiation is the key skill in any business or in management, in this competitive world it is not easy to formulate in single terms. in many corporate important client discussion being done by few employees only or limited to group only but these days it is distributed throughout the association to facilitate people to respond rapidly to the important change through games. the various games available for the supply chain are like: Airport city, Megapolis, bakery story, virtual city play ground, paradise island, simutrans

Minecraft and Runescape are the best games to learn or teach negotiation skills and the fundamentals of supply chain distribution and gap in demand.

Capsim Capstone and BSG Online are the best examples of simulation games . Participant be trained to value different items based on their shortage and their requirement . by applying these technique the student can learn how to save money and time. these simulation games provides Practical know how, how to limit the Risk at various levels at every time , every days every week, every month and every year by doing this it provide – Wide Exposure to many areas and you get to take calculated decisions in each. Rapid learning also comes through this way.

“Beer Game”and SCM game games provides to the basic concept of supply chains to students

### **Competitive Pricing**

Effective competitive pricing strategy is crucial for a any business organization. There are so many pricing strategy for the business but which one should be kept where and how that can be give profit to organization in this competition era , which is dependent on various factors.. To learn or to tackle such factors various games are available for this like Fifa, 2K, Neopets, Farmville, Millsberry and many more.

In these games in which items can be listed by the gamer for sale, one begins to learn competitive pricing. Before selling an item in games, participant would always check to see what other people were selling it for and then participant would set price slightly below it, in order to sell my item faster. different items are sold differently at different era of the day and days of the week, change of prices accordingly. By this way the fundamentals of competitive pricing can be learnt

### **Decision Making Skills**

Every individual whether he is a Students , parents, Teachers , administrators or business man have to make lot of hard decisions every day and the no goes in hundreds and thousands , in different conditions, and some of those decisions can create major consequences being they are taken in different environment, especially when dealing is done with management student discipline. Parents face a lot of tough choices, too.ther are no games available in media like 180 days, textadventures ,gangofgamers, armorgames, kongregrate and quandary games provides the decision making solutions

These can teach decision making skills and in-hance ambiguity broadmindedness. it's become mandatory to have a mental exercise for gamers to think in a different view every decisions with regard to benefits or consequences occurs in game . Even besides this mentioned above skill the organizational and strategic challenges facing players who serve up as game leaders are well-known and expertise in different areas like talent accuquisition , recruitment, motivation, rewarding and retaining the talented guys in all the way Conclusion

### **Conclusion**

Overall, these games not only provides the real firsthand experience as well as to learn the various key skills related to business and management , which can prepared professionals for education and a business career. Additionally, with the help of this and also created gaming channel that reached over a million views on YouTube and generated thousands of dollars in the gaming industry and it is growing. In kerala and banglore the gaming zone had developed to create such ventures It's becomes interesting phenomena to look back and outline business interests back to several video games,

Each game has a its own clear logical ending. When the initial phase start the learning start and your learning through the games goes on. A game after all a game only even if you play it and not able to

recall your memory. The best part about business games is that they provide the in-depth practical view about every operation performed by the user , whether you are looser or winner.. This is a most powerful way of learning in management. So, don't treat it like it's just another game.