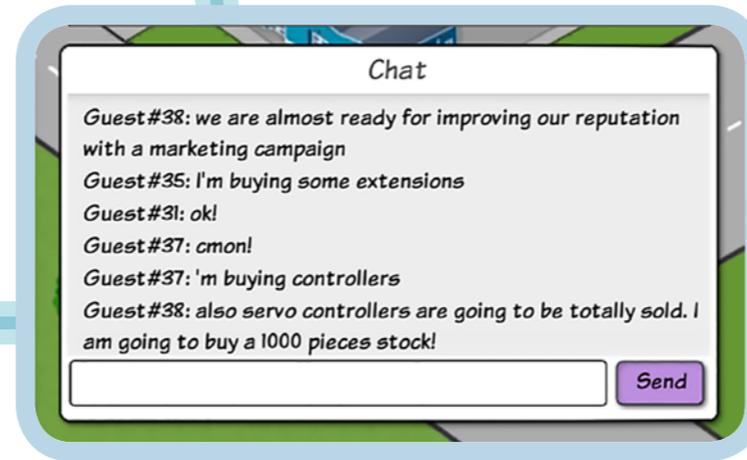






The game interface is dynamic and informative.



The chatroom allows cooperative decision-making.



Unpredictable events emphasize the importance of planning.

In a rapidly changing world, many decisions are taken in conditions of stress and tight time pressure. Often, the results are less than optimal.

DECIDE-IT is a powerful training tool based on the basic design principles of educational games and simulations. Educational games and simulation are often referred to as Experiential Exercises indicating that they directly incorporate

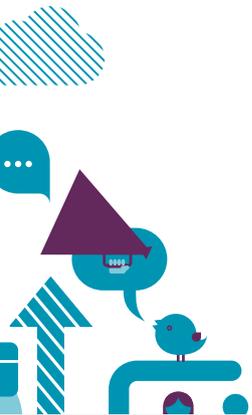
knowledge which can be acquired and practiced interacting with them. It is designed to teach Dynamic Decision Making in a quick and effective way. Dynamic Decision Making refers to the kind of decision making required in the complex and rapidly changing situations very common in nowadays business world.

In complex and dynamic environments:

- 1 a number of decisions are required rather than a big single decision
- 2 decisions are interdependent, and the environment changes as a result of the decisions or autonomously or both
- 3 It is important to understand the feedback structure of the system to be faced (e.g. Inventory management, Cash management, Equipment, etc.). Typically in dynamic environments the consequences of our decisions may be delayed in time. Causal relations are not linear so the same decision taken at different times has a different effect.

Players can learn and experience the basic principles of Dynamic Decision Making in a game session lasting only few minutes. This makes it the ideal training tool for the management sector where time is often a crucial factor.

The game has a great deal of flexibility since one can use it as a single or multiplayer game with and without roles assigned to participants. It can be used not only to teach Dynamic Decision Making but also as a business scenario for teaching soft skills such as communication, teamwork, collaboration, leadership, negotiation, group decision making and problem solving.



The DECIDE-IT serious game is the final outcome of a Transfer of Innovation project funded by the Action Leonardo da Vinci within the framework of the Lifelong Learning Programme.

The project partnership consist of a research institute (ISTC-CNR) coordinating the project and three large companies (Engineering in Italy, Everis in Spain and Siveco in Romania) offering IT solutions and consultancy.



ALT Research Group (ISTC-CNR)

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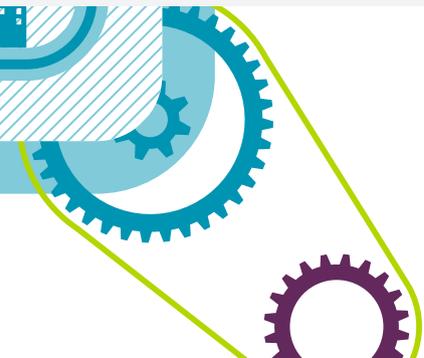
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