

Section 3

Chapter 13 - Assessment In Videogames And Educational Apps Based Learning In Tertiary Education

Exemplary case 5

Title: **Democracy 3 application for studying government and management topics**

Description:

Democracy 3 is a political management simulator that allows the user to make decisions on all the political aspects of governing a country. From the beginning player has to manage a lot of policies that build the whole country strategy, economics and wellbeing. The game is great environment to experiment with different possible scenarios and see how specific choices affect the whole country development and people opinion. The game requires some political knowledge to grasp all the possible game variables.



Integration into learning plan

Democracy 3 is complex and requires players to understand the multiple variables that affect the country, voters preferences, economical situation and other aspects. However, the freedom to

choose any strategy allows to simulate various historic or futuristic scenarios to give students chance to understand government principles in action. For the introductory classes the game could be used to show how various policies interact with each other and effect public opinion. For example, in the lesson about different alcohol and drug policies once teacher introduces the variables affected by the policy, students can try change those variables and see how the economic, health, poverty, education or even science situation changes based on change in one policy. Another example could be to simulate very pure parties such as liberals, socialist or conservatives and see how their values shape the country and what are the drawbacks of one sided government. More advanced students could be assigned projects, when working in groups and starting all at the same level students have to come up with the country strategy to reach the goals predefined by teacher.

Learning assessment

The game does not have integrated assessment mechanism. However, teacher may ask students to submit game status report to demonstrate their current game state on power, income, deficit, citizens satisfaction and other parameters important for the class, as well as latest choices and changes in policies. For the graded assessment students may prepare presentation or report explaining what choices they made and to reach the goal, the reasons behind, if they succeeded and why.

Access for school

The game is commercial but offer school licences based on the number of seats needed. The purchase can be requested via webpage: www.positech.co.uk/democracy3/educational.html