

Using Business Games in Teaching DSS

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ABSTRACT

In this study a business game is used as a vehicle for implementing decision support systems (DSS). Eighteen companies, consisting of ninety graduating M.B.A. students, participating in a business game were required to develop DSS and to report on the systems developed. Each of the eighteen companies developed a system of their own choosing, without external guidance. Individual questionnaires were later used to evaluate a number of relevant variables: use of systems, contribution of systems, association with systems and user satisfaction. Findings, compared with reported results of previous empirical study, exhibit differentiations in success of DSS between companies. This indicates the potential of using business games as an educational tool for teaching management information systems (MIS) and DSS.

Keywords: Business Game, Education, Teaching, Decision Support Systems, Simulation