


# Chapter 7

## Exploiting Simulation Games to Teach Business Program

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### ABSTRACT

*The research goal was to present an organized overview of literature related to games-based learning as a tool for improving the excellence and distinctiveness of the teaching courses as a whole and, specifically, hotel management teaching, which provided the significance of problems within higher education. The research essentially sought out the most acceptable teaching resources on games-based application. The project's empirical evaluation based on the games assigned to business students at FPT university, together with their qualitative and quantitative surveys, produced incredibly significant results. The key study outcomes include the creation of an empirical structure that incorporates several findings and lays the platform for future, more in-depth research. Another significant breakthrough is the ongoing incorporation of various forms of gamified studying events into tourism and curricula for hotel administration. The implications suggest that the academic and actual worlds should be combined to make teaching and learning more fascinating, motivating, and successful.*

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## **INTRODUCTION**

Recent years have seen a great deal of change in society, particularly in education. Since they grew up with the internet, today's youth consume information very differently from their parents did. Universities have recognized that young people utilize all forms of multimedia to communicate and educate themselves (they can use their smartphones, tablets, or computers for hours at a time). Because of this, institutions are attempting to change with the times by incorporating cutting-edge educational techniques (Janssen, Knoef, & Lazonder, 2019). These modern tools improve communication between professor and student. They also let students feel at ease with tools they are already familiar with. Traditional classes demotivate them, and they pay little attention to the things the instructor says. This is one of the primary reasons why instructors use new technologies into the classroom. However, these technological developments must be reviewed because the experience of students and lecturers is frequently not the same (Hofer, Nistor, & Scheibenzuber, 2021).

### **Digital Game-Based Learning Model (DGBL)**

According to the research by Şule KAVAK which discussed the use of digital game-based learning as an educational approach, particularly in early childhood education. It emphasizes the impact of technology on learning processes and the need for children to develop skills relevant to the 21st century. The article highlights that digital games are not only engaging but also promote critical thinking, problem-solving, and cooperative learning skills. It emphasizes the importance of using digital game-based learning to meet the educational needs of "digital natives," the generation that grew up with technology. The article explores the concept of digital game-based learning, its benefits, and its alignment with the learning styles of today's children. It also discusses the integration of digital games into classroom environments and presents practical recommendations for using technology with preschool children. Overall, the article emphasizes the potential of digital game-based learning as an effective educational model that combines learning and play in the digital age (KAVAK, 2022). The study focused on the use of digital games in early childhood education. While there may not be direct parallels to research on hotel management, some general comparisons and contrasts between the two areas can be concluded as follows:

- [1]. **Technology Integration:** Both fields recognize the importance of technology integration. In the article, digital game-based learning is seen as a way to leverage technology in education. Similarly, in hotel management, technology plays a

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