



Reading list: Participant-centered Approaches

Annotated list of most used, practical and proved resources and approaches on participant centered methods.

Part 01: Student (participant) centered approaches

1. ***Guidelines for Games-Based Learning***. Maja Pivec, Anni Koubek, Claudio Dondi. Pabst Science Publishers, 2004. ISBN 3-89967-193-7.

Official book annotation (shortened): Guidelines for Game-Based Learning is a contribution to a fast developing field of high interest to many educators: Make learning fun! This book is a result of joint research for the European project, "UniGame: Game-Based Learning for Universities and Life-long Learning". With the UniGame project, we tried to break completely from the tradition and start from a new concept: Motivation and fun dimensions were put in the middle and we started from the concepts of games and play-ing. The primary target-group of these guidelines is practitioners i.e. all pedagogues, teachers and trainers that want to implement game-based learning in their classes.

Our commentary: -

2. ***Increasing Student Engagement and Retention Using Immersive Interfaces: Virtual Worlds, Gaming, and Simulation***. Charles Wankel, Patrick Blessinger. Emerald Group Publishing Limited, 2012. ISBN 978-1-78190-240-0.

Official book annotation: 'Increasing Student Engagement and Retention Using Immersive Interfaces: Virtual Worlds, Gaming, and Simulation' uses case studies, surveys, and literature reviews to critically examine how gaming, simulation, and virtualization are being used to improve teamwork and leadership skills in students, create engaging communities of practice, and as experiential learning tools to create inter-cultural, multi-perspective, and global experiences. Chapters include how to increase learner engagement using serious games, using game features for classroom engagement, using client-based peer assessment in multi-role, whole-enterprise simulations, using virtual worlds to develop teacher candidate skills, enhancing leadership skills through virtual simulation(...).

Our commentary: -

3. ***Total Engagement: Using Games and Virtual Worlds to Change the Way People Work and Businesses Compete***. Reeves Byron, Read J. Leighton. Harvard Business Press, 2009. ISBN 9781422155134.

Official book annotation (shortened): Massive multiplayer online games (MMOs) are a new cultural phenomenon at the intersection of electronic entertainment and social networking. Borrowing the key design principles from these games can address a host of classic challenges in the workplace including collaboration, innovation, leadership, and of course, boredom. Of course, the psychological power of game design can have both positive and negative consequences for the workplace. That's why it's important to put them into practice correctly



from the beginning—and Reeves and Read explain how by showing which good design principles are powerful antidotes to the addictive and stress-inducing potential of games. Supported by specific case studies and years of research, Total Engagement completely changes the way you view both work and play.

Our commentary: -

4. ***The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education***. Karl M. Kapp. John Wiley & Sons, 2012. ISBN 9781118096345.

Official book annotation: Learning professionals are finding success applying game-based sensibilities to the development of instruction. This is the first book to show how to design online instruction that leverages the best elements of online games to increase learning, retention, and application. It explains how to match different game strategies to types of learning content for the right learning outcome and discusses how gamification techniques can be used in a variety of settings to improve learning, retention and application of knowledge. Supported by peer-reviewed studies and examples from corporations who have adopted game-based learning successfully, the book illustrates how combining instructional design thinking with game concepts can create engaged and interactive learning experiences across a variety of media, from online to face-to-face.

Our commentary: -

5. ***Tools for Teaching – 2nd edition***. B.G. Davis, 2009. John Wiley and Sons. ISBN: 9780787965679.

Official book annotation: This is the long-awaited update on the bestselling book that offers a practical, accessible reference manual for faculty in any discipline. This new edition contains up-to-date information on technology as well as expanding on the ideas and strategies presented in the first edition. It includes more than sixty-one chapters designed to improve the teaching of beginning, mid-career, or senior faculty members. The topics cover both traditional tasks of teaching as well as broader concerns, such as diversity and inclusion in the classroom and technology in educational settings.

Our commentary: -

Part 02: Case method teaching

1. ***Education for Judgment: The Artistry of Discussion Leadership***. C. Roland Christensen et al. Harvard Business Press, 1992. ISBN 978-0875843650.

Official book annotation: Discussion teaching--the foundation of the Harvard Business School's renowned case method of instruction--is a powerful tool for developing skills as well as conveying knowledge. In the give and take of discussion, students go beyond abstract understanding to the active application of important principles. They are confronted with the same kind of ambiguous, many-sided problems they will face in their professional lives. The elements of great teaching can be identified and consciously practiced. Many of the essays describe the building blocks of successful group leadership: negotiating a "contract" governing the conduct of the group; orchestrating a constructive process of questioning, listening, and responding; encouraging independent thinking; and guiding participants toward useful roles in their interaction with one another. The other chapters in the volume cover the ethical



considerations of discussion teaching, the special challenges of teaching technical material using this method, and one pioneering effort to introduce a participative mode of medical education.

Our commentary: Extensive discussion of case teaching as conducted at Harvard Business School. Includes contributions from C. Roland Christensen, the most famous case teacher.

2. ***What Makes a Good Case?*** Derek Abell. Technical Note, 1997. IMD-3-0731. Accessible through: <http://www2.econ.iastate.edu/classes/econ362/hallam/CaseStudies/WhatMakesAGoodCase.pdf>, available 6. 8. 2013.

Excerpt: Case writing is both art and science. There are few, if any, specific prescriptions or recipes, but there are key ingredients that appear to distinguish excellent cases from the run-of-the-mill, i.e. those of which, after the class, the participants will say, "I really learned from that discussion", and, equally important, from which the professor learns too! Here are ten ingredients to look for if you are teaching somebody else's case – and to look out for if you are writing it yourself.

Our commentary: Paper targeted at authors of case studies. Gives useful advice to novice writers (make it a case, not just a story), but also useful reminders to experienced writers (Make sure the case provides currently useful generalizations).

3. ***The Case Study Handbook: How to Read, Discuss, and Write Persuasively About Cases.*** William Ellet. Harvard Business Review Press, 2007. ISBN 978-1422101582

Official book annotation: If you're enrolled in an executive education or MBA program, you've probably encountered a powerful learning tool: the business case. But if you're like many people, you may find interpreting and writing about cases mystifying, challenging, or downright frustrating. In "The Case Study Handbook", William Ellet presents a potent new approach for analyzing, discussing, and writing about cases. Early chapters show how to classify cases according to the analytical task they require (solving a problem, making a decision, or forming an evaluation) and quickly establish a base of knowledge about a case. Strategies and templates, in addition to several sample Harvard Business School cases, help you apply the author's framework. Later in the book, Ellet shows how to write persuasive case-analytical essays based on the process laid out earlier. Extensive examples of effective and ineffective writing further reinforce your learning. The book also includes a chapter on how to talk about cases more effectively in class. Any current or prospective MBA or executive education student needs to read this book.

Our commentary: Targeted at students new to the case method; but useful also to instructors who did not experience case teaching themselves.



4. **HBS Case method in action** available on <http://www.hbs.edu/mba/academic-experience/Pages/the-hbs-case-method.aspx>

- great overview of the case method from the masters, including short videos of case method in action

Our commentary: Great overview of the case method from the masters, including short videos of case method in action.

5. **Spotlight on The Case Method. The Complete Learning Experience**, available on <http://www.iese.com/en/destacamos/noticias/case-method-the-complete-learning-experience.html>, IESE Barcelona, available 25.01.2013

Our commentary: Cases are utilized by many top business schools worldwide, this is from IESE Barcelona. A short video.

6. **Online multimedia cases and courses**, available on <http://hbsp.harvard.edu/> Harvard Business School Press

7. **ECCH (case clearinghouse)**, available on <http://www.ecch.com/educators/>

- includes cases from multiple sources, case workshops

Our commentary: Case collection includes cases from multiple sources, organizes case workshops.

8. **CEEMAN**, available on <http://www.ceeman.org/>

- includes IMTA, teacher training program with case components

Our commentary: The association of business schools originally focused on Central and Eastern European business schools, now expanded reach. The programs include IMTA, teacher training program with case components.

9. **AsiaCase.com – The Asian Business Case Centre**, available on <http://www.asiacase.com/>

- case collections from Nanyang Business Schools

Our commentary: Case collections from Nanyang Business Schools in Singapore.

10. **IESE Publishing**, available on <http://www.iese.com/en/>

- Source for business cases

Our commentary: IESE Publishing is another source for business cases. Many cases in Spanish.



Part 03: Simulations

1. ***Project Management Simulation with PTB Project Team Builder.*** Avraham Shtub. Springer Science+Business Media New York, 2012. ISBN 978-1-4419-6462-5.

Official book annotation (shortened): This book focuses on training project managers by a software tool that simulates the dynamic, stochastic nature of modern projects. The book is not a regular textbook on project management and is not intended as the sole book for basic courses in project management. The PTB is designed to support the training of individual project managers and to provide an environment for practicing teamwork in managing dynamic, stochastic projects.

Our commentary: -

2. ***Handbook of Simulation: Principles, Methodology, Advances, Applications, and Practice.*** Jerry Banks. John Wiley & Sons, 1998. ISBN 0-471-13403-1.

Official book annotation (shortened): The only complete guide to all aspects and uses of simulation-from the international leaders in the field. Comprehensive in scope and thorough in approach, the Handbook is the one reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of:

- Simulation methodology, from experimental design to data analysis and more,
- Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed simulation,
- Applications across a full range of manufacturing and service industries,
- Guidelines for successful simulations and sound simulation project management,
- Simulation software and simulation industry vendors.

Our commentary:

Part 04: Games

1. ***Simulation Games and Learning in Production Management.*** Jens O. Riis. Chapman & Hall, 1995. ISBN 0 412 72100 7.

Official book annotation: Over the last few years, games of different types have been successfully used in the teaching of production management and in the introduction of new planning methods and systems in industrial enterprises. Games have been used to explain the dynamic nature of production management and for testing new planning principles. Company-specific games have recently been involved as part of developing new production management systems.

Our commentary: -



2. ***Learning by Playing: Game-based Education System Design and Development.*** Maiga Chang, Rita Kuo, Kinshuk, Gwo-Dong Chen, Michitaka Hirose. Springer – Verlag Berlin Heidelberg, 2009. ISBN-10 3-642-03363-6.

Official book annotation: This book constitutes the refereed proceedings of the 4th International Conference on E-learning and Games, Edutainment 2009, held in Banff, Canada, in August 2009. The 56 revised full papers presented together with three related workshops were also held jointly and selected from a total of 116 submissions from 25 different countries. The papers are organized in topical sections on interactions in games, simulation and animation, digital museum and digital heritage, game design and development, social and cultural issues, storytelling and narrative in education, game-based learning/training, VR-based education/training, vision and imaging technology in games, educational robot and toy, and augmented reality in education/training.

Our commentary: -

3. ***Stop playing games!*** Rick A. Morris. RMC Publications, 2010. ISBN 978-1-932735-39-0.

Official book annotation: Stop Playing Games!, by best-selling author Rick A. Morris, takes a completely different look at project management, using games like “The Pricing Game,” “Guess the Truth,” and “Grapevine” to illustrate and help readers overcome organizational politics on projects. This one-of-a-kind book from the author of Project Management That Works and The Everything Project Management Book dives deep into the topics of gaining buy-in from upper management, accurately estimating time and cost, controlling project communication, managing within corporate culture, taking care of your team, and more.

Our commentary: -

4. ***Enhancing Project Management Skills through Gaming.*** Neelov Kar. Available on: <http://jindal.utdallas.edu/files/11Kar-Paper.pdf> (30.08.2013)
5. ***The Big Book of Six Sigma Training Games: Proven Ways to Teach Basic DMAIC Principles and Quality Improvement Tools – 1st edition.*** Chris Chen and Hadley Roth, McGraw-Hill, 2004. ISBN 978-0071443852.

Our commentary: We wish there was a similar book for project management as such. Yet quality management is one of the PM knowledge areas and popular follow-up course.