Teaching the Digital Transformation of Business Processes: Design of a Simulation Game for Information Systems Education

The ability to manage business processes in the context of the digital transformation is a key competency that should be addressed in Information Systems (IS) education. One possibility for teaching this competency is through simulation games, but the current ones lack a dynamic view on changing business processes induced by the digital transformation. In this paper, we present the design of a simulation game to teach the digital transformation of business processes within IS education. The game simulates the transformation of a bike manufacturing company to a bike-sharing provider, in which students have to manage changes in the production process in teams during different transformation phases. We argue how our game supports central learning objectives for teaching the aforementioned topic and show the benefit of our game design by running a pilot test with students from IS education using the Systems Usability Scale to evaluate the utility of our implementation.
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