
Gaming in Project Management Curricula



A Workshop Featuring SimulTrain® for Faculty & Students

University of Scranton - April 21, 2018 - 9:00 am to 4:00 pm

The SimulTrain® Project Management Game prepares students for the challenges of project management in a controlled, but engaging - and realistically stressful - environment. The simulation has been used to augment project management curricula in colleges and universities around the world. This workshop provides an opportunity to learn the value of project management education to your students and program, to gain hands-on experience with SimulTrain®, and to explore where it might fit in an existing, or planned curriculum.

Workshop Agenda

8:30	9:00	Registration and continental breakfast
9:00	9:15	What is simulation, and why use it in your PM curriculum?
9:15	9:45	Case Study: SimulTrain® at SUTD - Peter Jackson, Professor and Head of ESD Pillar, Singapore University of Technology and Design
9:30	9:45	SimulTrain® Overview
9:45	10:45	Planning Session #1 (includes Break)
10:45	12:15	Simulation Session #1
12:15	1:00	Lunch
1:00	1:15	Session #1 Debrief
1:15	1:45	Careers in Project Management [PMI Keystone Chapter Speaker, TBA]
1:45	2:30	Planning Session #2 (includes Break)
2:30	3:45	Simulation Session #2
3:45	4:00	Debrief Session #2; Workshop Evaluation and Close

For more information, or to discuss how simulation can be used to enhance your curriculum, contact Walt Beadling at 610-841-1618, or via email wbeadling@meritcd.com.

For event details and registration see www.meritcd.com "Upcoming Events".

