

SCENARIO-BASED PLANNING AND MANAGEMENT OF SIMULATION GAME: A REVIEW

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ABSTRACT

This paper is devoted to scenario development methodology for planning and management of business simulation games. Nowadays the high efficiency of simulation games as a training method is obvious. Requirements to this kind of training are increasing. Modern computer technologies allow developing complex simulation games that are close to real life conditions. Generation of game scenarios is not a trivial problem; besides, management of such complex games requires some formal approach.

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