



## AUTOMATED FEEDBACK ON BEHAVIOR IN SIMULATED PROBLEM SOLVING IN ORDER TO LEARN MANAGEMENT SKILLS IN A COST EFFICIENT WAY

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### Abstract

In order for a person to acquire the type of experiences that changes his behavior, the person needs an extensive feedback on his behavior or his decisions. Although teachers can provide such an extensive feedback, they are expensive and it is not realistic to have teachers act as personal coaches at universities. Student can provide feedback to each other in a more cost efficient way, but then the feedback may be erroneous or irrelevant which may cause students to lose motivation. We present a solution to this problem which is based on having the students participate in competitive games, where the experiences in the games gives the students enough feedback concerning if they did a bad or a good choice. The results from experiments with a variety of games show that the learning in games becomes efficient if they are formalized according to the presented rules of thumb.

**Key Words:** Games, simulation, management skills.