



Using Simulations

*Alpha Kappa Delta Workshop on Teaching & Learning
Midwest Sociological Society Annual Meeting, March 26-27, 2015
Kansas City, MO*

What are your goals?

How can a simulation achieve these goals?

Advantages: active learning, memorable

Disadvantages: set-up and time

A few simulation-games used in sociology classes:

Bafa Bafa (for culture)

- Takes about 1.5-2.5 uninterrupted hours to play with a group of 30-50
- For sale version:
<http://www.simulationtrainingsystems.com/corporate/products/bafa-bafa/>
- Many free versions on-line

CLUG: Community Land Use Game (for urban sociology)

- Takes multiple hours to play but can be done in discreet class periods
- <http://www.simulationtrainingsystems.com/corporate/products/bafa-bafa/>

End of the Line (for aging and society/gerontology)

Monopoly (for stratification)

SIMSOC: Simulated Society

- The granddaddy of all simulation games; pretty complicated but highly sophisticated
- Takes 4-8 hours to play; best done uninterrupted
- Gamson is developing an on-line version

Starpower (for stratification and social mobility)

- Highlights some of the elements of SIMSOC
- Takes about 1.5-2 uninterrupted hours to play with a group of 30-50

Some Resources

Simulation and Gaming <http://sag.sagepub.com/> and <http://www.unice.fr/sg/>

Teaching Sociology <http://tso.sagepub.com/> and
<http://www.asanet.org/journals/ts/ts.cfm?CFID=31404119&CFTOKEN=27714230>

Bibliography

- Coughlan, Catherine and Denise Huggins. 2004. "That's Not Fair!: A Simulation Exercise in Social Stratification and Structural Inequality" *Teaching Sociology* 32:2:177-87. Stable URL: <http://www.jstor.org/stable/3211459>
- Dorn, Dean. 1989. "Simulation Games: One More Tool on the Pedagogical Shelf" *Teaching Sociology* 17:1:1-18. Stable URL: <http://www.jstor.org/stable/1317920>
- Feldt, Alan. 2013. *CLUG: Community Land Use Game*, 8e. www.clug.co
- Fisher, Edith. 2008. "USA Stratified Monopoly: A Simulation Game about Social Class Stratification" *Teaching Sociology* 36:3:272-82. Stable URL: <http://www.jstor.org/stable/20491245>
- Gamson, William. 2000. *SIMSOC: Simulated Society*, 5e. New York: Free.
- Jessup, Michael. 2001. "Sociopoly: Life on the Boardwalk." *Teaching Sociology* 29:1:102-09. Stable URL: <http://www.jstor.org/stable/1318787>
- Paino, Maria and Jeffrey Chin. 2011. "Monopoly and Critical Theory: Gaming in a Class on the Sociology of Deviance." *Simulation & Gaming*. 42:5:573-90. Advance online publication. doi: 10.1177/1046878110391022
- Will, Jeremiah and Zachary W. Brewster and Gregory M. Fulkerson. 2005. "The Stratification Puzzle: An Active-Learning Exercise in Hard Work and Success." *Teaching Sociology* 33:4:389-95. Stable URL: <http://www.jstor.org/stable/4127542>