



Using Simulations

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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
- URL

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

Monopoly (for stratification)

- See bibliography

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

What's News (for mass media and communications)

- Simulates how news is created
- News as a social construction

Some Resources

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

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

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