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MONEY  
**\$100140**

POPULATION  
**700/700**

HAPPINESS  
**100%**

TURN  
**11/100**

# ECON 102

Dirk Mateer and Dave Brown  
Intro Microeconomics  
General Education course

3500+ students/ year  
300 person resident sections  
Distance Ed (online)

“We want to unleash practical economic thinkers”

MAIN MENU

  
BUILD

  
UPGRADE

  
POLICIES

  
STAFF

  
IDLE TURN

  
LEADERS

WELCOME TO  
**ECONOMICS**  
UNIVERSITY



**FLAG**  
GAME ENGINE

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MAIN MENU



BUILD



UPGRADE



POLICIES



STAFF



IDLE TURN



LEADERS

~~“The Chocolate”~~

The Bacon  
Cheddar  
Spinach Pepper  
Omelet.  
Yum

~~“The Broccoli”~~



MONEY  
**\$85160**

POPULATION  
**644/700**

HAPPINESS  
**92%**

TURN  
**9/100**



MAIN MENU

- BUILD
- UPGRADE
- POLICIES
- STAFF
- IDLE TURN
- LEADERS

MARKET INFORMATION

The event at turn 9 was tuition policy.  
Below is the market information following this turn.  
This information is provided by your staff and can be used to make educated decisions on how to run your university.

Review Turn 8

MARKET	RANGE	CHANGE	VALUE
LABOR	LOW	-10	410
RAW MATERIALS	LOW	-10	410
LAND	LOW	-10	410
ENERGY COST	MEDIUM LOW	-10	410
CAMPUS STAFFING	MEDIUM LOW	-10	410
STUDENT HEALTHCARE	MEDIUM LOW	-10	410
FOOD PLAN	MEDIUM LOW	-10	410
DEMAND	RANGE	CHANGE	VALUE
AGRICULTURE	?	?	?
ART	?	?	?
ENGINEERING	?	?	?
LIBERAL ARTS	?	?	?
MATH	?	?	?
SCIENCE	?	?	?
LAW	?	?	?
TECHNOLOGY	?	?	?
MEDICAL	?	?	?
UNIVERSITY	RANGE	CHANGE	VALUE
TUITION	HIGH	+5	20
GOVERNMENT FUNDING	HIGH	0	10000
MONEY	HIGH	+6800	85160
TURN PROFIT	MEDIUM HIGH	+2620	6800
POPULATION	HIGH	-56	644
HAPPINESS	HIGH	-8	92%

← BACK

## LEADERBOARD

### OVERALL LEADERS

RANK	NAME	MONEY	POPULATION	HAPPINESS	Turns
1	a	\$302461	1680	70%	19
2	drb	\$156961	672	100%	100
3	zz	\$102000	552	92%	7
4	b	\$100140	700	100%	11
5	gdmateer	\$50000	0	0%	0
6	rr	\$-21405	2000	69%	44
7	aa	\$-667000	0	75%	1

SORT BY OVERALL    SORT BY MONEY    SORT BY POPULATION    SORT BY HAPPINESS

# Competition Collaboration Assessment



### 100 TURN FLAG

This trophy is earned when you successfully run your university for 100 turns.

EARNED



### FLYING HIGH

This trophy is earned when you successfully keep your happiness at 100% for 10 consecutive turns.

EARNED



### MASCOTT MARCH

This trophy is earned when you successfully raise your population above 7500.

EARNED



### COST CUTTER

This trophy is earned when you build a power plant, food servicing center and health center all on the same campus.

EARNED



### PRICE IS RIGHT

This trophy is earned when you build an academic building on your campus at the lowest possible price.

NOT EARNED

# ACHIEVEMENTS

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FLAG  
GAME ENGINE

# THE ENGINE

**EVENT TYPE**

**BUILD**    MULTIPLE CHOICE    SLIDER    HAPPENSTANCE

**EVENT NAME**  
Engineering School

**MAIN DISPLAY TEXT**  
engineering building built

**METRIC EFFECTS - ONE TIME**

Num	Name	Amount	Deminisher
0	Money	-20000	0
1	Power	-50	0

**METRIC EFFECTS - RECURRING**

Num	Name	Amount	Deminisher
0	Money	-5000	0
1	Power	0	0

**PREREQUISITE EVENTS**                      **REPEAT LIMIT**

\_\_\_\_\_

OK                      CANCEL

**METRICS**                       AUTOSAVE

Num	Name	StartValue	SimValue
0	Money	100000	100000
1	Power	0	0
2	Student Happine	50	50
3	Population	100	100
4	University Presti	0	0

ADD    REMOVE    EDIT

**EVENTS**

Num	Name	Type
0	Small Dorm	BUILD
1	Medium Dorm	BUILD
2	Large Dorm	BUILD
3	Mega Dorm	BUILD
4	Coal Power Plant	BUILD
5	Natural Gas Power Plant	BUILD
6	Nuclear Power Plant	BUILD
7	Solar Power Plant	BUILD
8	Wind Farm Power Plant	BUILD
9	Engineering School	BUILD
10	Arts School	BUILD

ADD    REMOVE    EDIT

SAVE

**EVENT SIMULATOR**                      TURNS = 0

SELECTED    RANDOM    SIMULATED GAME    10

VIEW HISTORY                      RESET

“Separating content from presentation”

“Divide and Conquer”

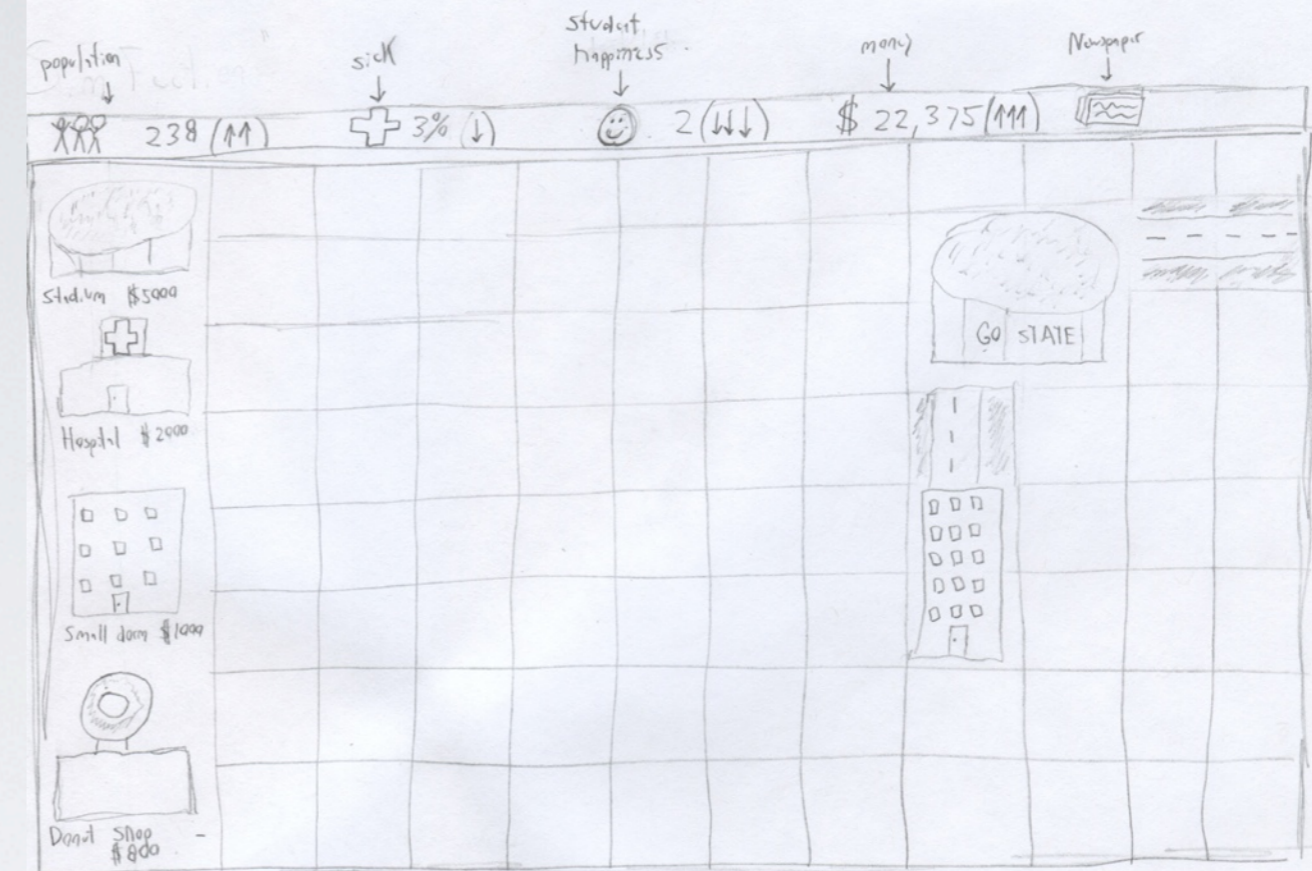
“Reduce, Reuse, Recycle”

DESIGN BY CLICHE



# The Team

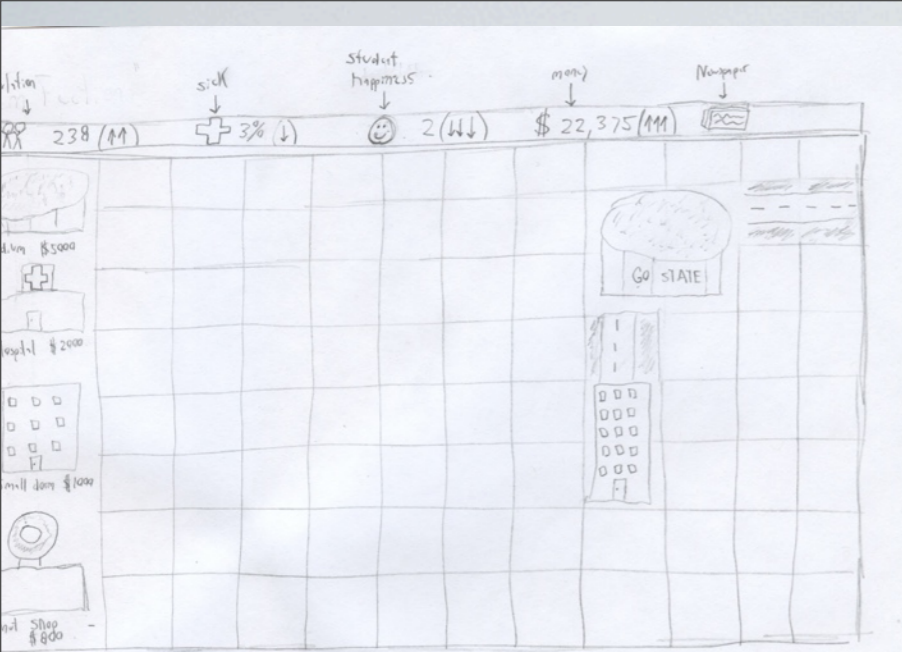
- 1 Designer
- 1 Developer
- 2 Faculty
- 2 GAs



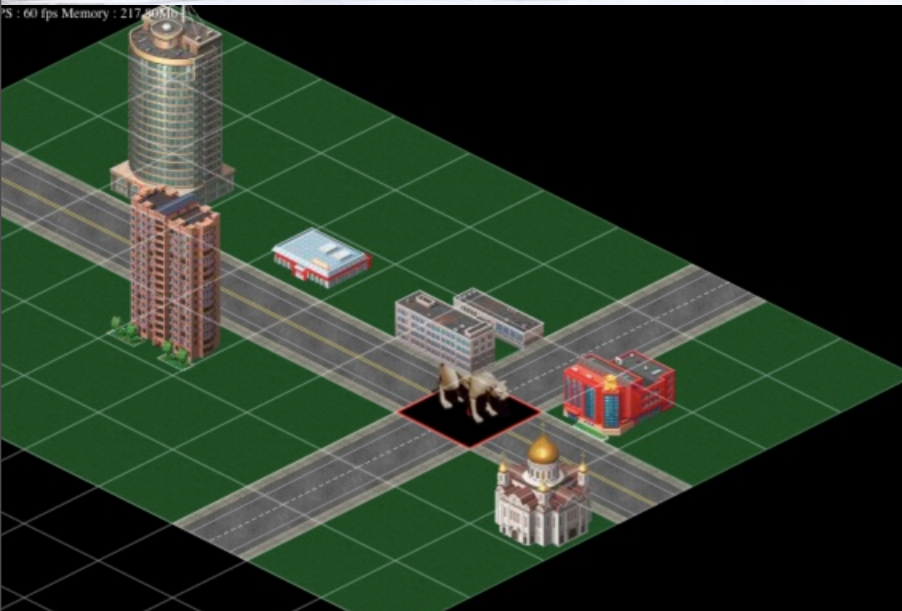
# The Timeline

- Apr. 11 Project Pitch
- Jul. 11 Functional Engine
- Oct. 11 Functional Game
- Feb. 12 Complete Game
- Apr. 12 Student Testing
- Jul. 12 In Class Pilot
- Aug. 12 Deployment





April  
2011



# EVOLUTION OF DESIGN



July 2012

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GAME ENGINE

# ON ACCESSIBILITY

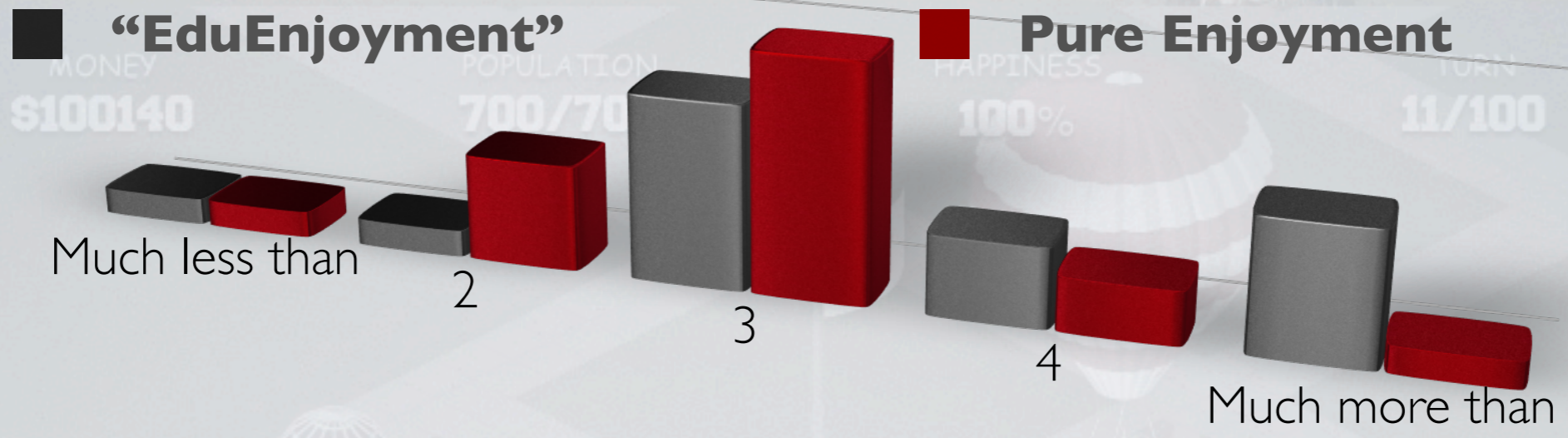
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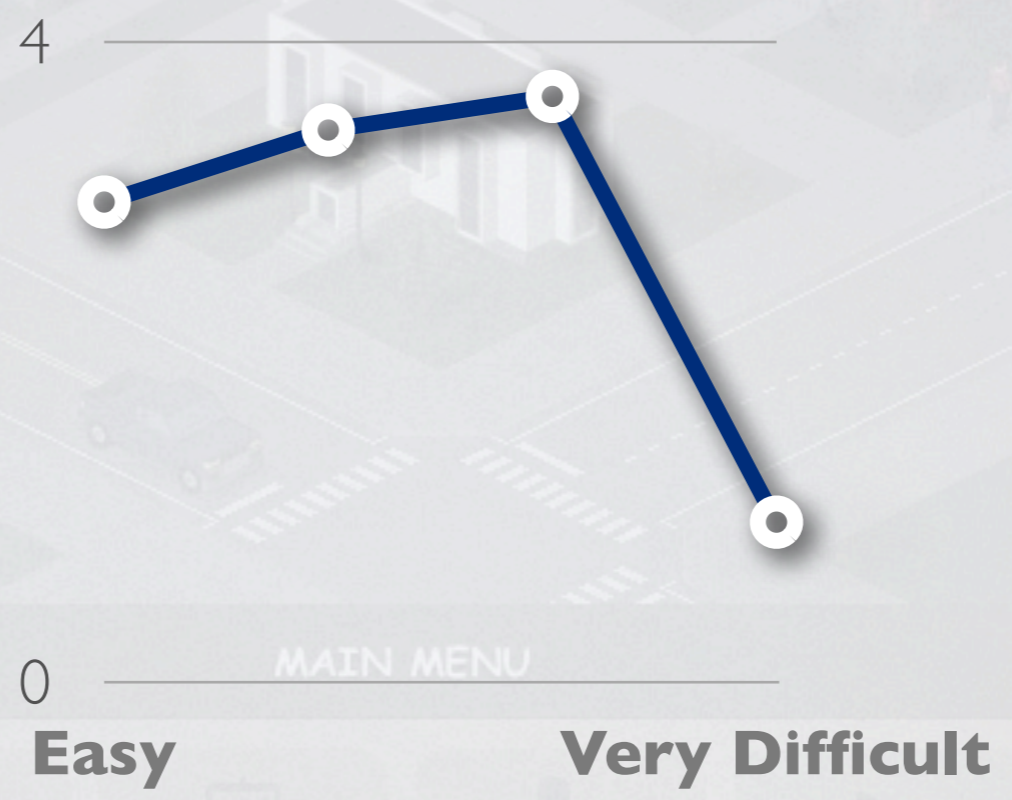


FLAG  
GAME ENGINE

# STAT STORIES



### Difficulty vs Benefit



## Thinking “Economically” Improved Success?

MONEY  
**\$100140**

POPULATION  
**700/700**

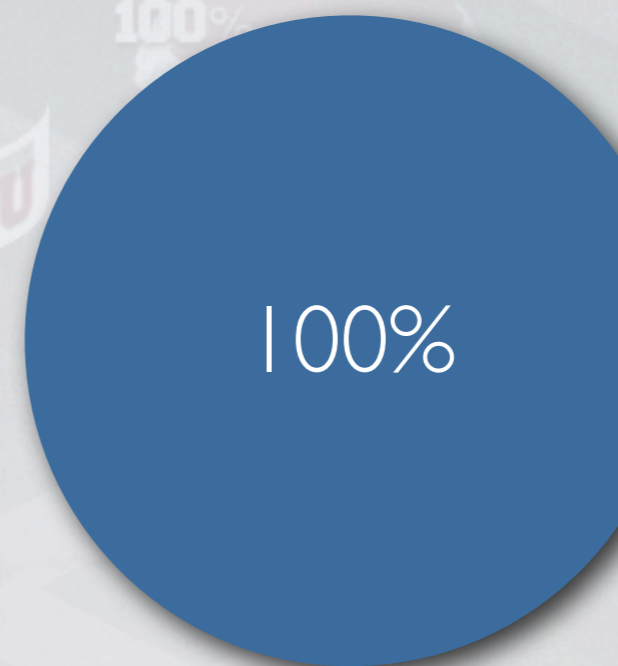
HAPPINESS  
**100%**

TURN  
**11/100**

I thought it was awesome.  
It was smooth and it  
taught us a lot”

“Highly addicting...  
A game I would  
play again in the  
future.”

“Once I started playing  
it was hard to turn off.”



● Yes

● No

“It was a great  
game and it  
helped me a lot”

MAIN MENU

BUILD

UPGRADE

POLICIES

STAFF

IDLE TURN

LEADERS



# ANYTHING...U

Engineering. Biology. Health Policy. Business. Cyber Security.  
Political Science. Agriculture. Nutrition. Education.

# EVERYTHING...U



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FLAG  
GAME ENGINE

THANKS FOR PLAYING

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