Activity: Developing leadership through educational games

Addresses: leadership

Aims/Intended Learning Outcomes: Increased awareness of students' own leadership behavior and their connection with leadership styles

Time required: flexible use of online software

Group size: flexible

Context/setting: no restrictions

Description:

(a) Individual trials with Vleader different online scenarios using laptops. Students deal with 5 modules of the simulator. Each module simulates a meeting, and provides tasks aimed at exploring increasingly complex scenarios.
The learner/player is a new employee who navigates interactions with virtual employees, colleagues, and supervisors by expressing himself or herself in one of different ways (using the bar under the idea): supporting or opposing an idea, switching topics or focusing on a person, asking a question, or doing nothing (Simulearn, 2007)

(b) Each student receives both business results and leadership/climate results of the meeting of his/her own performance

(c) students reflect on their own leadership scores, understanding the principles of power, tension, ideas (the social system), to recognizing and influencing what is happening in a leadership situation.
By using three very different styles of leadership, students experience a wide spectrum of cause and effect on the principles.

Variations: n/a

Materials needed: laptop, internet connection

Behind the activity: virtual simulations (Aldrich 2003; Halvorson et al., 2011; Hickey, Ingram-Goble, & Jameson, 2009, Dalla Rosa, Vianello, 2015). Leadership styles (Burns, 1978)

Inspired by: designed by Simulearn, 2007; prosed in Padova by Michelangelo Vianello; conducted by Ettore Felisatti, Fabio Bonaldo

Any other comments: software licenses need to be asked and bought from Simulearn