

5 - Using Flipped Learning to Understand Market Competition

Tools / Services	Pedagogical Uses
	<p>Flipped classroom has been used. Students learn the concepts and study the model before they come to class with the support of teaching animation. Using the knowledge learnt, they play the role of managers of firms that are competing with each other in the Business Competition Simulation Game. After the game there is a debriefing session that helps students to consolidate their learning.</p>