

Games and Simulations in the Classroom Community of Practice

Session 1 Monday, September 24, 2018

Leader: Joel Blit

Presenter: Joel Blit

Topic: Trade game simulation ECON 231 Introduction to International Trade

- Course introduces key concepts of international trade
- Analyzing gains from trade
- Patterns of trade
- Implications for domestic and international conditions
- How can governments manipulate trade?

Why play the trade game?

- Students get up and move around, they get to meet each other!
- Set the tone for the course – more participation
- Link to course content

Trade game

- Game is played in the first week of the term
- Simulated environment: students are divided into two countries (Canada and the USA) and given a card. The card indicates whether they are a producer of food or clothes and the number is how much they produce.
- Introduce gains of trade chart (utility)
- Students can trade so they have both food and clothes to try to maximize their utility. Trades are posted on the board
- Round 1: trade within their country only
- Rounds 2: international free trade
- See if your utility increased or decreased in between rounds, was the whole country better or worse off (or the same)
- Observations and reflection – how does production impact the types of trades that were made? Different economies, different value on the goods produced
- In course students post results to learn and there are winners

Questions from the room

- Is the game played again in the term?
- Consider starting with free trade and then only within country so that students feel the restriction
- Introduce a tariff system – every trade you have to give something to the “government”