Abstract

This thesis is to create an abstraction of business simulation game, that later can be developed together with further development of Business Simulation project which is a bigger part of the project. Designs are based on the simulation methodology and business dynamics.

To accomplish the thesis, there are several games and simulation that have been observed to gather the general pattern of the business simulation. Besides the observation there are literature studies that learn about simulation, business dynamics, and system analysis.

The result of the observations and the literature studies are the designs that fulfill the abstraction of business simulation game. The designs as the result are proven to make sure it is applicable using the spreadsheet.

Businesses in general have several factors that relate one another. Business simulation game is actually an illustration the relationship. The illustration in this thesis is the animation model.

Key words:
Business dynamics, business simulation games, abstraction, model, and design.