|  |
| --- |
| **Submission Template for the**  **2018 MOBTS Teaching Conference for Management Educators** |

1. Title, Abstract & Keywords

**Pandemic In The Classroom!   
Using a cooperative board game to teach organizational behavior and “save the world.”**

How often do you give your students the chance to save the world? If you are looking for more opportunities to do so, join me as I explain how I use the board game Pandemic in my Organizational Behavior classroom to teach teamwork, decision-making, and organizational communication. This activity could also be adjusted for Management or Human Resource classes.

Keywords: Organizational Behavior, Board games, Teamwork, Decision-Making, Organizational Communication

1. Introduction

In my Organizational Behavior class, I use as many activities as possible to get my students involved and working through the major concepts in the course. One of the main activities that I have my students complete is to play the board game “Pandemic” in their management teams, they remain in these teams for discussion, activities, projects, and exams throughout the course. The teams all receive instructions from me on how to play the game but they are then on their own in trying to “save the world.”

In playing the game the teams chose a number of “employees” whom they will send on missions around the world to save us from 4 epidemics. Teams must make decisions on which employees have the most valuable complimentary skills, they must think ahead through situations of uncertainty and leverage the synergy of skills if they hope to save the world. Debriefing this activity allows for students to look back at their own formation as a leadership team, how they made decisions in complex situations, and how they used communication skills to their benefit.

1. Teaching Implications:

Attending this workshop, management educators will:

* Have a new activity that they can use in their classroom to teach teamwork, decision-making, and communication.
* Be introduced to multiple assignments that can be paired with this activity to measure student learning.

1. Session Description and Plan:
2. (5 min) Introduction of facilitators and attendees.
3. (5 min) Explanation of the game and set up.
4. (10 min) Chance to play part of the game and see first-hand student experience.
5. (10 min) Explanation of the activity debrief and presentation of possible assignments.
6. Application to Conference theme:

***Reflective Reinvention: Harnessing our Heritage to Reshape Management Education***?

Not applicable.

1. Time Requested: 30 Minutes
2. Resource Needs: None.
3. Unique Contribution to OBTC:

This has not been presented or submitted elsewhere. I have been using this activity in my Organizational Behavior classroom to great success (students are very engaged and report liking and learning a great deal from the activity), with alterations it could also be used in a Management or possibly an Human Resources classroom as well.