

Collaboration, communication,
presentation beyond borders...

...with the aim of giving
business engineering students
a taste of what's to come

The simulation is designed to improve team performance and develop leadership skills in an international environment.

Quest 3C provides a virtual global setting which

- develops decision making and problem solving
- accelerates learning, but leaves a lasting effect
- improves IT-literacy and communication across borders

QUEST 3C

More than just
another
simulation
game



Contact

Prof. Hazel Grünewald, BA (Hons), MA, PhD
hazel.gruenewald@reutlingen-university.de

Michael Moser, Dipl.-Wirtsch.-Inf., MSc.
michael.moser@reutlingen-university.de

Petra Greiner, Dipl.-Wirtsch.-Mal., MBA
petra.greiner@reutlingen-university.de

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Sponsored by

Developing leadership and effective teamwork skills for future supply chain managers

Working at the interface between business and technology, learners...

- are fully immersed in a dynamic setting which often calls for rapid reactions and educational guesses
- get a chance to experiment with different management approaches in a risk-free environment
- recognise the importance of networking and the buy-in of key players in the decision making process



Interdisciplinary

Created by an interdisciplinary team of academics and practitioners, **Quest 3C...**

- presents authentic scenarios that require learners to think out of the box
- fosters international networking and collaboration across hierarchies and disciplines

Up-to-date

Use of modern ICT technology:

- Cloud-based computing
- Web-conferencing tools
- Web 2.0 technologies



Online self-reflection

Guided deployment of an e-portfolio enables learners to

- chronicle and reflect upon the process and products of learning
- document and present aspects of their personal development
- create a personalised, powerful and comprehensive digital resumé or profile of achievement

Intercultural

- The pilot is aimed at international student groups
- In the medium-term students from partner institutions will participate in the game in real time

