

Learning Economics Concepts through Game-Play: An Experiment

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Appendix A. Screenshots

FIGURE A.1: SCREEN SHOT FROM ECONOMICS VIDEO-GAME. THE PLAYER LEARNS THE CONCEPT OF OPPORTUNITY COST BY CHOOSING WHICH FRUITS TO COLLECT DURING A SIMULATED DAY.



FIGURE A.2: SCREEN SHOT FROM ECONOMICS VIDEO-GAME. THE PLAYER CAN BUILD HIS OWN FACTORY AND START PRODUCING GOODS.



FIGURE A.3: SCREEN SHOT FROM ECONOMICS VIDEO-GAME. THE PLAYER HAS TO DEAL WITH A LARGE POPULATION OF AGENTS INTENT ON CONSUMING AND PRODUCING FISH AND CORN.



FIGURE A.4: SCREEN SHOT FROM ECONOMICS VIDEO-GAME. ONE OF THE LEVELS USED IN THE LAB-EXPERIMENT: THE AGENT NEEDS TO CHOOSE HOW MUCH CORN AND FISH TO PRODUCE.

