

# **To Game or not to Game – a pilot study on the use of gamification for team allocation in entrepreneurship education and its impact on team collaboration**

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## **Abstract**

"A need for a well-balanced team" is a well-known adage, be it in sports, organizations or startups. There are numerous studies that suggest which type of teams perform better than others for a certain task, but the process of that team formation itself is rather unexplored and next to non-existent in the educational literature. Furthermore, educators burdened by course loads and schedules tend to opt for the easiest method of team formation – a random allocation or self-selection by the participants. Taking into account well known benefits of diversity in teams, we have tried to explore team allocation by educators and the use of gamification to try and answer the question - Is it possible to make team allocation easier for the educators as well as more fun for the students? We compare a serious gaming solution with an intensive instructor-selection method for team allocation. This pilot study finds that the game-allocated teams performed equally as the instructor-selection method, but the former saved time for the educator while being fun for the students. While there were some hints that the game-allocated teams performed marginally better than the instructor-selection-allocated teams, further studies need to be done to confirm our hypothesis."

## **Speaker Profile**

Rajiv Basaiawmoit is a faculty at Aarhus University. A biophysicist by training, he has been interested in Entrepreneurship after his MBA. Being an avid board gamer and with a collection of over a 100 games, he successfully developed a board game that can help in teaching entrepreneurship for which he had an EU project. Thanks to the success of the game and his university wide entrepreneurship course, he now holds a special position in the Dean's Office to promote entrepreneurship education across the various departments in Aarhus University. He is also holds the position of the Head of the Open Innovation. More about him is here: [http://pure.au.dk/portal/en/persons/id\(a622d8a9-63fd-48df-8589-819530a54168\).html](http://pure.au.dk/portal/en/persons/id(a622d8a9-63fd-48df-8589-819530a54168).html)