

Appendix A

Recommendation

Some of the general recommendations made by the people who evaluated the game were:

1. Change the color to the cards to make them more striking to the players.
2. Make the cards in a more resistant material so that it can be used for longer.
3. Ask a greater number of questions.
4. Create more difficulty in the questions.
5. Ask open questions for the development of the participants.

Appendix B

References

- Delfin, F. & Acosta, M. (2016). *Importancia y análisis del desarrollo empresarial*. Recovered from: <https://www.redalyc.org/html/646/64646279008/>.
- Departamento del Trabajo y Recursos Humanos de Puerto Rico. (2017). *Empleo y Desempleo en los Jóvenes*. Recovered from https://www.estadisticas.pr/files/Inventario/publicaciones/DTRH_EMPLEO_DESEMPLEO_JOVENES_AN_2017.pdf.
- Instituto de Estadísticas de Puerto Rico. (2016). *Perfil del Migrante*. Recovered from https://estadisticas.pr/files/Publicaciones/PM_2016_1.pdf.
- Faria, A. (1989). *Business Gaming: Current Usage Levels*. Journal of Management Development. 8(2), 58-65.
- Fonseca, B., Goncalves, R., Texeira, M., Paredes, H., Morgado, L. & Martins, P. (2014). *BIZZY- A Social Game for Entrepreneurship Education*. Springer International Publishing Switzerland. 2, 33-41.
- Junta de Planificación de Puerto Rico. (2014). *Agenda para la Recuperación Económica 2014-2018*. Recovered from: <http://jp.pr.gov/Portals/0/Economia/Planes%20de%20Desarrollo%20Econ%C3%B3mico/Planes%20de%20Desarrollo%20Econ%C3%B3mico%20Publicados/2014.05-Agenda%20para%20la%20Recuperaci%C3%B3n%20Econ%C3%B3mica%202014-2018.pdf?ver=2017-05-15-122113-597>.
- Jun, A. (2008). *Application of experimental learning cycle in learning with a business simulation game*. Unpublished thesis. Columbia University. United States.

José G. Montañez Orengo, MBA

Micha Corum, PhD

Zulma Quiñones Rivera- Howell, PhD

La Guardia, D., Gertile, M., Del Grande, V., Ottavianos, C. & Allegra, M. (2014). *A Game*

Placing games in the teaching toolbox for
entrepreneurship education in Puerto Rico

Based Learning Model for Entrepreneurship Education. Procedia. 141, 195-199.

López, A. (2012). *El emprendedor necesita formación para emprender*. Recovered from

<http://emprende.unir.net/blog/el-emprendedor-necesita-formacion-para-emprender/index.html>.

Peppler, K., Danish, J. & Phelps, D. (2013). *Collaborative Gaming: Teaching Children About*

Complex Systems a Collective Behavior. Recovered from

<http://doi.org/10.1177/1046878113501462>.

Royse, M. & Newton, S. (2007). *How Gaming Is Used As An Innovate Strategy For Nursing*

Education. Nursing Education Perspectives. 28(5), 263-267.

Sayers, C. (2011). *Computer simulation and gaming in technical college curriculum: Online*

student perceptions. Unpublished thesis. Capella University. United States.

Serra, E. (2018). *Currículo de la educación empresarial en las universidades de Puerto Rico y*

Filipinas: Explorando la mentalidad y características empresariales de las mujeres

universitarias. Unpublished thesis. Inter American University of Puerto Rico. San

Germán.

Wolfe, J. (1976). *The Effects and Effectiveness of Simulations in Business Policy Teaching*

Applications. Academy of Management. 2. Recovered from

<http://doi.org/10.5465/amr.1976.4408663>.