Guide to Virtual U [video game]: A Simulation of University System Management SCM0445

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Scope and Contents
University management simulation video game.

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Scope and Contents
Virtual U is a computer simulation game that engages participants in exercises designed to improve understanding of universities as systems. Participants take the point of view of a university president. They set institutional and departmental budgets and make decisions in areas such as faculty hiring and compensation, enrollment management, incentives for teaching and research, finance, facilities, and even parking.

Began in 1994, Enlight Software of Hong Kong designed and developed the game, which was first released in 1997. Trevor Chan, Enlight's President, designed the previous games Capitalism and Seven Kingdoms. The Jackson Hole Higher Education Group developed the simulation engine, which was an entirely new model although it does draw heavily on the work of William F. Massy. Data to drive the engine were collected by the University of Pennsylvania's Institute for Research in Higher Education. The Alfred P. Sloan Foundation supported the project from its inception.

Subjects and Indexing Terms
Silicon Valley
Video games -- Handbooks, manuals, etc.
Video games.
Universities and colleges -- Administration.
Alfred P. Sloan Foundation.

Virtual U: Administrative Version 2000
Physical Description: 1 optical disc(s) (cd-rom)

Virtual U [version 1] ✎
Virtual U [version 1.3] ✎
Virtual U [version 2.1] 2003-09-17 ✎
Virtual U 1.0 Strategy Guide 2000 ✎