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### **Approaches to the classification of business games in economics and management**

The increasing complexity of the modern world, national and regional economic processes poses new challenges to the training of specialists in the sphere of economics and management. Leading place is given to the system of higher education. Traditional forms of study have limited opportunities in assimilation of a training material and activation of activity of students. Therefore, there is a problem of non-traditional forms of learning. They can put the student in one of positions: teacher, consultant, scientist, director, actor, etc. All this allows to develop the identity of future experts, to form at them creative, innovative approach in adoption of economical and administrative decisions.

In the structure of non-traditional forms of education an important place is allocated for game methods. In the conditions of constantly changing economic situation, there is a need for fast response to it when teaching various economic disciplines. It is important to update a set of used business games in due time. Application of outdated information is reflected in quality of training of specialists. The labor market can be filled with non professionals. In this regard the problem of development of new business games represents constant interest of foreign and domestic researchers. [1, p. 222]

The purpose of research is the study of the concept of business games in economics and management, as well as of their classification for individual features in teaching economic and management disciplines in higher education. To achieve this goal posed the following set of tasks. First, specify the role of non-traditional forms of education in relation to the games business in the economic and administrative sphere. Secondly, to bring the theoretical concept of "business game in economics and management." Thirdly, to classify the business games, on various grounds in the teaching cycle on economic disciplines.

Analysis of literature shows that at present the unique and common interpretation of the term "business game" has not yet been formed. Therefore, we give the definition, which includes the most important characteristics of the business game in economics and management.

Business game is an imitating modeling of the phenomena of management by professional activity of people and formation of various economical and administrative

situations. Their main objective is studying and the solution of a complex of problems in artificially set conditions.

During the development of the gaming simulation allocate different types of business games.

1. According to the intended purpose business games can be educational, design, research.

- 1.1. Educational business games - are the games held during the studies. Thus, they can be designed to help students to understand separate subjects of economic disciplines, and their parts. They are subdivided on certification, blitz and mini-games.

- 1.2. Design business games are complex of search, research, settlement, graphic and other types of works performed by students independently for practical or theoretical solution of the problem indicated by the teacher. They are based on creativity, the ability to navigate in the information space, autonomy in the construction of information and the ability to protect the public nominated by the social and economic concepts

- 1.3. Research games - reflect the approach to learning, which is built on the natural human desire for self-study of the world. The main objective of the research games - form students ability to independently and creatively develop and rebuild new ways of working in the field of economics and management.

2. Depending on degree of complexity of solved problems allocate final and «planimetric» business games.

- 2.1. Final business games - is a business game, the main goal of which is a comprehensive review and assessment of the level of preparation of students in key disciplines previously studied areas

- 2.2. "Planimetric" business games are such games which can be applied taking into account specifics of spheres of future professional activity at different levels of training. Thus "contour" (game model) is filled with that volume and degree of complexity of problems which is available to level of readiness of students.

3. On organizational activity approach allocate imitating, operational, a method of execution of roles, a staging method.

- 3.1. Imitating games – imitate activity of any organization, the enterprise or its affiliated companies. The scenario simulation games, except the plot events, describes the structure and purpose of the simulated objects, provisions and regulations that determine the specificity of the simulated activities, and a description of the circumstances in which the event occurs.

- 3.2. Operational games - help to fulfill performance of the concrete specific operations connected with future professional activity of students in the sphere of economy and management.

- 3.3. Execution of roles practiced tactics of behavior, activities, functions and responsibilities of specific characters. For the Games to the role-play model is developed



situation between students shared role with the "mandatory content." However, action script can be spontaneous.

3.4. The method of staging - is a kind of "business theater" when played any socio-economic situation, reveals a person's behavior in this situation. At realization of this method there is the script, which describes the specific situation, the roles and responsibilities of actors, their goals. [2, p. 1-16]

Business games are the one of the leading instruments in the active learning methods in the field of economic disciplines. It is important that business games imitate the specific socio-economic situation. They are one of the most effective educational methods to obtain future professionals useful business skills and develop appropriate competence.

Continued research in this area suggests a further study of the principles of the use of active learning methods, including business game, in the construction of a variety of training courses in the structure of higher education; study the mechanism of the development and implementation of business games with concrete examples, with reference to the various disciplines of social and economic cycle.

#### References:

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