



The Hungarian Pilot – Results and Reflections

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Goals of the Pilot Test

- Test integration of a serious game into curriculum
- Increase engagement and support understanding of sustainable development
- Explore student reactions and learning outcomes





Game Integration

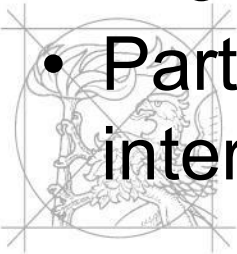
- Topic:
 - Sustainable Development & Millennium Development Goals
 - International development cooperation - NGO
- Structure:
 - Short lecture
 - Game
 - Group discussion with role-based questions
 - how many points they got in the different areas
 - which area is more important
 - what can an NGO do for better results



Advantages & Student reactions



- Keep the attention of the students
- Using digital technologies in the class
- Practical support of the topic
- Active involvement of students
 - Positive feedback on interactivity and engagement
 - Criticism: minor issues with Hungarian version of the game
- Participation differences: bachelor vs. master vs. interdisciplinary groups



Reflections & Lessons Learned



- It was difficult to get back to the class, students enjoyed the game and they wanted to continue playing
- Small-group discussion needs stronger facilitation at BSc level
- Experienced students (e.g., MSc) handle open tasks better
- Need for better testing (e.g., with teaching assistants) beforehand





Key Takeaways

- Serious games are valuable
- Adapting to audience and course level is essential
- Encourage experimentation but prepare for flexibility



Thank you for your attention

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