



MANAGING THE TVET INSTITUTION

COMPUTER SIMULATOR



Simulation Methods of Learning

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- Computer simulators first appeared in the second half of the 20th century with the development of the IT industry. The simulator-based learning method began to spread rapidly throughout all levels of education.



Modern flight simulator

- Today, computer simulators are used in educational programmes offered by leading business schools around the world (Harvard University, Wharton University, INSEAD, etc.).

Simulation Training

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- Trainees play the roles of directors of virtual colleges.
- They analyse management reporting, make decisions, and see the results.
- Each trainee is a member of a team.
- At the end of the simulation, an analysis is made of the results and the effective and erroneous decisions.

Appointment

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Teaching staff

Resulting indicators

Quantity

97 ⁺⁶ people
Number of teaching staff

5 ⁺¹ people
Those who left due to the working conditions

Indicators

10.2 ^{+1.86} people
Students per employee

Elderly age
Age profile of teaching staff

Staff



Recruitment and dismissal

Teaching load

28.3 ^{+1.46} people/week
Workload on teaching staff

20 people/week
Recommended workload per week

Shortage

22 people
Shortage of teaching staff specialized in a particular sector

Today you were introduced to your employees as the new director of the institution. The founder and the governing council have high hopes that you will make the institution a regional leader in vocational education over the next 6 years.

Profile of the virtual college

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Educational programs

- Number of programs – 2
- Students – ~1 100 people
- Enrollment in last year – ~ 600
- The employment of graduates – Low

Finance

- Budget size – ~1,940, 000 USD
- The main source of income – Subsidies

Infrastructure

- Educational space and other facilities – ~5800m²
- Facilities repair state – Low
- Efficiency level of classroom facilities – ~47%

HR

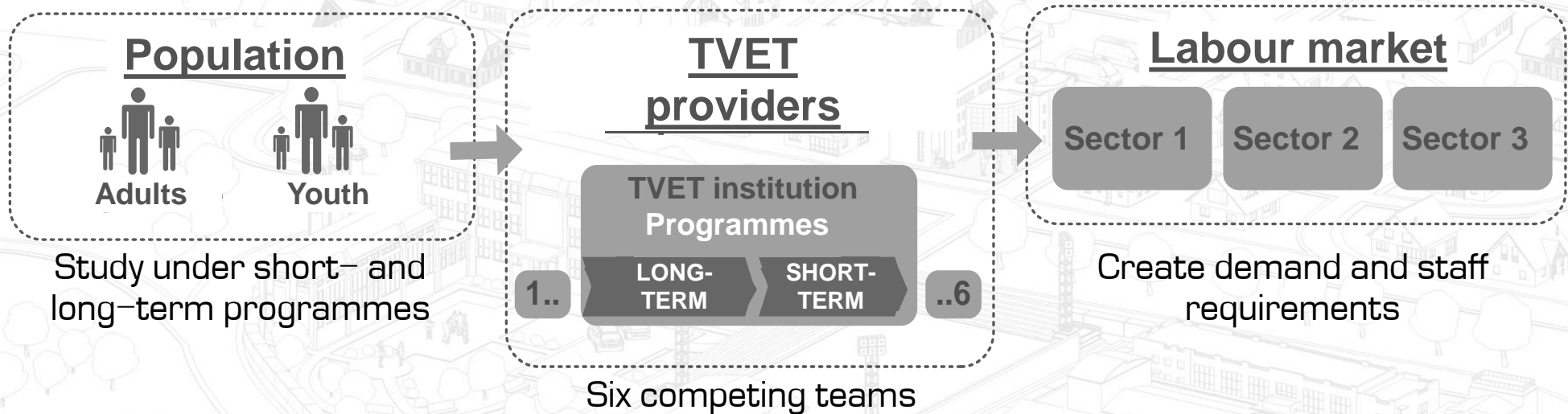
- Amount of staff – ~100 people
- Qualification – Evaluation was not conducted

** Check all parameters in simulation to clearly understand the situation of your school*

** * All teams have the same starting situation except their program portfolio (programs are realized in different sectors)*

The computer simulator structure



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KEY PROCESS:

-  Educational programmes

SUPPORTING PROCESS:

-  Analytics
-  Partners and stakeholders
-  Finances
-  Staff
-  Equipment
-  Campus
-  Championships
-  PR and mass media
-  Maintenance

Game activities

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Main activity:

- Analytics
- Monitoring and development of new educational programs
- Partnerships

Supporting activity:

- Cooperation with the supervisory board
- HR policy (salary, staff training, etc.)
- Facility management (repairs, energy saving, etc.)
- Management of classroom and laboratory equipment
- Maintenance and outsourcing
- Finance management
- Participation in government programmes, competition for grants
- PR and mass media

Rating

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Economic importance

(Number of employed graduates, admitted students, etc.)

Stakeholders

(Number of partners, reputation of the institution, etc.)

Education

(Relevance of programmes, educational technology used, etc.)

Accessibility

(Number of students, accessibility for different categories of the population)

Efficiency

(Finance, modernity of equipment for classes, the state of the campus, etc.)

The rating is based on the system of key **indicators** and simple **achievements**.

