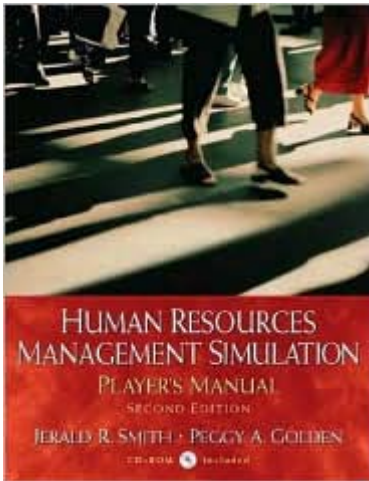


Book Summary



Human Resources Management Simulation: Player's Manual (2005)

by Jerald R. Smith and Peggy A. Golden

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Synopsis

This dynamic business simulation game will help the participant gain a better understanding of the strategic issues of a human resources department. For use in a college class or human resource training program, teams of 2 to 5 people establish objectives, plan their strategy, and then make the required decisions dictated by these plans. The decisions are forwarded to the instructor who uses the instructor program to calculate the results. Several iterations of the decision calculations are made. A FAQ (frequently asked questions) section for students and instructors is included in the student manual. The simulation can be programmed to simulate a profit or non-profit organization that is in manufacturing or service.

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