

logistics and SCM issues. They enable instructors to better motivate, train and teach students. Furthermore, it is expected that industry and economy will have to hire better skilled graduates (Sweeney et al, 2010).

The main contributions of this study are: (1) creation of the database of available logistics and SCM games which can be helpful for present and potential logistics and SCM game users; (2) development of a custom-made selection procedure of suitable games which, among other things, includes the GSI; (3) development of a new game for practicing the logic of DRP which, according to the authors' knowledge, is the first game related to the DRP; and (4) evaluation of six applied games from students' viewpoint. We intend to further enhance and improve teaching and learning activities in the Business Logistics and Supply Chain Management courses in future.

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