

# Game-Based Education Approaches to Inclusive Business Management

Part of the Advances in Business Information Systems and Analytics Book Series

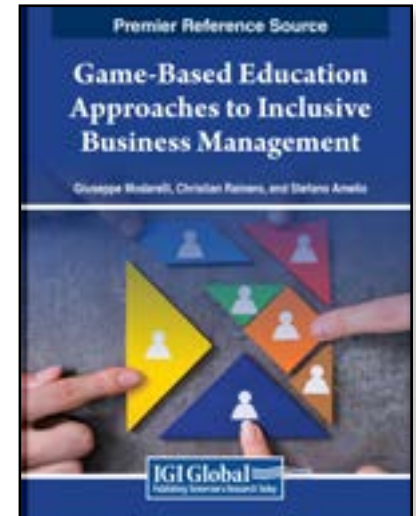
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## Description:

Addressing social inequalities and fostering holistic well-being has never been more pressing. As people grapple with environmental challenges and navigate the complexities of human interactions, the need for a paradigm shift in how businesses are managed becomes vital. Seeking to confront the profound issue at the heart of our societal fabric — the need for organizations, both public and private, to transcend conventional practices— emerges **Game-Based Education Approaches to Inclusive Business Management** as a tool for change. The book advocates for a transformative approach that integrates game-based learning and working methodologies to instigate a shift towards inclusivity, social responsibility, and overall well-being. Scholars, academics, practitioners, and those passionate about reshaping our societal fabric are invited to contribute to this collective effort, shaping a future where inclusivity and well-being are not mere ideals but integral components of business management.

Grounded in the understanding that the fate of our planet hinges not only on environmental responsibility but also on the quality of human interactions within our work environments, this book ventures into uncharted territory. The objective is clear: to dissect the challenges impeding inclusive practices in business management. By melding research with game-based methodologies, the book seeks to uncover solutions that transcend traditional boundaries. It endeavors to examine the complexities of reducing inequalities and fostering inclusivity by delving into organizational, economic, and personal perspectives. The fusion of game-based learning and game-based working emerges as a driving force for promoting organizational well-being, challenging existing norms, and paving the way for a future where inclusivity is not just an aspiration but an intrinsic aspect of business management.

As the world grapples with imbalances and strives for societal harmony, **Game-Based Education Approaches to Inclusive Business Management** beckons to a diverse audience. Policymakers, public and private sector managers, educators, occupational psychologists, and researchers are invited to partake in a collective endeavor to reshape the narrative of business management. This effort derived from this collaborative effort promise to be a catalyst for change, influencing not only the professional landscape but also societal norms. This book is a rallying call for scholars, academics, researchers, and practitioners to contribute their perspectives, making it a great resource for those committed to reshaping organizational paradigms and societal structures.



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## Topics Covered:

- AI Inclusion
- Corporate Inclusion
- Educational Gaming
- Game Approaches
- Game Training
- Governance Perspective
- Inclusive Practices
- Interventions
- Private Transposition
- Reporting Practices
- Sector Comparison
- Serious Games
- Social Innovation
- Techno Solutions
- Well-being Management

**Subject:** Business & Management

**Classification:** Edited Reference

**Readership Level:** Advanced-Academic Level  
(Research Recommended)

**Research Suitable for:** Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

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