

# Why Grand Strategy games will (already) make teachers obsolete.



Figure 1: "Crusader Kings II"

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## Abstract

This talk analyzes how a relatively new trend of games is pushing the boundaries of what can be taught through play. Unlike most other commercial games, where the focus is being able to quickly pick it up and play, these titles pack a huge amount of highly-researched knowledge and offers teachers new ways of approaching their subjects.

## Author's Keywords

Grand strategy; 4x; simulators; management; business sims; edu games.

## Introduction

Although we are all aware that technology will take over our current teaching methods, some are not fully conscious of how it's already having an impact. Games are a great teaching tool, however, they sometimes fall short when it comes to content. That's where Grand Strategy games and similar genres are going the extra mile, and offering their users in-depth knowledge on matters that would otherwise take months of formal training.



Figure 2: "Europa Universalis IV"

## Content

'Grand Strategy' games make use of very deep and interwoven systems, with a high attention to detail and freedom to micromanage. Players are a lot more open to unintuitive UIs, steep learning curves and bare-bones graphics. This gives developers the freedom to concentrate on historical accuracy, content and immersion.



Figure 3: "Victoria II"



Figure 4: "Rebel Inc."

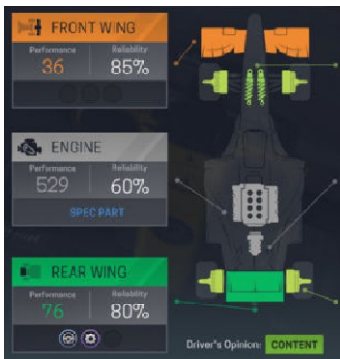


Figure 5: "Motorsport Manager 3"

## Target

Although it may seem intimidating at first, teachers need not to fear, but to learn how to make these games work in their favor. During the presentation, the speaker will offer suggestions on how to incorporate methodologies to integrate grand-scale gamification into the classroom.

## References

Like many other labels used to describe game genres, 'Grand Strategy' is quite a loose term. It is because of this that this presentation takes the spirit of "Grand Strategy" beyond and contemplates similar genres such as "Business Sims", "Sports Managers", etc. Games that share commonalities in how information is presented and how far players are able to take decisions.

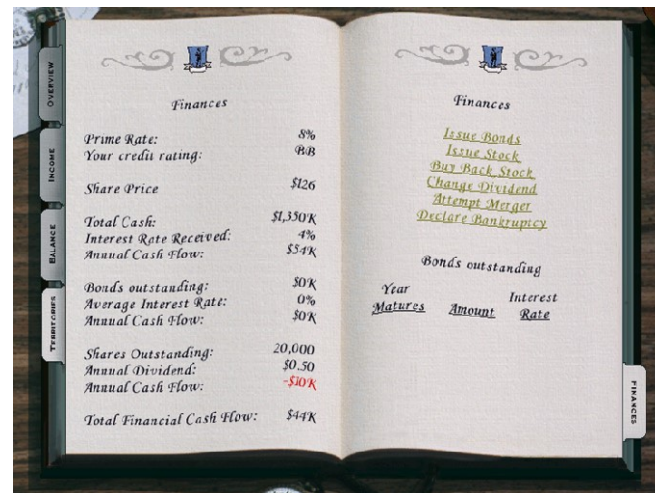


Figure 6: "Railroad Tycoon 2"

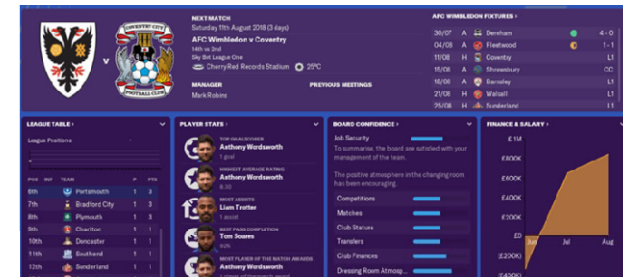


Figure 7: "Football Manager 2019"

## Author's Bio

Alain is an award-winning game designer with a background in the film industry. He has released games in almost every format, including board games, mobile, pc, console and even casino. He has previously spoken at Gamilearn, as well as at Taiwan Game Developer's Forum, Casual Connect Europe and others. Alain currently works at Starbreeze Barcelona as a Game Designer.