

Faculty Innovator Grant 2019
Center for Learning and Teaching

Final Report Form

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Project Title: (10 words or less)	Future Traders

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1. Describe the specific teaching and learning issues being addressed by the proposal.

Future Traders is an interactive trading game in which players compete with peers to make the most trading profits. Future Traders employs insistent design and scaffolded gameplay to encourage a multi-perspectival understanding of financial markets, one that helps students better understand the complex and sometimes contradictory strategies that ultimately determine financial success. Designed to be portable, persistent, and fun, Future Traders serves as a model of how complex questions of financial literacy can be taught through digital gaming.

2. Describe the revised specific teaching and learning issues being addressed by the proposal (if applicable): We have made Future Traders more entertaining and increased the learning curve by adding in more variables and information for students.

3. Describe the development activities involved addressing the learning or teaching issue.

Future Traders into an electronic resource, including an app. As we discuss in more detail in Section 3, delivering Future Traders as an electronic resource will confer several distinct advantages to the game. Specifically, doing so will:

- 1.) **make the game significantly faster** and therefore help Future Traders more realistically simulate the rush of a trading floor;
- 2.) **provide a wider range of ways for the game to deliver relevant content**, including through animations, web-links, and video tutorials;
- 3.) **make it easier for instructors to assess student learning, participation, and engagement** both longitudinally and in real time by measuring specific aspects of gameplay;
- 4.) **make Future Traders more portable and thereby more accessible** to students in a variety of educational formats, including distance and hybrid classrooms;
- 5.) **make the game more persistent**, so that students can play the game with others outside of the classroom and track their progress and improvement through a succession of matches at different levels played over the course of a semester and perhaps for longer.

4. Describe the learning outcomes attained by the project.

Future Traders ultimately seeks to teach students a critical methodology through which they can teach themselves otherwise daunting forms of financial literacy through game-based learning behaviors. Future Traders seeks to accomplish the following learning objectives through meaningful, scaffolded gameplay:

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1. **Students will learn a structured approach to financial literacy**, one that, as exemplified through the gameplay of Future Traders, encourages them to approach complex financial behaviors as a conglomeration of discrete, abstract, and ultimately learnable transactions and behaviors.
2. **Students will master the types of performances valorized by the stock market.** These not only include the basics of when to buy and sell, but establishing markets, managing portfolios, monitoring positions, risk management, and hedging and speculating.
3. **Students will master the underlying mechanics and mathematics of complex trading strategies.** They will learn how markets work, how to use bids and offers, how to recognize trends, how to understand liquidity, how to evaluate the impact of news events, and how to react quickly to new information.

5. Describe unexpected outcomes, if any.

6. Describe the impact of the completed project on your colleagues, department, college, or community.

It is still a work in progress, but my students love the game and it has increased their engagement in the classroom. When they play the game they stay in the classroom and keep playing if when class is over and they practice at home. Some students have even attended extra classes so they can play more.

7. Describe how the project can be a model, template, or prototype for use by other instructors.

We just started demoing the game and we feel this can be a great addition to many finance courses and help instructors teach students how to learn how to trade and also basic math and negotiating skills.

8. Describe the technology used to help address the issues described in the proposal.

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9. Describe products, if any, that are a result of the project.

10. Describe the future plans for this project, if any.

Continue to develop the game while adding many different products and multiple levels of difficulty. Eventually distribute the game to high schools and universities.

11. Attach a financial report with updated Budget Plan Matrix.

Final Budget Matrix

Budget Item (equipment, personnel, software, etc.)	Qty	Total Cost	Source of Funds	
			Amount from FIG	Amount from Other Source

