Output PR3: Commented Game Collection



Zoo Tycoon			
Duration:	30+	min	
Number of players:	1	player/s – plays in teams	
Materials/ Tools needed:	PC		
Publisher:	Asobo S	Asobo Studios	
Game Designer:	Frontier	Frontier development	
Language	ENG	ENG	
Links:	https://w	https://www.asobostudio.com/games/zoo-tycoon	

Type of game:	Main topic:
() board	
() card	Managing a zoo
() role play	
() simulation	
(X) computer	
() Serious	
() Other:	
· ·	

Short description/ Goal of the game:

In Zoo Tycoon players manage a zoo, learn about animals, build environments, collect species.

Image:



Educational value/ Learning Objectives:

- Strategic thinking
- Building
- Spatial awareness
- biology
- knowledge of flora & fauna
- economics









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Recommendations for use:

Pro's & Contra's:

- Need a PC
- Single player
- not a real simulation

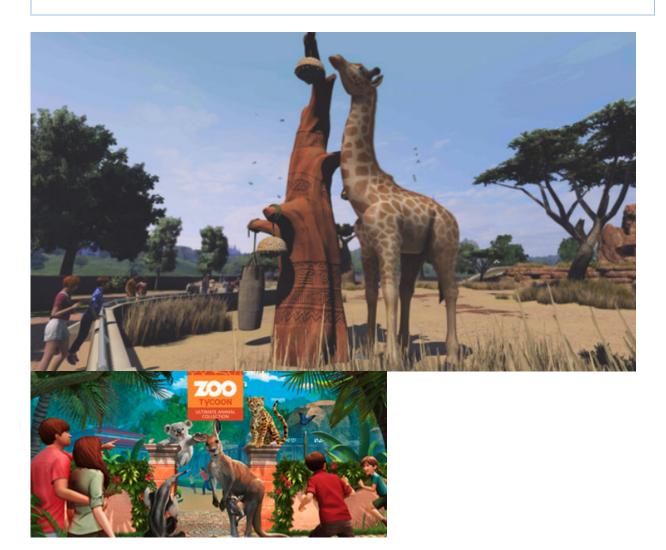
Tips and Tricks for Facilitators

Feedback questions

- how do real zoo's work
- how do real animals handle being in zoo's
- what have you learned from animal behavior and how does this reflect reality

Further discussion topics

- managing and building: what do you need to do to build spaces that people/animals love
- how to handle unhappy people/animals











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