Zoo Tycoon

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

Type of game:

() board
() card
( ) role play
( ) simulation
(X) computer
( ) Serious
( ) Other:

Main topic:

Managing a zoo

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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