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| SUBJECT: | International Trade Simulation | | |
| HOURS: | 30 | ECTS: | 3 |
| semester | Winter | Academic year | 2017/2018 |

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| Name/title of the author: | Remigiusz Gawlik, Ph.D. |
| Course Description: | Recent changes in global economy show a constant growth in international trade volumes. More and more countries are getting involved in global exchange of goods, currencies, natural resources and know-how. At the same time the direction and intensity of international trade is changing constantly. Understanding reasons and consequences of these changes becomes essential for anyone dealing with modern international economic relations. The course provides an opportunity of getting practical taste of international trade in form of a simulation game linking fun with deeper understanding of ongoing global trade problems. |
| Learning Outcomes (Goals and Objectives of the course): | The goal of the game is to familiarize the students with international trade praxis. Students analyze their country's resources and needs and trade with other countries to enhance their own economic position and environmental quality. The game involves environmental analysis, resource rationalization, risk and benefit assessment, scientific and technological development and economic planning. The final outcome of the game is promoting the idea that international trade can become a powerful tool for enhancing social and economic standards of living. |
| Entrance qualifications: | International Economics |
| Course Content: | The course consists of two parts: theoretical introduction and a trading game. Students work cooperatively in six groups – countries. Each country has varying types and amounts of commodities. The students are provided with background information with which they have to identify their country's strengths and weaknesses, discuss the standard of living, and possible changes. Each country is initially endowed with different assets. Students buy, sell and trade on the global market. After each round the teams are asked to compare their current status to the initial one. Students assess possible positive and negative impacts of various trade policies. They also have to control the number of impacts made upon their country. Some countries must negotiate to reduce impacts while still maintaining initial goals. The game results in teams meeting their goals at different levels and ends with a final class discussion. |
| Assessment policy (examination): | <ol style="list-style-type: none"> 1. Active participation to the international trading game: 40% 2. Handouts by Students (case study, written essay): 40% 3. Efficiency in achieving the goals of the game: 20% <p><i>For details please refer to "Evaluation Policy" on course's website.</i></p> |
| Course materials/bibliography: | <ol style="list-style-type: none"> 1. Krugman, P.R., Obstfeld, M., & Melitz, M. (2014). <i>International Trade – Theory and Policy</i> (10th Ed.). London: Pearson. 2. Gaspar, J., Kolari, J., Hise, R., Bierman, L., & Murphy Smith, L. (2016). <i>Introduction to Global Business: Understanding the International Environment & Global Business Functions</i> (2nd Ed.). Cincinnati, OH: South-Western College Publishing. 3. Helpman, E. (2011). <i>Understanding Global Trade</i>. Cambridge, MA: Belknap Press. |
| Methods of Instruction: | Theoretical introduction, role playing game, open discussion, text analysis, problem solving. |
| Notes / suggestions: | <p>International Trade Simulation course website: https://e-uczelnia.uek.krakow.pl/course/view.php?id=174 Website of Remigiusz Gawlik, Ph.D.: https://e-uczelnia.uek.krakow.pl/course/view.php?id=277</p> |