



Case Study

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## **Pedagogical Innovation – the case of Simultaneous Tournaments**

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## Pedagogical Innovation – the case of Simultaneous Tournaments

**Abstract:** This case introduces and describes a simultaneous design of poker tournaments offered to an MBA elective class with an objective to address two pain points in the use of tournaments in an MBA elective that is built around decision-making. The pain points faced by students was the time they would have to budget for participating and competing in these weekly tournaments. Instructor pain point was to present students with challenging week-on-week switches of the competitive environment to go along with the evolution of pace and challenges inherent in a poker tournament. Instructors may progress from more aggregate analysis to individual student level models and analysis to ascertain if and how this tournament design addresses the needs of both student and instructor stakeholders.

Key words: pedagogical innovation, poker, tournaments, simultaneous, learning

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