TABLE 10.5. Appraising Scheme for the Simulation Project

Learning	Goal Achievement	Feedback Inputs	Educator's View	Weight (%)	Total
Cognitive: knowledge base	Make the study more tangible so theories of international relations, political studies, social sciences, history, or media come to life				
	Apply paradigms and theories to complex situations				
	Expose underlying processes and causal mechanisms				
	Enrich learning by linking simulation developments to real events				
Behavioral: practice and skills	Combine systematic, flexible, and varied methods of study at individual and team levels				
	Serve as a laboratory for practical training and research on decision-making, negotiations, and journalism				
	Allow informal learning between educators and students				
	Expose diversity of cultural, ethical, and religious issues, value judgments, prejudice, and subjective points of view				
	Manage information and retain it longer				
	Develop critical thinking and analytical skills				
	Elevate civic culture and rhetoric skills				
	Encourage peer-based collaborative teamwork				
	Increase the number of students reached by the educator				
Affective: emotional experience	Complement and enhance traditional study by increasing motivation and encouraging an attentive and active learning process				
	Add creativity and improvisation to make learning emotional, intensive, and enjoyable				
	Facilitate sympathy, empathy, identification, and attitude modifications				