



# Liike

## **What is the game?**

*Liike* is a table-top serious game intended to have players implicitly learn pervasive skills.

## **Why create the game?**

Few table-top serious games have surfaced from South African creators or designers to address teaching and learning needs over more than one module within Accountancy Education. The modules included in the game (Law, Tax, Auditing, Accounting and Financial Management) are an integral part of the B.Com programmes, meaning that it is accepted that the student has the knowledge, skill, and maturity that can be expected of a third-year student (in Accountancy). Feedback from the applicable professional bodies and the industry indicates that employers expect students to have pervasive skills and the know-how to apply theoretical knowledge. The table-top game fills the gap between the technical skills and knowledge obtained at university and the requirements and or expectancies of the workplace

## **Where does the game take place?**

*Liike* takes place in a fictional business world. Not much world building has been done in order to allow players to conjure up their own ideas for what this place looks and feels like.

## **What do I control?**

Players take control of miniatures to move around the board in the process planning their own career path and accumulating points and money by answering game cards. Players may choose from one of five possible player characters for a single game.

### **What is the main focus?**

Players learn, in a fun way, how to apply their knowledge and in the process of gameplay they will obtain pervasive skills. Both knowledge application and obtaining of pervasive skills fill the gap between university and the business world. Liike was designed to be an educational experience first and an entertaining game, second.

### **The Slogan:**

*Animalis Oeconomica* vying for monetary gain and fiscal reward.

Tread carefully, as corruption seeks to purloin the troop's riches!

### **The Team:**

#### **Lead Developers:**

Veruschka Pelsler-Carstens & Lance Bunt

#### **Developers and Contributors:**

Marie Preston, Monique du Plessis, Estie Lubbe, Thys Swanepoel & Japie Greef

#### **The Study Leaders:**

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A NEW WAY TO LEARN ABOUT THE HARSH  
REALITIES OF THE BUSINESS WORLD

