What Would You Do?: A Game of Ethical and Moral Dilemma, Leader's Guide
Lorraine L. Ukens


DESCRIPTION

The What Would You Do? game contains eight decision-making scenarios. For each scenario, players have to decide whether to take a collaborative or competitive road, scoring points for each of several rounds. Points are based on how an individual’s choice compares with those of the other players in the group. At the end of the game, players compare their decisions with the other players. The first scenario mirrors the original Prisoner’s Dilemma—two prisoners are captured and brought in for questioning. Each has to decide whether to collaborate (which results in a lighter sentence) or save their own skin (which results in no punishment for one prisoner, and a heavy sentence for the other). Each of the next seven scenarios introduces additional problems that turn up the heat and force the participants to make increasingly difficult ethical decisions.

SET COMPONENTS
ABOUT THE AUTHOR

The Author

Lorraine L. Ukens is the owner of Team-ing with Success, which specializes in team building and experiential learning. Her wide range of business experience is applied in designing, facilitating, and evaluating programs in a variety of human resource development areas. Ukens is the author of more than ten books, including the best-selling simulation, Lost in the Amazon and her most recent collection of activities, The New Encyclopedia of Group Activities, both from Pfeiffer. She received her M.S. degree from Towson University, where she taught as an adjunct faculty member from 1997 until 2005.

For additional product details, please visit https://www.wiley.com/en-us