

Classroom License for Business Schools

Teach operations, CX and strategy with games students remember.

Business schools and university programs can run Caiwood X simulations in class: the Quadrant Game, the Flow Game, Moments of Truth, Pain Point Poker and the FACTOR Sprint Kit. Instructors get teaching notes and a free desk copy; students get the game materials for their section.

WHAT'S INCLUDED

Five simulations

Quadrant, Flow, Moments of Truth, Pain Point Poker, FACTOR Sprint Kit.

Student materials

Print-ready files for each section.

Teaching notes

Learning objectives and timing for 75- and 90-minute classes.

Free desk copy

Instructors review the full game before adopting.

Debrief guide

Discussion questions tied to core course concepts.

Campus option

Unlimited sections across a campus, licensed yearly.

PRICING OPTIONS

- Per student: \$29
- Per section: \$450 for up to 40 students, then \$15 per extra student
- Instructor kit with printed components: \$295
- Campus license: from \$3,500 a year, unlimited sections
- Desk copy: free for instructors

HOW IT RUNS

Before term	Request a free desk copy
Adoption	Choose per student, per section or campus
In class	Run the game with the teaching notes
Each term	Add sections or move to a campus license

STARTING AT

\$29/student

Per student, or \$450 per section of up to 40 students (\$15 per extra student). Instructor kit \$295. Campus license from \$3,500 a year. Desk copies are free for instructors.

BUILT FOR

Business schools and MBA programs, operations and supply chain courses, and hospitality and healthcare management programs.

WHAT IT IS NOT

- Not for corporate training: see Game Licenses for Organizations
- Not for posting files outside the course
- Not a full course: it plugs into yours