

Overview

- Through a series of seven sessions, *JA Titan* introduces students to critical economics and management decisions through an interactive simulation.
- In fall 2007, a program evaluation was conducted to assess program quality and effectiveness. Data collection consisted of pre-/post-surveys, classroom and simulation observations, and focus groups/interviews.
- The evaluation was conducted by Harder+Company (formerly Lodestar), a third-party research firm based in CA, which concentrates on applied social research for human service programs and community-based organizations.
- Time Frame: August 2007 – December 2007.

Sample

- The evaluation included 589 student surveys (participating and comparison) and a total of 21 teacher and volunteer surveys.

Student Impact

- Students gained knowledge of important economic and business concepts and how to apply them to the real world.
- According to teachers and volunteers, the simulation provided a challenge for students, increased motivation, and increased focus – all key elements in engagement.
- 89% of students indicated satisfaction with the overall program.
- Qualitative findings obtained through classroom observations and focus groups substantiate the positive gains by students. In focus groups, students described the importance of teamwork to success in the *JA Titan* simulation and the appeal of the competitive element of the program.

Volunteer and Teacher Impact

- Overall program satisfaction was high among teachers and volunteers.
- The majority of teachers and volunteers agreed or strongly agreed that *JA Titan* improves students' ability to make decisions, think critically, and problem-solve.
- 90% of teachers felt that *JA Titan* helped increase motivation in class and was challenging for their students.
- 100% of teachers and 67% of volunteers agreed that the simulation increased the students' ability to work well on a team.



[Working in groups] helps a lot because you might think about something that some people might not think of and we can bounce the ideas off of each other. – Student

I think it's [the simulation is] a trial and error kind of thing. You can learn about your mistakes so you won't make them in the real world. – Student

JA Worldwide[®] (Junior Achievement) gratefully acknowledges Oracle Corporation for their dedication to the implementation of *JA Titan*.