Readme file: Do Gaming Simulations Substantiate That We Know More Than We Can Tell?

This dataset underlying the publication entitled “Do Gaming Simulations Substantiate That We Know More Than We Can Tell?”. This article describes the conditions for developing a gaming simulation design that enables the extraction of tacit knowledge. This gaming simulation has been applied in horticultural trade, because of the gap between the yield produced and the volume supplied to the market.

Table 1

Variables that are relevent have been selected based on semi-structured in-depth interviews. A description of all these variables categorized per supply chain member (grower, cooperative, wholesaler) is presented in Table 1. This resulted for growers in 19 variables, for cooperatives in 24 variables and for wholesalers in 25 variables. Similar variables among growers, cooperatives and wholesalers are displayd in the same row.

Table 2

These variables were evaluated by advisory board meetings and a selection was included in the gaming simulation. The selection and its description of variables is presented in table 2. The selection in the column profile (8 variables) was present for every participant in any gaming simulation session. The selection in the column variables (9 variables) was available upon choice of the participants. The column min-max expresses the quantitative range for each variable, with the corresonding standard deviation (sd) if applicable.