

# The SIERgame

*Demonstration for teachers*

Here you can switch to the Dutch-language version.

NEDERLANDS

LOGIN

Click here to log in.



Welcome at

# SIERgame

TEACHERS

PLAYERS

CONTACT

ABOUT THE SIERTeam

Here you find information for teachers.

Here the players/students can find information.

# SIERgame

Enter the world name here (the same as the license name). This is the same name for the game leader and the players/countries.

Select your role in the game here. The teacher selects "Game Leader" and logs in first.

Login

World name

Your role in the game

Password

Login

The game leader and players/countries each have a unique password.



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize

Before starting a new game, the teacher chooses the game level, the number of countries and the game language (see the teacher's manual).



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

The teacher can choose to allow import tariffs as a policy tool, and after which game period the players can use these tariffs.

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize

The teacher chooses whether to display a timer on the players' screens showing the time remaining for each round of play.



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

The teacher chooses whether private sector wages can be adjusted by the players. If "No" is chosen here, the private wages will be fully indexed with the inflation of the previous playing round.

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize

If you choose "Yes" here, the calculation will start automatically as soon as all countries have submitted their policies.

If "No" is chosen here, the teacher himself will have to start the calculation every playing round under "Options during the game".



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

Here the teacher chooses the level of gold and foreign exchange reserves that each country starts with in the first playing round.

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

Initialize



New game

Options during the game

## Game settings

Level *	Basic Real Level ▾
Number of countries *	2 ▾
Game language	English ▾
Allow use of import tariffs	No <input checked="" type="checkbox"/> Yes
Allow import tariffs after period	- + 2
Use timer	No <input checked="" type="checkbox"/> Yes
Players can adjust the wage rate in the private sector	No <input checked="" type="checkbox"/> Yes
Calculate model automatically after entry of last country's policies	No <input checked="" type="checkbox"/> Yes
Start level gold and foreign exchange reserves	- + 2

\* Required field

## Graph settings

Allow countries to view graphs	No <input checked="" type="checkbox"/> Yes
Allow showing textual explanation to graph	No <input checked="" type="checkbox"/> Yes

The teacher chooses whether players can see the graphs showing the change in various components of political support and developments in the goods market, with or without textual explanations accompanying the graph of the goods market.

Initialize

Click "Initialize" to create the game.



After logging in, the teacher and students can study various aspects of the starting position. Such as political support ...

<div><div>&lt;</div><div>Period 0 ▾</div><div>&gt;</div></div>				
Country	1	2	3	4
Political support	100.00	100.00	100.00	100.00
<i>Which is composed of</i>				
• Real private consumption of home produced goods	60.00	60.00	60.00	60.00
• Total imports (real)	16.00	16.00	16.00	16.00
• Total services rendered	22.00	22.00	22.00	22.00
Inflation	0.00%	0.00%	0.00%	0.00%
Unemployment rate	2.98%	2.98%	2.98%	2.98%
<i>Prerequisites for economic policy</i>				
Government budget surplus	0.00	0.00	0.00	0.00
Change in central bank's gold and foreign exchange reserves	0.00	0.00	0.00	0.00
Central bank's gold and foreign exchange reserves	2.00	2.00	2.00	2.00



the policies pursued  
in all countries ...

< Period 0 >

Country	1	2	3	4
Change in Value Added Tax (VAT) rate	0.00%	0.00%	0.00%	0.00%
Change in labour income tax rate	0.00%	0.00%	0.00%	0.00%
Change in tax rate on profits	0.00%	0.00%	0.00%	0.00%
Change in employers' social security tax rate	0.00%	0.00%	0.00%	0.00%
Change in government purchases	0.00%	0.00%	0.00%	0.00%
Change in employment in government sector	0.00%	0.00%	0.00%	0.00%
Change in wage rate in private sector	0.00%	0.00%	0.00%	0.00%
Change in wage rate of civil servants	0.00%	0.00%	0.00%	0.00%
Change in benefits unemployed and other economically inactive	0.00%	0.00%	0.00%	0.00%
Desired devaluation (positive value) / revaluation (negative value)	0.00%	0.00%	0.00%	0.00%



economic key figures on,  
for example, the factors  
of production ...

Period 0				
Country	1	2	3	4
Supply model (=0) or demand model (=1):	1.00	1.00	1.00	1.00
Product supply if enough labour available	100.00	100.00	100.00	100.00
Maximum output with full employment	102.99	102.99	102.99	102.99
Real sales by firms	100.00	100.00	100.00	100.00
Volume of physical capital	100.00	100.00	100.00	100.00
Employment in private sector	100.00	100.00	100.00	100.00
Employment in government sector	22.00	22.00	22.00	22.00
Total labour demand	122.00	122.00	122.00	122.00
Labour supply	125.75	125.75	125.75	125.75
Population	164.81	164.81	164.81	164.81
Number of unemployed workers	3.75	3.75	3.75	3.75
Unemployment rate	2.98%	2.98%	2.98%	2.98%
<i>Income distribution</i>				
Gross firm profits (nominal)	0.00	0.00	0.00	0.00
Net firm profits (nominal)	0.00	0.00	0.00	0.00
Labour income earned in private sector	64.00	64.00	64.00	64.00



&lt; Period 0 ▾ &gt;

Country	1	2	3	4
<i>Trade account and exchange rates</i>				
Trade account balance in home currency	0.00	0.00	0.00	0.00
Total exports (nominal)	16.00	16.00	16.00	16.00
Total imports (nominal)	16.00	16.00	16.00	16.00
Volume of exports by country 1 to country:	0.00	5.33	5.33	5.33
Volume of exports by country 2 to country:	5.33	0.00	5.33	5.33
Volume of exports by country 3 to country:	5.33	5.33	0.00	5.33
Volume of exports by country 4 to country:	5.33	5.33	5.33	0.00
Competitive strength	1.00	1.00	1.00	1.00
Tariff levied by 1 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 2 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 3 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 4 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Exchange rate: number of currency 1 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 2 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 3 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 4 per unit of currency:	1.00	1.00	1.00	1.00

and, for example, an overview of international key figures.



Under this tab you will find the information of the individual tabs below each other in one table.

	1	2	3	4
<b>Country</b>				
<b>Political support</b>				
• Political support	100.00	100.00	100.00	100.00
Which is composed of				
• Real private consumption of home produced goods	60.00	60.00	60.00	60.00
Total imports (real)	16.00	16.00	16.00	16.00
Total services rendered	22.00	22.00	22.00	22.00
Inflation	0.00%	0.00%	0.00%	0.00%
Unemployment rate	2.98%	2.98%	2.98%	2.98%
<b>Requisites for economic policy</b>				
Government budget surplus	0.00	0.00	0.00	0.00
Change in central bank's gold and foreign exchange reserves	0.00	0.00	0.00	0.00
Central bank's gold and foreign exchange reserves	2.00	2.00	2.00	2.00
<b>Policies pursued</b>				
Change in Value Added Tax (VAT) rate	0.00%	0.00%	0.00%	0.00%
Change in labour income tax rate	0.00%	0.00%	0.00%	0.00%
Change in tax rate on profits	0.00%	0.00%	0.00%	0.00%
Change in employers' social security tax rate	0.00%	0.00%	0.00%	0.00%
Change in government purchases	0.00%	0.00%	0.00%	0.00%
Change in employment in government sector	0.00%	0.00%	0.00%	0.00%
Change in wage rate in private sector	0.00%	0.00%	0.00%	0.00%
Change in wage rate of civil servants	0.00%	0.00%	0.00%	0.00%
Change in benefits unemployed and other economically inactive	0.00%	0.00%	0.00%	0.00%
Desired devaluation (positive value) / revaluation (negative value)	0.00%	0.00%	0.00%	0.00%
<b>Real expenditures</b>				
Private consumption of home produced goods	60.00	60.00	60.00	60.00
Gross investments	20.00	20.00	20.00	20.00
Material government expenditures	4.00	4.00	4.00	4.00
Total exports	16.00	16.00	16.00	16.00



&lt; Period 0 ▾ &gt;

Country	1	2	3	4
<i>Trade account and exchange rates</i>				
Trade account balance in home currency	0.00	0.00	0.00	0.00
Total exports (nominal)	16.00	16.00	16.00	16.00
Total imports (nominal)	16.00	16.00	16.00	16.00
Volume of exports by country 1 to country:	0.00	5.33	5.33	5.33
Volume of exports by country 2 to country:	5.33	0.00	5.33	5.33
Volume of exports by country 3 to country:	5.33	5.33	0.00	5.33
Volume of exports by country 4 to country:	5.33	5.33	5.33	0.00
Competitive strength	1.00	1.00	1.00	1.00
Tariff levied by 1 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 2 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 3 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 4 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Exchange rate: number of currency 1 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 2 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 3 per unit of currency:	1.00	1.00	1.00	1.00
Exchange rate: number of currency 4 per unit of currency:	1.00	1.00	1.00	1.00

If the teacher has chosen to use a timer, the desired time per playing round can be set here. This time can be adjusted in each playing round. After entering the desired number of minutes, click "Set".



Period 0 ▾				
Country	1	2	3	4
<i>Trade account and exchange rates</i>				
Trade account balance in home currency	0.00	0.00	0.00	0.00
Total exports (nominal)	16.00	16.00	16.00	16.00
Total imports (nominal)	16.00	16.00	16.00	16.00
Volume of exports by country 1 to country:	0.00	5.33	5.33	5.33
Volume of exports by country 2 to country:	5.33	0.00	5.33	5.33
Volume of exports by country 3 to country:	5.33	5.33	0.00	5.33
Volume of exports by country 4 to country:	5.33	5.33	5.33	0.00
Competitive strength	1.00	1.00	1.00	1.00
Tariff levied by 1 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 2 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 3 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Tariff levied by 4 on imports out of your country:	0.00%	0.00%	0.00%	0.00%
Exchange rate: number of currency:				
Exchange rate: number of currency:				
Exchange rate: number of currency:				
Exchange rate: number of currency:				

Clicking the Play button turns on the timer ...

and here the time begins to run down per second. This is shown on each player's screen. In the last 10 seconds, this is shown in red. After the time expires nothing happens, the teacher can urge the players who have not yet submitted their policies to do so, or manually have the next period calculated without those countries submitting any policies (see explanation on later sheet).



Country 1

Country 2

Country 3

Country 4

## Economic Policy of Country 1 for Period 1

## Policy measure

Change in Value Added Tax (VAT) rate

Change in labour income tax rate

Change in tax rate on profits

Change in employers' social security tax rate

Change in government purchases

Change in employment in government sector

Change in wage rate in private sector

Change in wage rate of civil servants

Change in benefits unemployed and other economically inactive

Desired devaluation (positive value) / revaluation (negative value)

## Percentage change

## Lower bound

## Upper bound

-	+	<input type="text" value="0.00"/>	%	-2.00%	
-	+	<input type="text" value="0.00"/>	%	-2.00%	
-	+	<input type="text" value="0.00"/>	%	-10.00%	10.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
-	+	<input type="text" value="0.00"/>	%	-10.00%	10.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%

Submit

Empty this form

To enter policies, players go to the 'Policies' tab.

The players are the government of their country and have these economic policy tools with which they try to maximize their political support.





Country 1

Country 2

Country 3

Country 4

## Economic Policy of Country 1 for Period 1

Policy measure	Percentage change				Lower bound	Upper bound
Change in Value Added Tax (VAT) rate	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in labour income tax rate	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in tax rate on profits	-	+	<input type="text" value="0.00"/>	%	-10.00%	10.00%
Change in employers' social security tax rate	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in government purchases	-	+	<input type="text" value="0.00"/>	%	-10.00%	10.00%
Change in employment in government sector	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in wage rate in private sector	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in wage rate in public sector	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in unemployment benefits	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in tax rate on capital income	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in tax rate on consumption	-	+	<input type="text" value="0.00"/>	%	-4.00%	4.00%

Here players enter their desired policy changes. They can do so with the -/+ button or by directly entering a number.

Submit

Empty this form

  15 MINUTES 

15 MINUTES

REMAINING TIME

00 SECONDS

1

2

3

4



Country 1

Country 2

Country 3

Country 4

## Economic Policy of Country 1 for Period 1

Policy measure	Percentage change				Lower bound	Upper bound
Change in Value Added Tax (VAT) rate	-	+	0.00	%	-2.00%	2.00%
Change in labour income tax rate	-	+	0.00	%	-2.00%	2.00%
Change in tax rate on profits	-	+	0.00	%	-10.00%	10.00%
Change in employers' social security tax rate	-	+	0.00	%	-2.00%	2.00%
Change in government purchases	-	+	0.00	%	-10.00%	10.00%
Change in employment in government sector	-	+	0.00	%	-2.00%	2.00%
Change in wage rate in private sector	-	+	0.00	%	-2.00%	2.00%
Change in wage rate of civil servants	-	+	0.00	%	-2.00%	2.00%
Change in benefits unemployed and other economically inactive	-	+	0.00	%	-2.00%	2.00%
Change in benefits employed	-	+	0.00	%	-4.00%	4.00%

To avoid irresponsible use of policy instruments, players must respect certain limits. Policy adjustments are therefore bounded per playing round.

- + 15 MINUTES SET



15

MINUTES

REMAINING TIME

00

SECONDS

1

2

3

4



Country 1

Country 2

Country 3

Country 4

## Economic Policy of Country 1 for Period 1

Policy measure	Percentage change		Lower bound	Upper bound
Change in Value Added Tax (VAT) rate	-	+ 0.00 %	-2.00%	2.00%
Change in labour income tax rate	-	+ 0.00 %	-2.00%	2.00%
Change in corporate income tax rate	-	+ 0.00 %	-10.00%	10.00%
Change in consumption tax rate	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits	-	+ 0.00 %	-10.00%	10.00%
Change in tax rate on profits in the agricultural sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the manufacturing sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the services sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the construction sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the energy sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the transport sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the information and communication sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the health sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the education sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the social services sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the other services sector	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the other sectors	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the other sectors (unemployed and other economically inactive)	-	+ 0.00 %	-2.00%	2.00%
Change in tax rate on profits in the other sectors (evaluation (positive value) / revaluation (negative value))	-	+ 0.00 %	-4.00%	4.00%

Submit

Empty this form

When a country is finished, the desired policy must be submitted using this button. As long as the next playing round is not yet computed, new policies can be sent, the previously sent policies are thereby overwritten.





Country 1

Country 2

Country 3

Country 4

## Economic Policy of Country 1 for Period 1

Policy measure	Percentage change		Lower bound	Upper bound
Change in Value Added Tax (VAT) rate	-	+ 0.00 %	-2.00%	2.00%
Change in labour income tax rate	-	+ 1.00 %	-2.00%	2.00%
Change in tax rate on profits	-	+ 0.00 %	-10.00%	10.00%
Change in employers' social security tax rate	-	+ 0.00 %	-2.00%	2.00%
Change in government purchases	-	+ 0.00 %	-10.00%	10.00%
Change in employment in government sector	-	+ -1.75 %	-2.00%	2.00%
Change in wage rate in private sector	-	+ 0.00 %	-2.00%	2.00%
Change in wage rate of civil servants	-	+ 0.00 %	-2.00%	2.00%
Change in benefits unemployed and other economically inactive	-	+ 0.00 %	-2.00%	2.00%
Desired devaluation (positive value) / revaluation (negative value)	-	+ 2.36 %	-4.00%	4.00%

Submit

Empty this form

This indicates that country 1 has submitted its policy, the other countries haven't done so yet.



[Country 1](#) [Country 2](#) [Country 3](#) [Country 4](#)

Economic Policy of Country 1 for Period 3						
Policy measure	Percentage change				Lower bound	Upper bound
Change in Value Added Tax (VAT) rate	-	+	0.00	%	-2.00%	2.00%
Change in labour income tax rate	-	+	0.00	%	-2.00%	2.00%
Change in tax rate on profits	-	+	0.00	%	-10.00%	10.00%
Change in employers' social security tax rate	-	+	0.00	%	-2.00%	2.00%
Change in import tariff on goods from country 2	-	+	0.00	%	0.00%	10.00%
Change in import tariff on goods from country 3	-	+	0.00	%	0.00%	
Change in import tariff on goods from country 4	-	+	0.00	%	0.00%	10.00%
Change in government purchases	-	+	0.00	%	-10.00%	10.00%
Change in employment in government sector	-	+	0.00	%	-2.00%	2.00%
Change in wage rate in private sector	-	+	0.00	%	-2.00%	2.00%
Change in wage rate of civil servants	-	+	0.00	%	-2.00%	2.00%
Change in benefits unemployed and other economically inactive	-	+	0.00	%	-2.00%	2.00%
Desired devaluation (positive value) / revaluation (negative value)	-	+	0.00	%	-4.00%	4.00%

[Submit](#)[Empty this form](#)

As of period 3, players can use import tariffs (or as of another period if the teacher has set it differently).

Import tariffs cannot be negative, therefore there is a lower bound of 0% as long as there are no tariffs. If import tariffs have been set in the past, this lower bound will adjust to that actual tariff and/or the lower bound set by the teacher.

15

MINUTES

00



15

MINUTES

REMAINING TIME

00

SECONDS

1

2

3

4

During the game, the teacher can intervene if necessary.



game

Moderator

Economic situation

Policies

Graphs

History

Download

Nederlands World\_0 ▼

New game

Current game info

Options during the game

Passwords

### Compute period

Compute next period

Note: this will assume no policy change for those countries that did not yet submit their policies.

Return to previous period

All data from the current period will be lost!

### Game settings

Allow use of import tariffs

Allow import tariffs after period

Use timer

Calculate model automatically after entry of last country's policies

If a country has not submitted a policy, but the teacher still wants to continue the game, the teacher can start a new period by pressing this button.  
Note: If, when creating a game, the teacher has chosen to manually proceed to a next period, pressing this button will always start the next period.

### Graph settings

Allow countries to view graphs

No ☒ Yes

Allow showing textual explanation to graph

No ☐ Yes



## Compute period

Compute next period

Note: this will assume no policy change for those countries that did not yet submit their policies.

Return to previous period

All data from the current period will be lost!

## Game settings

Allow use of import tariffs

No

Allow import tariffs after period

Use timer

Calculate model automatically after entry of last country's policies

If, after calculating the policies, it appears that a country made a mistake in adopting policies, the teacher can, in exceptional cases, choose to roll back the last playing round. This option can also be used to practice a playing round and then reset the game to the starting situation.

## Graph settings

Allow countries to view graphs

No ☒ Yes

Allow showing textual explanation to graph

No ☐ Yes



## Compute period

Compute next period

Note: this will assume no policy change for those countries that did not yet submit their policies.

Return to previous period

All data from the current period will be lost!

## Game settings

Allow use of import tariffs

No ☒ Yes

Allow import tariffs after period

Use timer

No ☒ Yes

Calculate model automatically after entry of last country's policies

No ☒ Yes

These options can be changed during the game.  
Then scroll down to click 'Save' (see next sheet) ...

## Graph settings

Allow countries to view graphs

No ☒ Yes

Allow showing textual explanation to graph

No ☒ Yes

These options can be changed during the game.  
Then scroll down to click 'Save' (see next sheet) ...

### Graph settings

Allow countries to view graphs

No ☒ Yes

Allow showing textual explanation to graph

No ☒ Yes

### Policy boundaries

	Lower bound				Upper bound			
Change in Value Added Tax (VAT) rate	-	+	-2.00	%	-	+	2.00	%
Change in labour income tax rate	-	+	-2.00	%	-	+	2.00	%
Change in tax rate on profits	-	+	-10.00	%	-	+	10.00	%
Change in employers' social security tax rate	-	+	-2.00	%	-	+	2.00	%
Change in import tariff on goods from country	-	+	-10.00	%	-	+	10.00	%
Change in government purchases	-	+	-10.00	%	-	+	10.00	%
Change in employment in government sector	-	+	-2.00	%	-	+	2.00	%
Change in wage rate in private sector	-	+	-2.00	%	-	+	2.00	%
Change in wage rate of civil servants	-	+	-2.00	%	-	+	2.00	%
Change in benefits unemployed and other economically inactive	-	+	-2.00	%	-	+	2.00	%
Desired devaluation (positive value) / revaluation (negative value)	-	+	-4.00	%	-	+	4.00	%

These options can be changed during the game.  
Then scroll down to click 'Save' ...

Save

... don't forget to press this button!

[New game](#)[Current game info](#)[Options during the game](#)[Passwords](#)

## Passwords for each country

Country 1: 01Qbs7HkYekg52

Country 2: 02UPojYW88bo02

Country 3: 03Mx1EH7ASNuYA

Country 4: 04E714aMtzMqkx

This tab shows the passwords of all countries that players can use to log in.



Students can study the economic impact of their policies. Country 1 has the highest political support in this period ...

A new playing period has started. The data of previous periods remain available and can be retrieved via this window.

Moderator Economic situation Policies Graphs History Download

World\_0 ▾

Political support Policies pursued

Prices/wages Government International All

< Period 1 ▾

Country	1	2	3	4
Political support	100.73	99.77	99.99	100.69
Which is composed of				
• Real private consumption of home produced goods	61.81	60.17	59.94	61.29
• Total imports (real)	16.86	15.15	16.22	16.68
• Total services rendered	22.00	22.00	22.00	22.00
Inflation	-0.83%	1.15%	-0.20%	0.00%
Unemployment rate	1.40%	1.60%	2.98%	1.85%
Prerequisites for economic policy				
Government budget surplus	-1.16	1.21	0.00	-0.83
Change in central bank's gold and foreign exchange reserves	-0.84	1.43	0.00	-0.60
Central bank's gold and foreign exchange reserves	1.16	3.43	2.00	1.40

... but the country's gold and foreign exchange reserves fell.

- + 15 MINUTES SET



15 MINUTES REMAINING TIME 00 SECONDS

1 2 3 4



# SIERgame

phs

History

Download

World\_1 ▾

Political support

Policies pursued

Real expenditures

Production/factors

Prices

Warning!

Your gold and foreign reserves are negative, wait for the game leader for further instructions.

Ok

If a country has negative gold and foreign exchange reserves, this notice appears on the screen: the country receives a 'red card'.

Country				
Political support			9.80	100.70
Which is composed				
• Real private c			0.08	61.19
• Total imports			5.56	17.13
• Total services			2.00	22.00
Inflation			0.87%	-0.47%
Unemployment			2.08%	2.23%
Prerequisites for e				
Government bu			0.79	-1.03
Change in cent			0.93	-1.11
reserves				
Central bank's gold and foreign exchange reserves	-0.96	5.73	2.93	0.29

15  
MINUTES

REMAINING TIME

00  
SECONDS

1

2

3

4



&lt; Period 2 &gt;

Country	1	2	3	4
<b>Political support</b>	<b>100.73</b>	<b>99.82</b>	<b>99.80</b>	<b>100.78</b>
<i>Which is composed of</i>				
• Real private consumption of home produced goods	<b>61.59</b>	60.30	60.08	61.19
• Total imports (real)	<b>17.92</b>	14.53	15.56	17.13
• Total services rendered	<b>22.00</b>	22.00	22.00	22.00
Inflation	<b>-1.15%</b>	0.89%	0.87%	-0.47%
Unemployment rate	<b>2.44%</b>	0.56%	2.08%	2.23%
<i>Prerequisites for economic policy</i>				
Government budget surplus	<b>-1.87</b>	2.28	0.79	-1.03
Change in central bank's gold and foreign exchange reserves	<b>-2.12</b>	2.30	0.93	-1.11
Central bank's gold and foreign exchange reserves	<b>-0.96</b>	5.73	2.93	0.29

... and the negative value of those reserves is shown in red.  
The teacher hands the players of this country a red card showing the policy measures that country should implement.

As long as a country has negative gold and foreign exchange reserves, this box is coloured red ...

15  
MINUTES

REMAINING TIME

00  
SECONDS

1

2

3

4



< Country 1 ▾ >

Period	0	1	2
<b>Political support</b>	<b>100.00</b>	<b>100.73</b>	<b>100.73</b>
<i>Which is composed of</i>			
• Real private consumption of home produced goods	60.00	61.81	61.59
• Total exports (real)	16.00	16.86	17.92
• Total services rendered	22.00	22.00	22.00
Inflation	0.00%	-0.83%	-1.15%
Unemployment rate	2.98%	1.40%	2.44%
<i>Prerequisites for economic policy</i>			
Government budget surplus	0.00	-1.16	-1.87
Change in central bank's gold and foreign exchange reserves	0.00	-0.84	-2.12
Central bank's gold and foreign exchange reserves	2.00	1.16	-0.96

Through this option, the historical overview of each country can be retrieved.

The 'History' tab shows historical overviews, in this case the evolution of Country 1's political support over time.

15  
MINUTES

REMAINING TIME

00  
SECONDS

1

2

3

4



# SIERgame

Moderator

Economic situation

Policies

Graphs

History

Download

Nederlands

World\_0

Economic situation

History

Log

Period

Select period: \*

☒ 0 ☒ 1 ☒ 2 ☒ 3

\* Required field

Category

Select category: \*

- ☒ Political support
- ☒ Policies pursued
- ☒ Real expenditures
- ☒ Production/factors
- ☒ Prices/wages
- ☒ Government
- ☒ International

\* Required field

Download

Deselect all

Using the 'Download' tab, the game's data can be downloaded as an Excel file (both by players and the game leader).

- + 15 MINUTES SET



15 MINUTES

REMAINING TIME

00 SECONDS



2

3

4



# SIERgame

Moderator

Economic situation

Policies

Graphs

History

Download

Netherlands

World\_0

Economic situation

History

Log

Period

Select period

☒ 0 ☒ 1 ☒ 2 ☒ 3

\* Required field

Category

Select category: \*

- ☒ Political support
- ☒ Policies pursued
- ☒ Real expenditures
- ☒ Production/factors
- ☒ Prices/wages
- ☒ Government
- ☒ International

\* Required field

Downloading via this tab results in data displayed in one table for each playing round.

Downloading via this tab results in data displayed in one table for each country.

Download

Deselect all

- + 15 MINUTES SET



15 MINUTES

REMAINING TIME

00 SECONDS



2

3

4

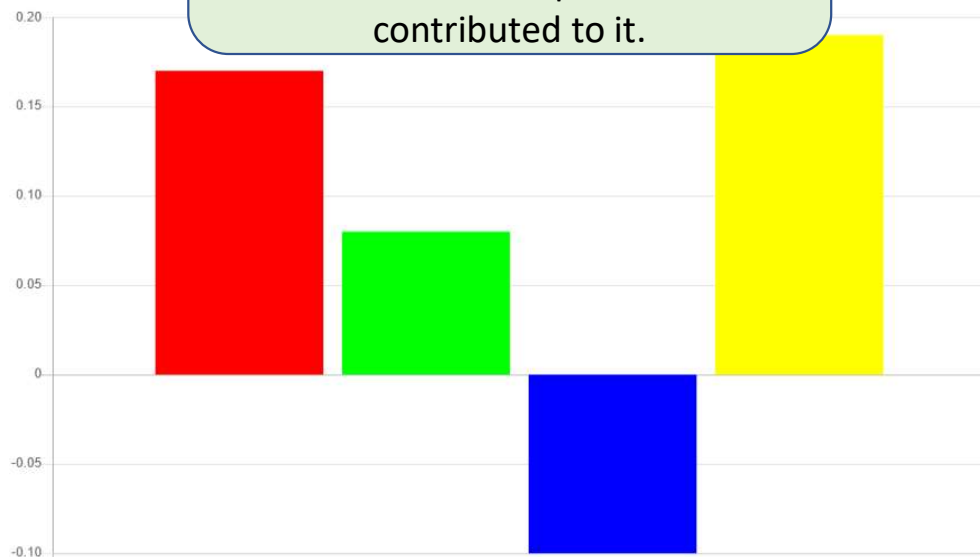
[Political support](#)[Product market](#)

Through this tab, you can see the graph showing the extent to which political support has changed and how different aspects have contributed to it.

Political support for country 1 in period 1

< Country 1 >

< Period 1 >



- Change in Political Support
- Change in Political Support, Owing to Consumption of Goods and Services
- Change in Political Support, Owing to Unemployment
- Change in Political Support, Owing to Inflation

From the 'Graphs' tab, players and game leader can see the graphs for all countries and playing periods (if allowed by the teacher).

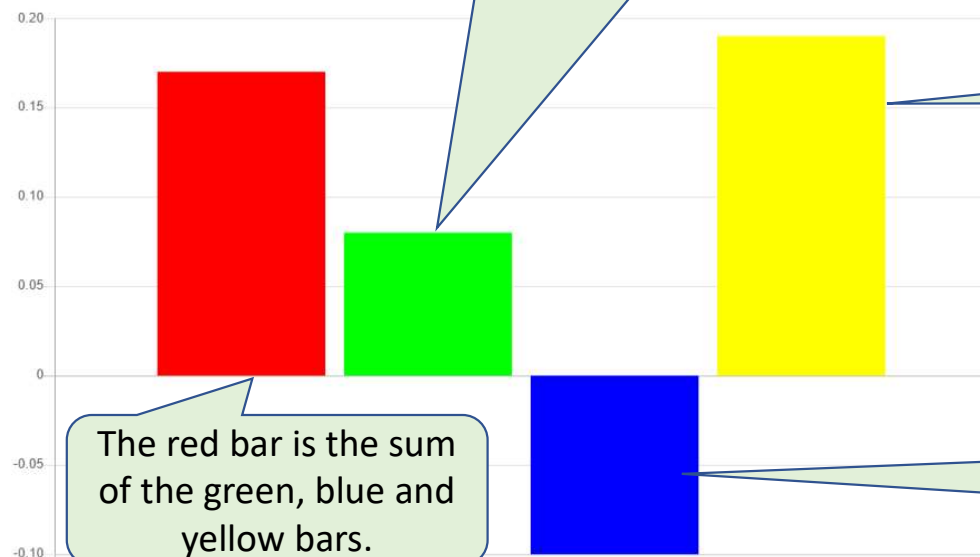


The green bar shows that political support rose by 0.08 as consumption of goods and services increased.

Political support for country 1 in period 1

&lt; Country 1 ▾ &gt;

&lt; Period 1 ▾ &gt;



The yellow bar shows that political support rose by almost 0.19 as inflation is close to 0%.

- Change in Political Support
- Change in Political Support, Owing to Consumption of Goods and Services
- Change in Political Support, Owing to Unemployment
- Change in Political Support, Owing to Inflation

The red bar is the sum of the green, blue and yellow bars.

The blue bar shows that political support fell by 0.10 as unemployment equals 2.1%.

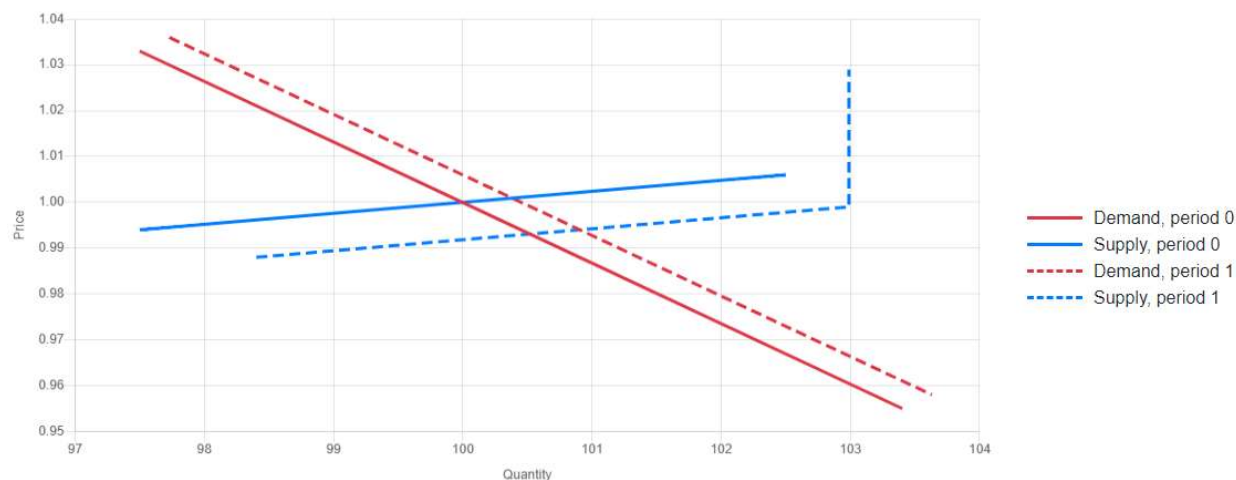




Demand and supply on the product market for country 1 in period 1

< Country 1 >

< Period 1 >



Through this tab, you can see the graph showing the aggregate demand curve and the aggregate supply curve in the current period and in the previous period. This graph can be used to analyse key economic trends.

The demand curve has shifted outwards, mainly due to a rise in foreign demand.

The upward sloping section of the supply curve has shifted downward. The main cause for this was the fall in the level of social security tax.

The vertical part of the supply curve has not shifted.



# SIERgame

Moderator

Economic situation

Policies

Graphs

History

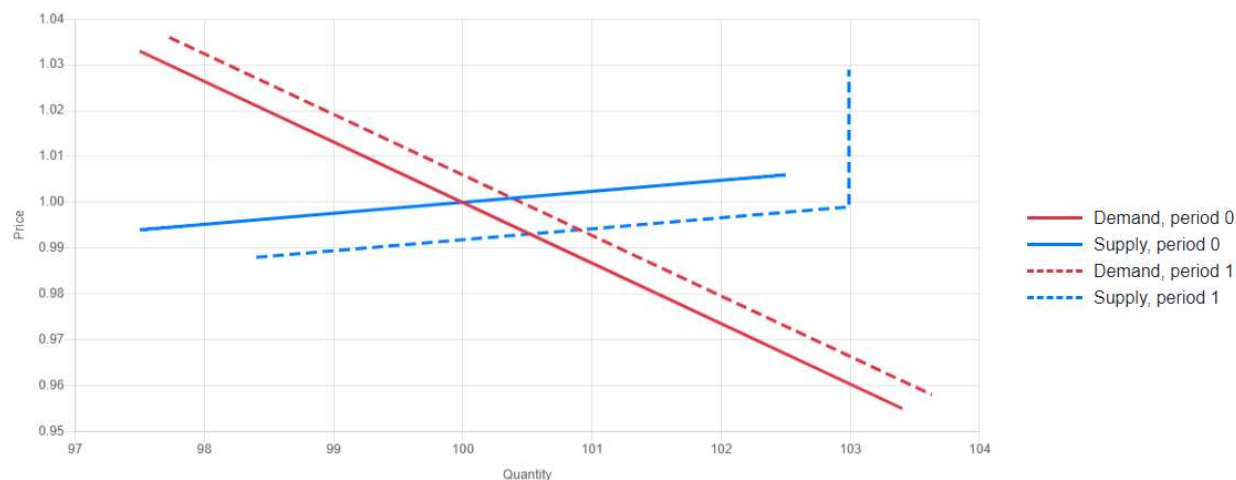
Political support

Product market

Demand and supply on the product market for country 1 in period 1

< Country 1 >

< Period 1 >



Linked to the graph is also a system that explains the developments in the product market based on the shifts of the demand and supply lines. The main cause of these shifts is also mentioned. The game leader can also turn this option off (see earlier sheet).

The demand curve has shifted outwards, mainly due to a rise in foreign demand.

The upward sloping section of the supply curve has shifted downward. The main cause for this was the fall in the level of social security tax.

The vertical part of the supply curve has not shifted.

- + 15 MINUTES SET



15 MINUTES

REMAINING TIME

00 SECONDS

1

2

3

4

[Country 1](#) [Country 2](#) [Country 3](#) [Country 4](#)

Economic Policy of Country 1 for Period 4						
Policy measure	Percentage change				Upper bound	
Change in Value Added Tax (VAT) rate	-	+	<input type="text" value="0.00"/>	%	3.00%	
Change in labour income tax rate	-	+	<input type="text" value="0.00"/>	%		
Change in tax rate on profits	-	+	<input type="text" value="0.00"/>	%		
Change in employers' social security tax rate	-	+	<input type="text" value="0.00"/>	%		
Change in import tariff on goods from country 2	-	+	<input type="text" value="0.00"/>	%		
Change in import tariff on goods from country 3	-	+	<input type="text" value="0.00"/>	%		
Change in import tariff on goods from country 4	-	+	<input type="text" value="0.00"/>	%		
Change in government purchases	-	+	<input type="text" value="0.00"/>	%	-10.00%	10.00%
Change in employment in government sector	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in wage rate in private sector	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in wage rate of civil servants	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Change in benefits unemployed and other economically inactive	-	+	<input type="text" value="0.00"/>	%	-2.00%	2.00%
Desired devaluation (positive value) / revaluation (negative value)	-	+	<input type="text" value="0.00"/>	%	-4.00%	4.00%

[Submit](#)[Empty this form](#)

After analysing the economic situation at home (and in other countries), the graphs and the historical context, the policy for the next round can be determined. The policy circle is thus complete.





< Period 3 >

Country	1	2	3	4
Political support	100.49	99.94	99.94	99.94
<i>Which is composed of</i>				
• Real private consumption of home produced goods	60.54	59.94	59.94	59.94
• Total imports (real)	15.77	15.77	15.77	15.77
• Total services rendered	22.00	22.00	22.00	22.00
Inflation	-0.01%	-0.01%	-0.01%	-0.01%
Unemployment rate	2.01%	2.01%	2.01%	2.01%
<i>Prerequisites for economic policy</i>				
Government budget surplus	0.35	0.35	0.35	0.35
Change in central bank's gold and foreign exchange reserves	0.34	0.34	0.34	0.34
Central bank's gold and foreign exchange reserves	3.03	3.03	3.03	3.03

You can log out by clicking the down arrow and then 'Logout'.

At any time, the teacher and students can log back in and continue the game. The game data will be saved as long as a new game is not created for this world.



# Welcome at SIERgame

[TEACHERS](#)

[PLAYERS](#)

[CONTACT](#)

[ABOUT THE SIERTEAM](#)

**Have you become interested in playing the SIERgame?  
Or would you like to try out the game 'hands-on' for a few weeks?  
We will be happy to help you.**

**Via the contact page you can find contact information  
and a form to apply for a license.**