ABSTRACT

Teaching quality is more and more profoundly decisive for the achievement of higher educational institutions. In this background, Games-Based Learning (GBL) and Experiential-Based Learning (EBL) are the key teaching methodologies and its applications which are often used to enhance the teaching-learning quality by assisting both teachers and students gain their objectives. Teaching Students who take Bachelor of Hospitality and Tourism Management has been a considerable challenge while the facilities for practicing or demonstrating hospitality operations are limited or are not available in the classrooms of most of the Universities. Teaching in the Age of Covid-19 is also another challenge for most of the Educators.

Keywords: Games-Based Learning; Simulation and Experiential Learning, PBLs, Learning in Covid-19 Age, Hospitality Education.