

LogistiQuest as a Tool for Problem-Based Learning (PBL) in Logistics Management

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[https://doi.org/10.35609/gcbssproceeding.2025.1\(80\)](https://doi.org/10.35609/gcbssproceeding.2025.1(80))

ABSTRACT

Problem-Based Learning (PBL) has been recognized as an effective pedagogical approach that enhances students' critical thinking, problem-solving, and decision-making skills. This paper explores how LogistiQuest, a board game designed for logistics education, aligns with PBL principles by immersing players in real-world logistics challenges. Through gameplay, students engage in strategic decision-making, crisis management, and resource allocation, simulating the complexities of supply chain and logistics operations. A qualitative study involving 73 students who played LogistiQuest highlights the game's effectiveness in fostering active learning, teamwork, and the application of logistics theories to practice. The findings indicate that LogistiQuest serves as a valuable educational tool for logistics management, bridging the gap between theoretical knowledge and real-world problem-solving.

JEL Codes: I21, M53, L91

Keywords: *Gamification, Project Cargo Management, Logistics Education, Sustainability, Risk Mitigation, Key Performance Indicators (KPIs).*