**Economics Game Project**

You will create a game (it can be a card game, board game, or computer game) to illustrate at least 5 of the following economic concepts (it must be more than a simple trivia game):

* Factors of Production
* Game Theory
* Economic Systems (Command Economy, Capitalism, Mixed)
* Law of Supply
* Law of Demand
* Supply Shifts
* Demand Shifts
* Scarcity
* Unemployment
* Multiplier Effect
* Trade offs
* Inflation
* Government Intervention (Federal Reserve, taxes, interest rates, etc.)

You will be graded according to the following:

**25 points Attractiveness and Quality of Game Pieces**

**25 points Economic Concepts Illustrated Using Easy to Understand Examples**

**25 points Game Includes Set of Directions and Written Explanation of How Game Illustrates Economic Concepts**

**25 points Collaboration and Participation**

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