The Design, Development, and Implementation of a Beef Cattle Breeding Simulation

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The Challenge

Apply information beyond the classroom

Real-world experience or experiential learning

Constraints on experiential learning include:

- Time
- Money
- Safety

Quet





History

- "Beef Genetic Simulation"
- Developed in 1966 by R.L. Willham, Iowa State University
- Written in Fortran

Adapted for AGNET and renamed "Cowgames"

 Dr. Merlyn Nielson & Dr. Jim Gosey, University of Nebraska

Adapted for microcomputer

Dr. David Buchanan & Larry Burditt, Oklahoma State

Quetza













































