

## The Accounting Game

Sourcebooks (November 1998)

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Accounting can be a very intimidating subject for the mathematically-challenged. The authors of *The Accounting Game* have chosen a novel approach to this topic, based on The Accounting Game Seminar developed at the Burkleyn Business School in the late 1970s.

It's unlike any accounting textbook on the market today, including the "Dummies" series of instructional materials. It's written and illustrated in a style that's meant to appear simplified and non-technical, and it employs a learning methodology similar to that used in grammar schools, which involves the senses and the emotions along with the critical thinking skills of the reader. This method of learning like a child is intended to promote understanding and retention of the material by accessing the part of the brain where long-term memory resides. Readers are stepped through examples such as lemonade stands and neighborhood grocery stores in an amusing style that attempts to turn some typically dry subject matter into an enjoyable read.

This book is ideal for adults or students who want to pick up some basic accounting knowledge without getting too deep into complicated financial statements. The basics of balance sheets, income statements, and cash flows are covered along with all of the fundamental accounting concepts. Simple exercises are sprinkled throughout the book, and the pre-test and post-test questions are a good test of its effectiveness at teaching the subject matter. It's as easy as 1-2-3.

CINDY PATUSZYNSKI (January / February 1999)

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