GoVenture

Food Truck

Instructor Guide

MediaSpark

Contents

GoVenture® Food Truck

Instructor Guide

1.   Welcome

This Instructor Guide is provided to help you use MediaSpark's GoVenture Food Truck simulation in your classroom or computer lab. If you are not already familiar with the award-winning GoVenture business simulations, visit GoVenture.net or contact us at 1-800-331-2282.

2.   About GoVenture Food Truck

Learn the basics of business and accounting in an easy and fun learning simulation!

GoVenture Food Truck is an easy-to-use program that introduces you to the experience of running your own micro business. It's the perfect first step for youth or adults who want to start with the basics of running a small business. It also offers the opportunity to apply concepts in other subjects such as mathematics, finance, career, or general life skills in a fun business setting.

Like a flight simulator for business, GoVenture Food Truck puts you in the role of the owner of a mobile business cart, where you must decide what products to sell and where and when to sell them in order to maximize profits. It's easy-to-use, visual, interactive, and exciting!

GoVenture Food Truck is ideal for youth and adults in self-directed or facilitated learning environments and can be used to enhance training in marketing, entrepreneurship, business, finance, economics, career, family and consumer sciences, math, and other subjects.

Unlike any book, course, or seminar, GoVenture Food Truck enables learners to gain years of business and life experience in minutes!

3.   GoVenture Food Truck Is Unique

GoVenture simulations enable "learning by doing", an approach that cognitive scientists have identified as the fastest and most effective way for human beings to learn.

GoVenture simulations immerse the learner in a highly visual and interactive environment in such rewarding ways that learners feel intellectually and emotionally engaged in the experience — as if they were personally living it.

GoVenture Food Truck offers several key advantages:

1.   A fun and easy-to-use learning experience to learn the basics of running a small business, with the option of practicing accounting.

2.   An educational tool designed to deliver the entertainment value of a game.

3.   Helpful paper-based resources that complement and support the learning experience.

GoVenture Food Truck is designed as a tool for youth and adults, to be used as a learning program on its own, or to complement other learning materials, courses, programs, and curricula.

It can provide a valuable learning opportunity for an individual or an entire class, within a single hour of use — or over an extended period of time.

The educational foundation and ease of integration in the classroom and curriculum make GoVenture Food Truck the first choice among learners who are in the early stages of learning about business, as well as educators and trainers who are providing basic business training.

4.   Getting Started

Learning How to Play

Instructors can learn about GoVenture by following these same instructions for students:

- Direct students to watch the Tutorial Video.

- Direct student to run GoVenture from their computers. Note that there are no accounts of logins to set up.

- Instructors should direct students to either start a NEW simulation or to choose one of the QUICKSTARTS. Using a QUICKSTART enables all students to skip the startup decisions and play identical businesses (but their results will be different).

- When students first play GoVenture, an in-game tutorial will appear that will walk them through the main components of the simulation.

- Students can receive additional directions by clicking the HELP button while playing GoVenture. Note that there is no printed User Guide.

Product Types

Business Type	Product Type	Description
Food Truck	Ice Cream	low margin, high volume
Food Truck	Popcorn and Snacks	low margin, high volume
Food Truck	Hot Dogs	low margin, high volume
Mobile Cart	Jewelry	high margin, low volume
Mobile Cart	Clothing	high margin, low volume
Mobile Cart	Small Electronics	high margin, low volume

Note that there is no functional difference between a food truck and mobile cart business, other than as shown above.

Saving and Resuming Simulations

GoVenture simulations can be saved and resumed at any time. This allows students to continue to build and work with an existing business over an extended period of time.

To save your progress, click the SAVE button in GoVenture. Saving a simulation will prompt you to choose a filename and location to save your file on your local computer, shared drive, or USB drive.

To resume a simulation, play GoVenture and choose the RESUME option. Then identify the save file you want to resume.

You can have multiple save files and run multiple simulations by saving and resuming different save files. Be careful not to lose a save file, otherwise progress stored in that save file will be lost.

Starting a New Simulation

There is no limit on how many simulations can be played. To start a NEW simulation, play GoVenture and click NEW SIMULATION. Be sure to save an existing simulation before starting a new one, otherwise the current simulation progress will be lost.

5.   GoVenture and Your Curriculum

Possible Approaches

GoVenture is a comprehensive program designed to supplement and enhance your existing course, program, or curriculum. It has been specifically created to provide you with a broad and flexible range of options. You may choose to use GoVenture at the beginning of a course, at the end of a course, or throughout an entire term.

Using GoVenture at the Beginning of a Course

By using GoVenture at the beginning of a course, students immediately gain "hands-on" experience in the issues involved, and the decisions that need to be made, in running a business. This experience provides them with considerably more insight into what they need to learn and why, making them more likely to participate in class discussion and to ask insightful questions. Lectures and textbooks become instantly transformed into valued sources of information when connected to GoVenture's hands-on experience.

Using GoVenture at the End of a Course

By using GoVenture at the end of a course, students can apply the knowledge, lessons, and techniques they have learned throughout your course to a highly realistic, simulated business setting. GoVenture provides students with the opportunity to gain experience and to make the important connection between business theory and practice.

Using GoVenture Throughout a Course

GoVenture is essentially a business laboratory where your students can go every week, or every day, to apply the information and concepts you are teaching in class. Throughout your course, students can continually use GoVenture to experience and experiment with the knowledge they are gaining.

Choosing what is right for you depends upon the amount of time you have available to include GoVenture in your curriculum, and your desire to use the many GoVenture resources that are available. If you only have limited time, you may want to use the QuickStart scenarios and have students focus more on daily business operations.

If business startup is a key element of your curriculum, you may choose to have students spend additional time on the Startup Details section of the simulation, making all the decisions for themselves – and perhaps using the activities in the Learning Guide for assistance.

Time Required

Students can take as much time as they want to make decisions in GoVenture. There is no clock or time limit. And, there is no end to a business, unless it runs out of money and becomes bankrupt.

How quickly a student will progress through the simulation will depend on how thoughtful their decisions are and the instructor's requirement for progressing through a business. For example, the instructor may tell students that they must progress through 5 virtual days within the next 30 minutes, thereby providing students and average of 6 minutes to make their decisions each virtual business day.

Students should be provided at least 5 minutes of decision time for each virtual day, plus any additional time needed to periodically evaluate reports in more depth. An additional few minutes per business day is needed if using manual accounting.

Playing GoVenture for 2 to 5 hours is the recommended minimum, but you can play for many more hours with the same or different business.

Matching Business Scenarios to the Current Topic of Discussion

GoVenture can be used to provide targeted learning, by directly corresponding to the current topic at hand. For example, in one scenario you may wish to instruct students to focus exclusively on profitability, while in another you may want them to focus on successfully balancing work and home life.

Creating Your Own QuickStart Scenarios

You can create scenarios with specific Startup details and turn them over to your students to manage. All you need to do is start a new simulation, make the desired decisions, and play the simulation for as many or as few virtual days as you want. Then, save the simulation. It is recommended that you do not use a password, so all your students can open the file easily, and that you lock the file so no one inadvertently overwrites it. (Password and locking are options when you save your simulation.)

Provide a copy of your scenario to your students via disk or any network folder. Instruct them to use the *Resume Simulation* feature and select your simulation file.

Every Simulation is Different

No two simulations will be exactly the same in GoVenture. While the businesses may be similar from one simulation to the next, there will be changes in economic conditions, market, competitive events, and (intelligently) random factors which will make each simulation a new challenge.

Individual and Group Learning

GoVenture can be used for individual or group learning. Students can run their own businesses and make all of the necessary decisions. For group learning, students can work together to make decisions and/or they can be assigned specific business areas to champion — such as Market, Schedule, Employees, and Advertising. Groups of up to five students per business/computer can work effectively.

Curriculum Guide

This **Curriculum Guide** helps instructors with the **scope and sequence** of course planning. Choose the number of hours you would like to use **GoVenture** resources in your curriculum and review the suggested activities in the table on the next page.
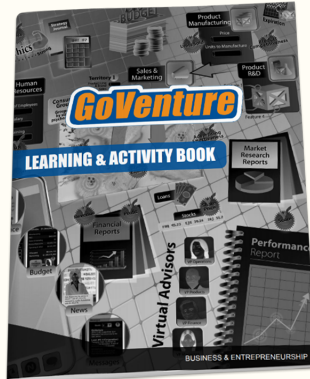
Learning & Activity Book
Basic Knowledge and Terminology

Videos
Tutorials and Stories

Activities
Practice and Terminology

Simulation
Build Skills and Gain Years of Business Experience In Minutes

Curriculum Guide

ACTIVITY	HOURS
5 Hours	
Tutorial **Video**	1
Play **Simulation #1** for Practice — 30 days *Grade on participation only*	1
Play **Simulation #2** — 100 days *See Assessment Strategies document for grading options*	3
10 Hours	
Same as **5 Hours** above	5
Learning & Activity Book Select sections that match your curriculum	5
Activities Select activities that match your curriculum	
20 Hours	
Same as **10 Hours** above	10
Play **Simulation #3** — 150 days	5
Select more sections from the **Guide** and **Activities** that match your curriculum	5
40+ Hours	
Same as **20 Hours** above	20
Play **Simulation #4** — 150 days	5
Select more sections from the **Guide** and **Activities** that match your curriculum	15+

- **Learning & Activity Book** — Over 200 pages provide 5 to 10 hours of reading and activities.

- **Activities** — Over 50 activities provide tens of hours of learning time.

6.   Accounting Features

GoVenture enables you to gain practical accounting skills while running a virtual business. More than learning basic bookkeeping, GoVenture puts you in the role of a business owner where you can directly experience the impact and importance of accounting in a business.

When a new simulation is started, you must choose AUTOMATIC or MANUAL Accounting. Once an option is chosen, it cannot be changed for the duration of that particular simulation/business.

AUTOMATIC
The simulation will record all accounting transactions automatically.

MANUAL
The simulation will require students to manually enter every transaction. This is done by displaying the Manual Accounting Entry Window.

Manual Accounting Entry Window

The simulation will not proceed until the student makes the correct entry and posts the transaction. Two additional options are provided to help the student:

VIEW HINT
Basic accounting information is displayed to help the student better understand the current transaction.

DO IT FOR ME
The answer will be provided for the student.

In order to minimize use of the above options, the number of times they are accessed is tracked and displayed in the simulation Performance Report. This allows an instructor to determine if the student is doing the transactions correctly on his/her own and making positive progress as the simulation continues.

Reporting Features

- Auto-generated Income Statement and Balance Sheet can be hidden so that instructors can request that students build the financials on their own (outside of the simulation, such as on paper or in a spreadsheet).

- Every transaction made is recorded and displayed in the student's Performance Report.

- Performance Report can be printed or saved to a text file.

- Several reports are automatically generated by the simulation:
    - Daily Summary
    - Customer Comments
    - Balance Sheet
    - Income Statement
    - Sales by Product
    - Revenue/Expenses by day
    - Cash Balance by day
    - Customers Served by day
    - Customer Satisfaction by day
    - Market Share by day
    - Startup and Working Capital
    - Seed Financing
    - General Journal
    - General Ledger

Accounting Accounts

The following accounts are included in the simulation:

Assets
- Cash
- Inventory
- Property, Plant & Equipment

Liabilities
- Loans

Equity
- Paid-in Capital

Revenue
- Sales
- Cost of Goods

Expenses
- Licenses & Permits
- Insurance
- Interest
- Payroll
- Advertising
- Marketing
- Transportation
- Trailer Rental
- Repairs & Maintenance
- Miscellaneous

Accounting Transactions

The following actions in the simulation require accounting entries to be made:

- Seed Money
- Logo Design
- Equipment Purchase
- Cart Purchase
- Move Cart
- Trailer Rental
- Permits
- Insurance
- Loan Payment (Principal and Interest)
- Payroll
- Advertising – Radio
- Advertising – Newspaper
- Advertising – Busker
- Inventory Purchase
- Inventory Write-off
- Sales (Cash, Revenue, Cost of Goods, Inventory)
- Improve Appearance
- Improve Quality
- Maintenance
- Theft

Frequently Asked Questions

Does GoVenture include every aspect of accounting?
No. Including every aspect of accounting would require a much more complex business, making the simulation conceptually too difficult for most students. GoVenture is intended to provide hands-on experience and practice with the fundamental principles of accounting. Once the fundamentals are understood, it is much easier for an instructor to then provide students with additional accounting examples outside of the simulation, or by using the simulated business as a context.

Does a student have to know accounting before they play GoVenture?
It depends. If the Automatic Accounting feature is used, then no – a student can dive in and play right away. If the Manual Accounting feature is used, then the student will need a very basic understanding of double entry accounting prior to playing.

7.   Performance Evaluation and Grading

Playing a business simulation is one of the most memorable and meaningful educational experiences you can give to students. Complement this experience with an assessment and grading methodology that best aligns with your curriculum.

Choose one or a combination of the options in the table below that best match your preferences. Consider creating a rubric that assigns a percentage to each assessment method. The options are listed in no particular order and are detailed further in this document.

Summary of Assessment Methods

Method	Pros	Cons
A **Simulation Participation**	Maximum fairness with results completely in student control. Staying in business for a long period of time demonstrates satisfactory levels of time commitment and performance.	May not motivate students to push further with experimentation and discovery.
B **Simulation Performance**	More competitive and performance based.	Some students may not like having their performance compared to other students.
C **Student Experience Report or Presentation**	Encourages students to reflect on their simulation experience and what they learned, and then organize and present their thoughts.	Assessment requires instructor or teaching assistant to review report, which can be more subjective and time-consuming.
D **Learning Guide & Activity Book**	Easy to read with many examples to make fundamental business concepts easy to understand.	Requires a few hours of reading by students. If activities are assessed, requires manual review and grading by instructor or assistant, which takes time. Activities are very light and not sufficient on their own for assessment.

A. Simulation Participation

Participation means playing and completing a set number of (virtual) business days in the simulation. Days played are displayed in the Performance Report.

How It Works

Direct students to play a minimum number of virtual business days, such as 100. If a student only completes 70 days, their score would be 70%.

Implementation

Participation-based grading is ideal for practice simulations. It can also be used as a partial or full grade for non-practice simulations.

- GoVenture play cannot be automated, meaning that students remain engaged by being required to continually make decisions in the simulation. Making poor decisions or avoiding decisions will lead to bankruptcy and require the student to start over. A student that has stayed in business for a few hundred business days demonstrates, at minimum, a satisfactory level of work and performance. Profitability and other metrics demonstrate the degree or level of business success achieved and can also be used for performance comparisons with other students.

- Students can take as much time as they want to make decisions in GoVenture. There is no clock or time limit. And, there is no end to a business, unless it runs out of money and becomes bankrupt.

- How quickly a student will progress through the simulation will depend on how thoughtful their decisions are and the instructor's requirement for progressing through a business. For example, the instructor may tell students that they must progress through 5 virtual days within the next 30 minutes, thereby providing students and average of 6 minutes to make their decisions each virtual business day. Students should be provided at least 2 minutes of decision time for each virtual day, plus any additional time needed to periodically evaluate reports in more depth. With GoVenture Accounting, if manual accounting is turned ON, students will need more time (generally, an extra 10 minutes on startup and then 1 - 2 additional minutes for each virtual business day).

- Inform students of how many business days you expect them to play, based on the number of hours of playtime you plan for them to invest in the simulation. Note that GoVenture cannot stop students from playing *more* business days than you require.

Playing a practice simulation is highly recommended. We strongly suggest that you assign a small grade (perhaps 10% of the total) to a practice simulation for PARTICIPATION only. This assures that students will be motivated to play, but not worried about performance. Playing a simulation for 30 virtual business days is good practice.

With a non-practice simulation, consider setting a percentage of the grade on participation. For example, 70% of the grade is solely based on playing the simulation for the minimum required number of virtual business days. This assures students of a strong base grade that is entirely within their control simply by putting sufficient effort into the activity.

B. Simulation Performance

All key business metrics in the simulation are tracked and reported. Business metrics include Days in Business, Profit, Cash, Revenue, Expenses, Customer Satisfaction, Stress, Achievements, and more.

How It Works

All metrics are tracked and displayed in the Performance Report, and periodically updated, based on cumulative results for the entire duration of the simulation.

Implementation

Decide which metric(s) will be included in grading ...

- **Profit** is the single most holistic measurement of business financial success. Other metrics can also be used if a simulation is being used for a specific instructional purpose.

- Individual metrics should not be directly used as a grade. They should influence the grade, but not be a direct 1-to-1 relationship.

- Example: 5 points for PERFORMANCE, based on how the grading metric or weighted Performance Score ranks in comparison to other students in the same group or class.

  > Example:
  > Top 10% earn 5 points
  > Top 25% earn 4 points
  > Top 50% earn 3 points
  > Top 75% earn 2 points
  > Top 90% earn 1 points
  > All others earn 0 points

  GoVenture ACCOUNTING with manual accounting: Points should be deducted if a student uses the SHOW ANSWER and HINT options too frequently when MANUAL accounting is turned ON. For example, if a student uses the two options a combined total of more than 10 times in the same simulation, they will lose 1 point. More than 20 times results in a loss of 2 points. More than 30 times results in a loss of 3 points.

Hosting Competitions

- Students playing GoVenture do not compete directly against each other. Each simulation is independent and does not affect other simulations or students.

- This GoVenture simulation does not have head-to-head multiplayer competition, but you can hold competitions by comparing student performance results of key metrics.

- The GROUPS feature allows you to group students together for smaller or larger competitions, and you can have groups compete against groups. For example, a

group of 5 students (combined results) can compete against a another group of 5 students, thereby motivating the students within the same group to help each other. Or, you can have a group of 10 students individually compete against each other, while collectively competing against a different group of 10 students.

- Awarding prizes to the winners is always a great motivator. Prizes should be announced at the beginning of the competition, and could be simple inexpensive gifts or even extra marks.

C. Student Experience Report

Instructors may choose to have students prepare written or oral presentations or reports on their experience playing the simulation.

A **Student Experience Report** template is available for instructors to customize and provide to students. Contact MediaSpark-GoVenture to request the template (it's free).

D. Learning and Activity Book

Included with GoVenture is a **Learning & Activity Book** that helps students learn the fundamental concepts of business. The 240-page Guide is easy to read with large text and many examples to make fundamental business concepts easy to understand. Students can use it as a reference for topics they need help with, or read it from cover to cover to gain practical business wisdom.

The Guide includes many fill-in-the-blank tables that students can complete and submit to the instructor for grading. Contact MediaSpark-GoVenture to request the instructor version with answers (it's free).

Performance Report

The Performance Report is visible to students in GoVenture and students can print the report or save it to a file to submit to the instructor. The data in the report is cumulative. Below is a sample report.

Performance Report

PERFORMANCE REPORT: SUMMARY

Accounting Rating	**0 (of 10 points)**
Profit Rating	**TYCOON ($164,780) -- 10 (of 10 points)**
Market Share	**6 (of 10 points)**
Customer Satisfaction	**3 (of 10 points)**
Stress	**8 (of 10 points)**
Total Score	**17 (of 40 points)**
	42%

PERFORMANCE REPORT: DETAIL

Day 25, Year 1

Business Name: Marc Corp

PROFIT RATING

Net Profit/(Loss)	**$9,943.00**
Ownership %	**100**
Your Profit *	**$9,943.00**
Number of Simulation Days	**25**
Estimated Annual Profit *	**$164,780.00**
Your Rating	**TYCOON**

Amazing! You're off the chart!

* Estimated Annual Earnings is the projected value of what you would earn in a year if you had similar results for the rest of the year, on average, to those you have had so far. The longer you run this business, the more accurate this estimate will be.

BUSINESS SUMMARY

Business Type	**Small Electronics**
Number of Days Open for Business	**21**
Average Hours Open for Business per week	**48**
Total Sales Revenue	**$46,981.40**
Gross Profit	**$20,653.86**
Net Profit/(Loss)	**$9,943.86**
Your Ownership %	**100**

	Average Daily | Total
Customers Served	**76 | 1920**
Employee Hours	**1 | 64**
Market Share	**84% | 67%**
Customer Satisfaction	**Satisfied | Very Pleased**
Competition	**End Average Price | Quality | Appearanc**
You	**$30.05 | Very Good | Very Good**
Gadgets	**$6.49 | Fair | Fair**
Sparks	**$12.17 | Fair | Fair**

ADVERTISING and MARKETING

Advertising	**Average Weekly**
Radio	**$1,100.00**
Newspaper	**$950.00**
Entertainer	**$400.00**
Marketing	
Quality	**Excellent | 183.33333333333334**
Appearance	**Excellent | 183.33333333333334**
Advertising and Marketing % of Revenues	**7%**

ACCOUNTING SUMMARY

Accounting transactions were posted manually.

Accounting Rating	**0 (of 10 points)**

Transactions where **HINT** was selected:	**0 instance(s)**

Transactions where **SHOW AN ANSWER** was selected:	**196 instance(s)**
Daily Sales	**Day 1**
Daily Sales	**Day 2**
Payroll	**Day 3**
Purchase Inventory	**Day 5**
Payroll	**Day 12**
Radio Advertisement	**Day 12**

Account Balances

ASSETS: Cash	**$14,189.65**
ASSETS: Cart, Sign and Equipment	**$4,200.00**
ASSETS: Inventory	**$1,554.21**
LIABILITIES and EQUITY: Loans	**$9,000.00**
LIABILITIES and EQUITY: Equity: Paid-in Capital	**$1,000.00**
REVENUE: Sales	**$46,981.40**
REVENUE: Less, Cost of Goods Sold	**($26,327.54)**
EXPENSES: Licenses and Permits	**$750.00**
EXPENSES: Insurance	**$1,000.00**
EXPENSES: Interest on Loans	**0**
EXPENSES: Payroll	**$4,460.00**
EXPENSES: Advertising: Radio	**$1,100.00**
EXPENSES: Advertising: Newspaper	**$950.00**
EXPENSES: Advertising: Entertainer	**$400.00**
EXPENSES: Repairs and Maintenance	**0**
EXPENSES: Miscellaneous Expense	**0**
EXPENSES: Marketing: Appearance	**$550.00**
EXPENSES: Marketing: Quality	**$550.00**
EXPENSES: Cart Transportation	**$425.00**
EXPENSES: Trailer Rental	**$525.00**

Accounting Rating is reduced each time you request a Hint or Answer. Requesting an Answer reduces the score three times more than a Hint.

BALANCE SHEET

As of Day 25

ASSETS

Cash	$14,189.65
Inventory	$1,554
Property, Plant and Equipment	
Cart, Sign and Equipment	$4,200
Property, Plant and Equipment - Net	$4,200
Total Assets	$19,944

LIABILITIES AND EQUITY

Loans	$9,000
Equity	
Paid-in Capital	$1,000
Retained Earnings	$9,944
Total Equity	$10,944
Total Liabilities and Equity	$19,944

INCOME STATEMENT

Day 25 Through 1

REVENUE

Sales	$46,981.40
Less, Cost of Goods Sold	$26,327.54
Gross Profit	$20,653.86

EXPENSES

Advertising	
Radio	$1,100.00
Newspaper	$950.00
Entertainer	$400.00
Insurance	$1,000.00
Interest or Loans	0
Licenses and Permits	$750.00
Marketing	
Appearance	$550.00
Quality	$550.00
Miscellaneous Expense	0
Payroll	$4,460.00

Repairs and Maintenance	**0**
Trailer Rental	**$525.00**
Cart Transportation	**$425.00**
Total Expenses	**$10,710.00**
Net Income(Loss) Before Tax	**$9,943.86**

STRESS and HOURS WORKED

Average Stress	**Low**
Total Hours Worked	**145**
Total Profit	**$20,653.86**
Profit per Hour	**$142.44**

ACHIEVEMENTS

	First Earned | Times Earned
Sales	**Day 15, Year 1 |7**
Location	**Day 17, Year 1 |1**
Inventory	**- |0**
Customer	**- |0**
Stress	**Day 18, Year 1 |1**

PERSONAL OBJECTIVES

PERSONAL PROFILE
My personal profile is ...

FINANCIAL GOALS
My financial goals are to make enough money to ...

STRESS
I wish to keep my stress level ...

TIME
I plan on spending the following number of hours working, sleeping, personal, and family time each day ...

BUSINESS PLAN

EXECUTIVE SUMMARY...

THE OPPORTUNITY...

THE MARKET...

PRODUCTS AND SERVICES...

THE COMPANY...

FINANCIAL PROJECTIONS...

DAILY RECAP

Day	Location	Hours Open	Employees	Customers Served	Sales Revenue	Profit (Day)	Profit (All Days)	Market Share
1	Shopping	8	1	29	$563.00	($173.00)	($1,923.00)	48%
2	Business	6	1	9	$129.60	($196.23)	($2,119.23)	56%
3	Park	6	1	47	$986.10	$22.87	($2,096.36)	42%
4	Shopping	12	1	152	$2,813.10	$283.03	($1,813.32)	53%
5	Shopping	12	2	33	$723.60	($266.77)	($2,080.09)	37%
6	Shopping	0	2	0	0	($65.00)	($2,145.09)	37%
7	Park	6	1	92	$1,848.00	$259.62	($1,885.47)	63%
8	Park	8	3	24	$427.70	($395.34)	($2,280.82)	32%
9	Park	0	3	0	0	($155.00)	($2,435.82)	32%
10	Business	6	2	88	$2,093.80	$257.17	($2,178.64)	47%
11	Business	0	0	0	0	0	($2,178.64)	47%
12	Arena	5	3	123	$2,627.20	$468.61	($1,710.03)	74%
13	Arena	4	1	15	$369.40	($80.57)	($1,790.60)	84%
14	Shopping	4	1	14	$329.40	($111.98)	($1,902.58)	70%
15	Shopping	6	2	137	$3,112.90	$757.66	($1,144.91)	90%
16	Arena	5	3	161	$3,888.80	$1,247.05	$102.14	90%
17	Factory	9	1	160	$4,036.80	$1,311.30	$1,413.44	100%
18	Arena	9	3	211	$5,409.30	$1,954.38	$3,367.82	100%
19	Shopping	10	2	199	$5,551.10	$2,241.35	$5,609.17	100%
20	Business	6	2	54	$1,666.60	$518.86	$6,128.04	77%
21	Factory	6	1	0	0	($330.00)	$5,798.04	57%
22	Arena	8	3	209	$5,317.20	$1,923.19	$7,721.22	100%
23	Business	4	2	47	$1,421.50	$387.28	$8,108.50	83%
24	Business	0	0	0	0	($25.00)	$8,083.50	83%
25	Arena	5	3	116	$3,666.30	$1,860.36	$9,943.86	84%