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Institute of CPAs has announced the launch of Bank On It™ – an interactive, online accounting game. Bank On It features more than 1,000 questions inspired by content in accounting textbooks. The game challenges students on accounting fundamentals and real-world workplace scenarios in the context of an online board game.

Feb. 18, 2014

To help teachers engage, entertain and educate high school students, the American Institute of CPAs has announced the launch of [Bank On It](#) – an interactive, online accounting game. Bank On It features more than 1,000 questions inspired by content in accounting textbooks. The game challenges students on accounting fundamentals and real-world workplace scenarios in the context of an online board game.

“Engaging students is one of the greatest challenges facing teachers. The AICPA developed Bank On It to provide high school teachers with a captivating, interactive tool they can use to supplement their curriculum,” said [Joanne Fiore, AICPA Vice President – Professional Media, Pathways and Inclusion](#). “Bank On It combines the tools of gamification and online learning in a way that will resonate with students and ultimately help them learn more about accounting.”

The concept for the game was designed by high school students who won AICPA's [Project Innovation Competition](#). Their submission focused on creating an accounting version of a traditional board game. The questions in Bank On IT have been reviewed by CPAs and the game provides incorrect-answer explanations and rationale to increase student's understanding of the accounting profession. In addition, the game weaves in real-life professional scenarios and reinforces principles already being taught in the classroom.

“Playing Bank On It has really engaged my students and opened the door for them to

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answering questions correctly and landing on other strategic spaces as they move around the board.

“The AICPA designed Bank On It to provide a fun and challenging experience for students with different knowledge levels of accounting. In addition, we chose specific questions and real-life scenarios that would provide students with a realistic picture of the different roles CPAs fill in public accounting, business and industry and the non-profit fields,” added Fiore.

Bank On It provides a customizable experience for teachers as well. Educators who are registered on [Start Here, Go Places](#). are given a unique classroom code they can distribute to their students to track their progress. Students can play against each other, against other online players or against the computer, with the option of taking part in up to 10 games at once. In addition, the game is mobile-friendly – so students can play from their smartphones.

The game is available at startheregoplaces.com.

Accounting

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