Five Forces is an interactive case study that gives students the opportunity to practice the Michael Porter's Five Forces Model applying it to the game console sector.

With this interactive case study, students will study the console game sector through the following sections:

- Do I know the environment where I am operating?
- What do I have to do to take part in the game?
- Can I enter? And if I am in can I go out?
- Are there substitutes?
- Who can manage me?
- Who are the competitors? What are they like?
- The final decision
Students take the role of consultants passing through the seven different stages. They will analyze the sector using a series of different exercises.
Having finished the analysis, students must say if the sector is attractive or not.

The professor has a data base where he or she can see the students answers and provide the percentages of those in favor and against, the industry's profitability.