Information-based restructures have drawn attention to human resources as a social and human capital. Therefore, for current businesses labor quality has become the main factor in terms of efficiency. Organizations employ a variety of improvement methods and training in order to enhance labor quality. Thus, investigating the effectiveness of non-domesticated games in improving human resources, this research was based on the managerial skills such as “leadership, team-work and communication skills”. The research was conducted in two years with Experimental and Control groups consisting of senior students at university. Non-domesticated games were used in the Experimental Group. Assessment was implemented by employing pre- and post-tests with both groups and semistructured interviews with the Experimental Groups. The results of the pre- and post-tests indicated no significant difference between the Experimental and Control Groups in terms of the effectiveness of non-domesticated games in leadership, teamwork and communication skills. However, the results of the qualitative assessment indicated a positive effect of the games on the Experimental Group. The results of the research are thought to provide a rich source for restructuring the business management courses at university considering the individual and occupational abilities and to contribute to the methodological discussions in the literature.