

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

21.NOV-16.DEC.2022

+INFO: www.run-eu.eu

Organised by: NHL Stenden, IPCA, and FHV

SAP OVERVIEW

The purpose of the programme is to introduce students to a design-based research approach to the development of serious games for dealing with complex issues of change and sustainability.

The focus will be on the questions of how to develop serious games for both learning and research of sustainability issues and how to ensure that serious games will deliver the expected value to the stakeholders involved.

LEARNING OUTCOMES

At the end of this RUN-EU SAP students will be able to:

- Analyse the context of the need for change and build an understanding of a specific problem or opportunity that needs to be acted upon.
- Determine how a serious gaming intervention can contribute to the realisation of related knowledge transfer or knowledge creation objectives.
- Define a specific value to be delivered by the serious gaming intervention and the risks involved in delivering the expected value.
- Define design requirements and develop a model of reality that would lead to the serious gaming design, development, and implementation process.
- Prototype, evaluate, and modify a serious gaming intervention following a structured, iterative, and highly interactive design process.
- Facilitate the implementation of the serious gaming intervention, reflection on its outcomes, and translation of insights into real-life action.

DATE From **21 November to 16 December 2022**

Face-to-Face Week: NHL Stenden, Leeuwarden, The Netherlands, 12-16 December

MODE OF DELIVERY Blended

LANGUAGE OF INSTRUCTION English

ECTS CREDITS 3

ACADEMIC RECOGNITION

To be defined by each Home Institution. In general terms, most students will have this RUN-EU SAP certified in the Diploma Supplement, as a minimal condition.

ELIGIBLE PARTICIPANTS

RUN-EU students from any cycle of studies. This SAP is interdisciplinary but situated in the fields of Information & Communication Technologies and Arts & Design.

HOW TO APPLY

Fill in the application form (**QR or website**)



DEADLINE FOR APPLICATIONS

4 November 2022

CONTACT DETAILS

seriousgaming@nhlstenden.com

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SELECTION CRITERIA

Maximum number of students: 30
Motivation, learning objectives and wide representation of subject areas/fields and balanced participation of RUN-EU member institutions.

LEARNING AND TEACHING STRATEGY

Design based education (DBE) and design based research (DBR) approach.
Active learning, collaborative peer learning and challenge based learning.
Input sessions, team work, prototyping, coaching and final presentation.

PREREQUISITES

There are no specific knowledge or skill prerequisites outside the appropriate academic level of applicants.

MEANS AND CRITERIA FOR ASSESSMENT

Group work, participation, work process, functionality of prototype, final presentation, assignments, and a final individual reflection report. Fail or pass assessment.

CERTIFICATION

The participants who successfully complete this RUN-EU SAP will receive a Certificate of Participation and a Transcript of Records jointly issued by the organising institutions.

COURSES LEADERS | LECTURERS

Courses leaders

Ivo Wenzler (NHL Stenden)
Jop Wielens (NHL Stenden)
Margarita Köhl (FHV)
Ana Catarina Silva (IPCA)
Eva Oliveira (IPCA)

Courses lecturers

Steven de Rooij (NHL Stenden)
Derek Kuipers (NHL Stenden)
Guido Swildens (NHL Stenden)
Gert Veenhoven (NHL Stenden)
Natasha Doshi (FHV)
Willy Kritz (FHV)
Magdalena Haidacher (FHV)
Philipp J. Ehmann (FHV)
Nino Brugger (FHV)
Michael Kneidl (FHV)
Marco Vale (IPCA)

PHYSICAL MOBILITY | SCHOLARSHIPS

To be managed by each Home Institution.
Students scholarships:
Travel: 350€/person | Subsistence: 400€/week
Maximum number of mobile students: 30

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

21.NOV-9.DEC.2022 ▪ ONLINE WEEKS

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PROGRAMME AT A GLANCE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

MONDAY 21/11	OPENING SESSION	GAME		LECTURES	LUNCH	LECTURES			CASE INTRODUCTION	WRAP UP
TUESDAY 22/11	LECTURES	TEAMS FORMATION		LECTURES	LUNCH	LECTURES	WORKSHOP IN BREAKOUTS		WRAP UP	
WEDNESDAY 23/11	LECTURES	WORKSHOP IN BREAKOUTS			LUNCH	LECTURES	WORKSHOP IN BREAKOUTS		WRAP UP	
THURSDAY 24/11	LECTURES	WORKSHOP IN BREAKOUTS			LUNCH	STUDENT PRESENTATIONS	WORKSHOP IN BREAKOUTS		WRAP UP	
FRIDAY 25/11	LECTURES			STUDENT QUESTIONS	LUNCH	WORKSHOP IN BREAKOUTS			STUDENT PRESENTATIONS	WRAP UP
WEEK 28/11-02/12	INTRO (MONDAY)	TEAM WORK (MONDAY TO FRIDAY)				COACHING (FRIDAY)				
WEEK 05/12-09/12	INTRO (MONDAY)	TEAM WORK (MONDAY TO FRIDAY)				COACHING (FRIDAY)				

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

12.DEC-16.DEC.2022 ▪ FACE-TO-FACE WEEK

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PROGRAMME AT A GLANCE

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

MONDAY 12/12	GAME		WEEK INTRODUCTION AND BRIEFING ON CURRENT STATUS		LUNCH	TEAM WORK AND COACHING			WRAP UP
TUESDAY 13/12	GAME		STUDENT PRESENTATIONS	FACULTY FEEDBACK	LUNCH	TEAM WORK AND COACHING			WRAP UP
WEDNESDAY 14/12	CULTURAL PROGRAMME								
THURSDAY 15/12	GAME		STUDENT PRESENTATIONS	FACULTY FEEDBACK	LUNCH	TEAM WORK AND COACHING			WRAP UP
FRIDAY 16/12	GAME		STUDENT PRESENTATIONS	FACULTY FEEDBACK	LUNCH	TEAM WORK AND COACHING	CAROUSEL PRESENTATIONS	REFLECTION AND CLOSING SESSION	FAREWELL PARTY

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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21 NOVEMBER

MONDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

OPENING
SESSION

GAME

LECTURES

LUNCH

LECTURES

CASE INTRODUCTION

WRAP
UP

Welcome and opening session

🕒 10h00-11h00

📄 Introduction of who is who, programme outline, learning objectives, and logistics.

Online game challenge

🕒 11h00-11h45

👤 NHL Stenden faculty
📄 An online, multiplayer game challenge for the participating students.

Serious games as simulated realities

🕒 12h00-13h00

👤 NHL Stenden faculty
📄 Mini lectures on serious games as simulated realities for dealing with complex problems.

Theories and challenges of change

🕒 14h00-16h00

👤 FHV and NHL Stenden faculty
📄 Mini lectures on theories of change and learning (as related to serious gaming) and two mini lectures on challenges of change for sustainability.

Introduction of the case

🕒 16h15-17h30

👤 NHL Stenden faculty
📄 Introduction of the case the students will be working on, including questions and answers.

Wrap up of day activities

🕒 17h30-18h00

👤 SAP faculty
📄 Reflection on and the wrap up of the day activities.

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22 NOVEMBER

TUESDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

LECTURES

TEAMS
FORMATION

LECTURES

LUNCH

LECTURES

WORKSHOP IN BREAKOUTS

WRAP
UP

Design-based
research approach

- 🕒 10h00-11h00
- 👤 FHV and NHL Stenden faculty
- 📄 Mini lectures on the design-based research approach to serious gaming design.

Formation of student
teams

- 🕒 11h00-11h45
- 👤 SAP faculty
- 📄 Formation of the teams students will be part of during the program.

Clarity of serious
game objectives

- 🕒 12h00-13h00
- 👤 FHV and NHL Stenden faculty
- 📄 Mini lectures on the need for clarity, specificity, and measurability of serious game objectives.

Stakeholder analysis
and design specs

- 🕒 14h00-15h30
- 👤 IPCA and NHL Stenden faculty
- 📄 Mini lectures on stakeholder analysis and engagement and on the serious gaming design specifications methodology.

Serious gaming
design specifications

- 🕒 15h30-17h30
- 👤 IPCA and NHL Stenden faculty
- 📄 Workshop on applying the specifications methodology to the given case (partially in breakouts).

Wrap up of day
activities

- 🕒 17h30-18h00
- 👤 SAP faculty
- 📄 Reflection on and the wrap up of the day activities.

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23 NOVEMBER

WEDNESDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

LECTURES

WORKSHOP IN BREAKOUTS

LUNCH

LECTURES

WORKSHOP IN BREAKOUTS

WRAP
UP

Developing models of reality

🕒 10h00-11h00

👤 IPCA and NHL Stenden faculty

📄 Mini lectures on developing representations of the problem environment (models of reality).

Case specific models of reality

🕒 11h00-13h00

👤 IPCA and NHL Stenden faculty

📄 Workshop on developing the model of reality as the basis for game development (partially in breakouts).

From models to game components

🕒 14h00-15h30

👤 FHV and NHL Stenden faculty

📄 Mini lectures on ethics of serious gaming, gaming and theatre, and translation of models of reality into serious gaming components.

Case specific game components

🕒 15h30-17h30

👤 FHV and NHL Stenden faculty

📄 Workshop on translating models of reality into serious gaming components (partially in breakouts).

Wrap up of day activities

🕒 17h30-18h00

👤 SAP faculty

📄 Reflection on and the wrap up of the day activities.

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24 NOVEMBER

THURSDAY 10h00-18h00 GMT

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GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

LECTURES

WORKSHOP IN BREAKOUTS

LUNCH

STUDENT
PRESENTATIONS

WORKSHOP IN BREAKOUTS

WRAP
UP

Developing models of
reality

🕒 10h00-11h00

👤 FHV and NHL Stenden faculty

📄 Mini lectures on prototype development and testing of a serious gaming design.

Case specific
prototype design

🕒 11h00-13h00

👤 FHV and NHL Stenden faculty

📄 Workshop on prototype development and testing of serious gaming design (partially in breakouts).

Student
presentations

🕒 14h00-15h00

👤 SAP faculty

📄 Presentation by student teams on the first iteration of their prototype ideas.

Case specific
prototype design

🕒 15h00-17h30

👤 FHV and NHL Stenden faculty

📄 Continuation of the workshop on prototype development and testing of serious gaming design (partially in breakouts).

Wrap up of day
activities

🕒 17h30-18h00

👤 SAP faculty

📄 Reflection on and the wrap up of the day activities.

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25 NOVEMBER

FRIDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

LECTURES

STUDENT
QUESTIONS

LUNCH

WORKSHOP IN BREAKOUTS

STUDENT
PRESENTATIONS

WRAP
UP

Delivering value with serious gaming

- 🕒 10h00-11h45
- 👤 FHV, IPCA and NHL Stenden faculty
- 📄 Mini lectures on delivering value through facilitation, debriefing, and translation of insights into real-life action.

Briefing and student questions

- 🕒 12h00-13h00
- 👤 SAP faculty
- 📄 Briefing around the case students work on, including questions and answers.

Planning for the teamwork weeks

- 🕒 14h00-16h00
- 👤 SAP faculty
- 📄 Workshop on describing the current status and developing the plan for two teamwork weeks (partially in breakouts).

Presentations of student plans

- 🕒 16h15-17h30
- 👤 SAP faculty
- 📄 Presentation by student teams on the status of their work and their plans for the coming two weeks.

Wrap up of day activities

- 🕒 17h30-18h00
- 👤 SAP faculty
- 📄 Reflection on and the wrap up of the day activities.

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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28.NOV-2.DEC

MONDAY - FRIDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

INTRO (MONDAY)

TEAM WORK (MONDAY TO FRIDAY)

COACHING (FRIDAY)

Week opening (on Mondays)

- 🕒 10h00-11h00
- 👤 SAP faculty
- 📅 Week opening for all student teams to discuss expectations and plan of work.

Students work in teams

- 🕒 10h00-18h00
- 📅 Students work in teams on their serious game prototypes.

Coaching sessions (on Fridays)

- 🕒 14h00-18h00
- 👤 SAP faculty
- 📅 Coaching sessions for all student teams, reflecting on the status of their work.

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5.DEC-9.DEC

MONDAY - FRIDAY 10h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

WEEK
28/11-02/12

INTRO (MONDAY)

TEAM WORK (MONDAY TO FRIDAY)

COACHING (FRIDAY)

Week opening (on Mondays)

- 🕒 10h00-11h00
- 👤 SAP faculty
- 📄 Week opening for all student teams to discuss expectations and plan of work.

Students work in teams

- 🕒 10h00-18h00
- 📄 Students work in teams on their serious game prototypes.

Coaching sessions (on Fridays)

- 🕒 14h00-18h00
- 👤 SAP faculty
- 📄 Coaching sessions for all student teams, reflecting on the status of their work.

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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12 DECEMBER

MONDAY 9h00-17h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

GAME

WEEK INTRODUCTION AND
BRIEFING ON CURRENT STATUS

LUNCH

TEAM WORK AND COACHING

WRAP
UP

Game run

- 🕒 9h00-10h00
- 👤 NHL Stenden faculty
- 📄 Analogue or digital game run as an inspiration.

Teamwork and coaching

- 🕒 13h00-16h30
- 👤 SAP faculty
- 📄 Teamwork and coaching.

Week introduction and status overview

- 🕒 10h15-12h00
- 👤 SAP faculty
- 📄 Introduction, logistics, reflection on previous weeks, and discussion on current challenges.

Wrap up of day activities

- 🕒 16h30-17h00
- 👤 SAP faculty
- 📄 Reflection on and the wrap up of the day activities.

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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13 DECEMBER

TUESDAY 9h00-17h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00



Game run

- 🕒 9h00-10h00
- 👤 NHL Stenden faculty
- 📄 Analogue or digital game run as an inspiration.

Student presentations

- 🕒 10h15-11h15
- 📄 Short presentations by student teams on the work done on Monday.

Faculty feedback

- 🕒 11h15-12h00
- 👤 SAP faculty
- 📄 Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- 🕒 13h00-16h30
- 👤 SAP faculty
- 📄 Teamwork and coaching.

Wrap up of day activities

- 🕒 16h30-17h00
- 👤 SAP faculty
- 📄 Reflection on and the wrap up of the day activities.

SHORT
ADVANCED
PROGRAMME

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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22 NOVEMBER

TUESDAY 9h00-18h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

CULTURAL PROGRAMME

Cultural programme

🕒 9h00-18h00

📄 Detailed programme for the day will be communicated at a later stage.

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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15 DECEMBER

THURSDAY 9h00-17h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

THURSDAY 15/12	GAME		STUDENT PRESENTATIONS	FACULTY FEEDBACK	LUNCH	TEAM WORK AND COACHING	WRAP UP
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Game run

- 🕒 9h00-10h00
- 👤 NHL Stenden faculty
- 📄 Analogue or digital game run as an inspiration.

Student presentations

- 🕒 10h15-11h15
- 📄 Short presentations by student teams on the work done on Monday.

Faculty feedback

- 🕒 11h15-12h00
- 👤 SAP faculty
- 📄 Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- 🕒 13h00-16h30
- 👤 SAP faculty
- 📄 Teamwork and coaching.

Wrap up of day activities

- 🕒 16h30-17h00
- 👤 SAP faculty
- 📄 Reflection on and the wrap up of the day activities.

SIMULATING COMPLEX REALITIES WITH SERIOUS GAMING

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16 DECEMBER

FRIDAY 9h00-17h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00

FRIDAY 16/12	GAME		STUDENT PRESENTATIONS	FACULTY FEEDBACK	LUNCH	TEAM WORK AND COACHING	CAROUSEL PRESENTATIONS	REFLECTION AND CLOSING SESSION	FAREWELL PARTY
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Game run

- 🕒 9h00-10h00
- 👤 NHL Stenden faculty
- 📄 Analogue or digital game run as an inspiration.

Student presentations

- 🕒 10h15-11h15
- 📄 Short presentations by student teams on the work done on Monday.

Faculty feedback

- 🕒 11h15-12h00
- 👤 SAP faculty
- 📄 Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- 🕒 13h00-14h30
- 👤 SAP faculty
- 📄 Teamwork and coaching.

Carousel presentations

- 🕒 14h30-16h00
- 📄 Carousel presentations of work done by different student teams.

Closing session (mandatory)

- 🕒 16h00-17h00
- 👤 SAP faculty
- 📄 Reflection on the experiences during the last four weeks and closing of the programme, followed by a farewell party.