

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







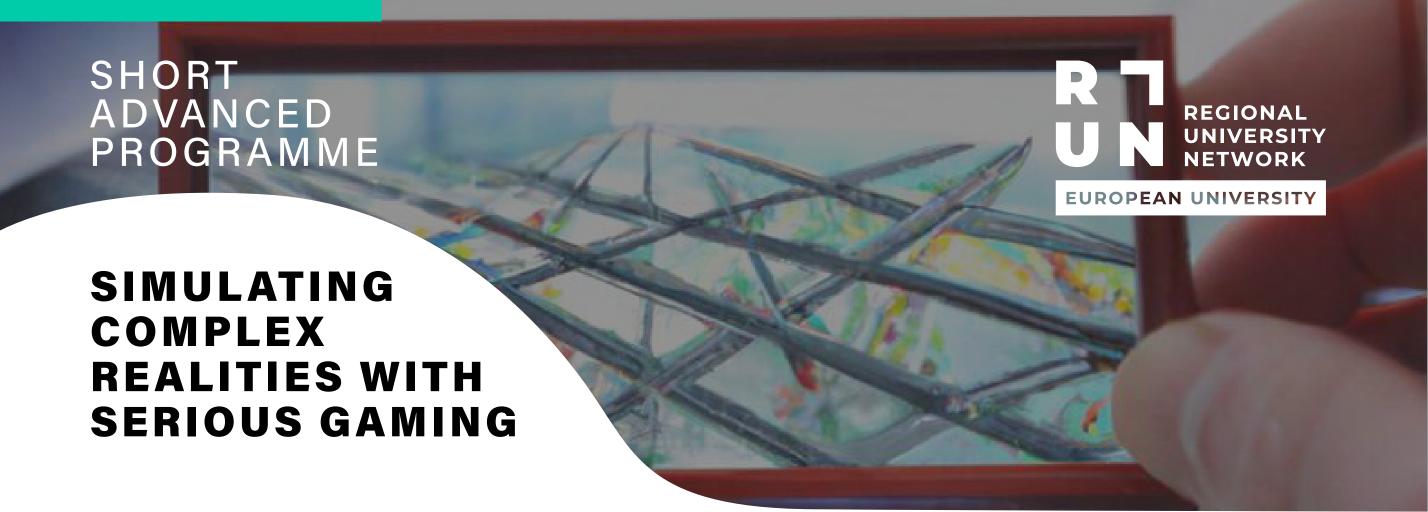












21.NOV-16.DEC.2022

+INFO: www.run-eu.eu

Organised by: NHL Stenden, IPCA, and FHV

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 op 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 I Subsistence: 400€/week Maximum number of mobile students: 30



















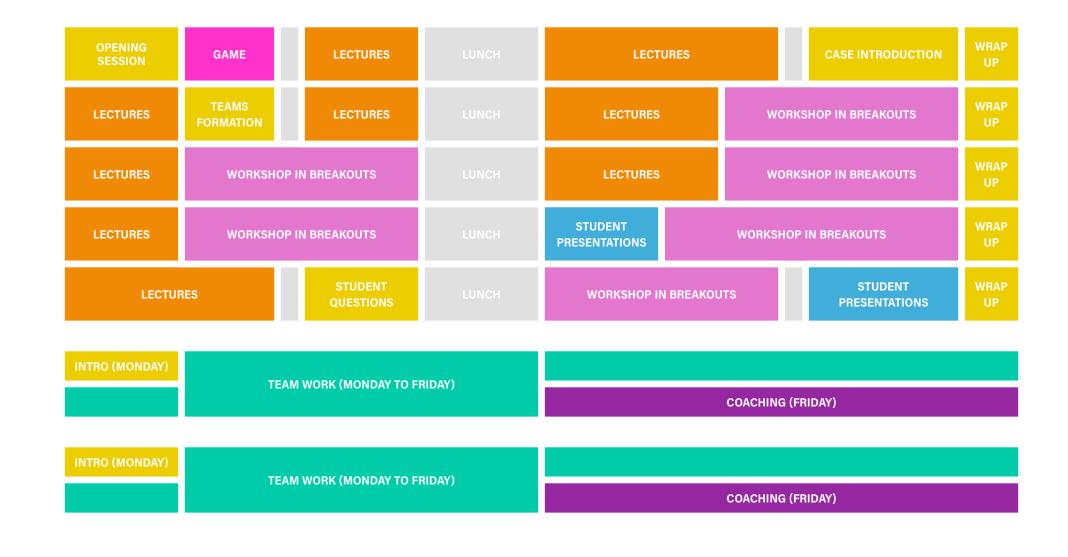
21.NOV-9.DEC.2022 • ONLINE WEEKS

+INFO: www.run-eu.eu

PROGRAMME AT A GLANCE

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

MONDAY 21/11
TUESDAY 22/11
WEDNESDAY 23/11
THURSDAY 24/11
FRIDAY 25/11
WEEK 28/11-02/12
WEEK 05/12-09/12



















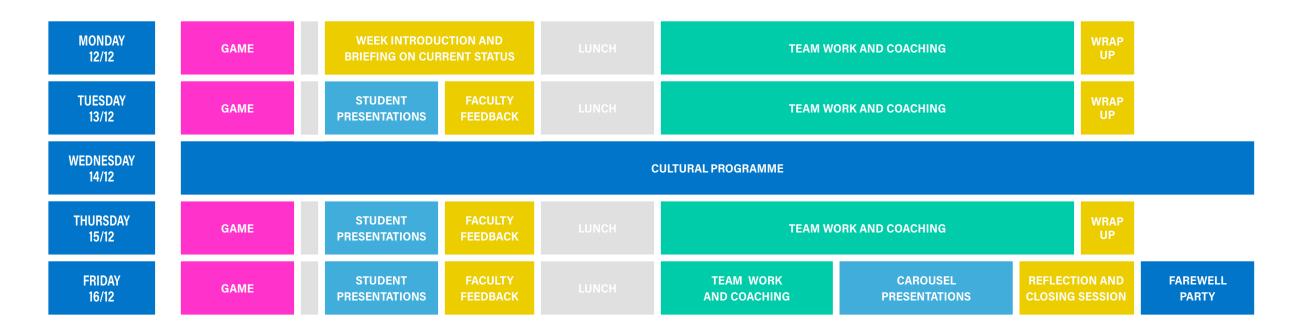


12.DEC-16.DEC.2022 • FACE-TO-FACE WEEK

+INFO: www.run-eu.eu

PROGRAMME AT A GLANCE

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





















21 NOVEMBER

MONDAY 10h00-18h00 GMT

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

Welcome and opening session

- (1) 10h00-11h00
- Introduction of who is who, programme outline, learning objectives, and logistics.

Theories and challenges of change

- (1) 14h00-16h00
- A 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.

Online game challenge

- (1) 11h00-11h45
- A NHL Stenden faculty
- An online, multiplayer game challenge for the participating students.

Introduction of the case

- (16h15-17h30
- NHL Stenden faculty
- Introduction of the case the students will be working on, including questions and answers.

Serious games as simulated realities

- (¹) 12h00-13h00
- NHL Stenden faculty
- Mini lectures on serious games as simulated realities for dealing with complex problems.

- (1) 17h30-18h00
- SAP faculty
- Reflection on and the wrap up of the day activities.







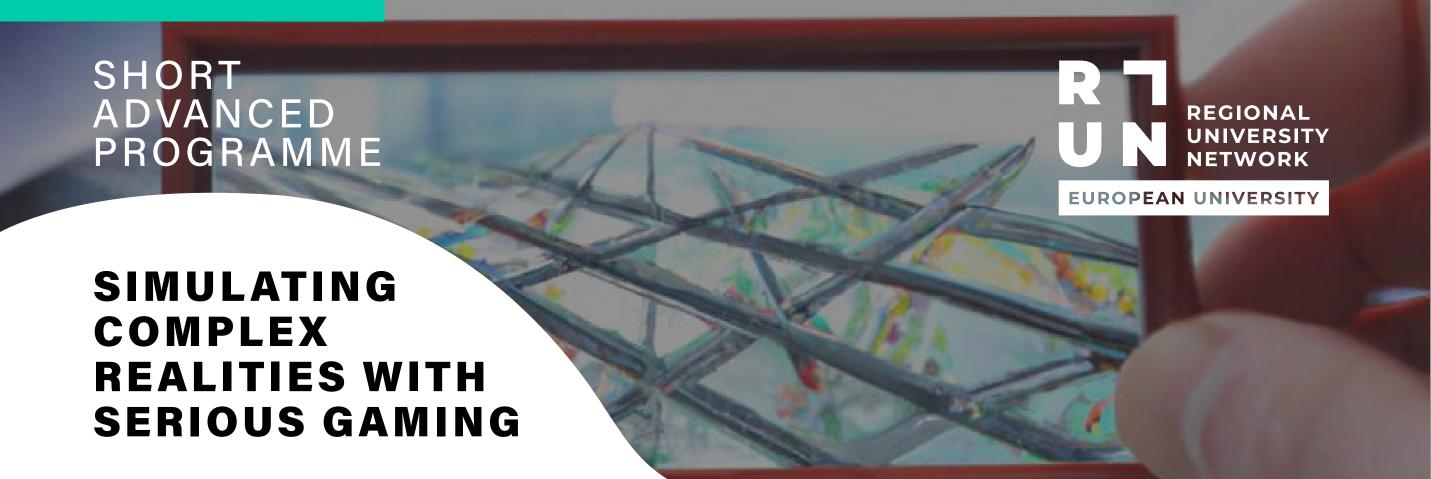












22 NOVEMBER

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	I	9h00	ı	10h00	ı	11h00	ı	12h00	ı	13h00	ı	14h00	ı	15h00	ı	16h00	ı	17h00

LECTURES

TEAMS FORMATION LECTURES

LUNCH

LECTURES

WORKSHOP IN BREAKOUTS

WRAP UP

Design-based research approach

- (1) 10h00-11h00
- PHV and NHL Stenden faculty
- Mini lectures on the design-based research approach to serious gaming design.

Stakeholder analysis and design specs

- (1) 14h00-15h30
- Piper Pip
- Mini lectures on stakeholder analysis and engagement and on the serious gaming design specifications methodology.

Formation of student teams

- (1) 11h00-11h45
- SAP faculty
- Formation of the teams students will be part of during the program.

Serious gaming design specifications

- (1) 15h30-17h30
- Piper Pip
- Workshop on applying the specifications methodology to the given case (partially in breakouts).

Clarity of serious game objectives

- (¹) 12h00-13h00
- FHV and NHL Stenden faculty
- Mini lectures on the need for clarity, specificity, and measurability of serious game objectives.

- (1) 17h30-18h00
- SAP faculty
- Reflection on and the wrap up of the day activities.



















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	ı	9h00	ı	10h00	ı	11h00	ı	12h00	ı	13h00	ı	14h00	ı	15h00	ı	16h00	ı	17h00

LECTURES

WORKSHOP IN BREAKOUTS

LIMCH

LECTURES

WORKSHOP IN BREAKOUTS

WRAP UP

Developing models of reality

- (1) 10h00-11h00
- Piper Pip
- Mini lectures on developing representations of the problem environment (models of reality).

From models to game components

- (1) 14h00-15h30
- A 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 models of reality

- (1) 11h00-13h00
- Piper Pip
- Workshop on developing the model of reality as the basis for game development (partially in breakouts).

Case specific game components

- (1) 15h30-17h30
- A FHV and NHL Stenden faculty
- Workshop on translating models of reality into serious gaming components (partially in breakouts).

- (1) 17h30-18h00
- SAP faculty
- Reflection on and the wrap up of the day activities.



















24 NOVEMBER

THURSDAY 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

VICIL

STUDENT PRESENTATIONS

WORKSHOP IN BREAKOUTS

WRAP UP

Developing models of reality

- ① 10h00-11h00
- A FHV and NHL Stenden faculty
- Mini lectures on prototype development and testing of a serious gaming design.

Student presentations

- (1) 14h00-15h00
- SAP faculty
- Presentation by student teams on the first iteration of their prototype ideas.

Case specific prototype design

- (1) 11h00-13h00
- A FHV and NHL Stenden faculty
- Workshop on prototype development and testing of serious gaming design (partially in breakouts).

Case specific prototype design

- (h) 15h00-17h30
- A FHV and NHL Stenden faculty
- Continuation of the workshop on prototype development and testing of serious gaming design (partially in breakouts).

- (1) 17h30-18h00
- SAP faculty
- Reflection on and the wrap up of the day activities.



















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	ı	9h00	ı	10h00	ı	11h00	ı	12h00	ı	13h00	1	14h00	ı	15h00	1	16h00	ı	17h00

LECTURES

STUDENT QUESTIONS

LUNCH

WORKSHOP IN BREAKOUTS

STUDENT PRESENTATIONS WRAP UP

Delivering value with serious gaming

- ① 10h00-11h45
- EHV, IPCA and NHL Stenden faculty
- Mini lectures on delivering value through facilitation, debriefing, and translation of insights into real-life action.

Planning for the teamwork weeks

- (1) 14h00-16h00
- SAP faculty
- Workshop on describing the current status and developing the plan for two teamwork weeks (partially in breakouts).

Briefing and student questions

- ① 12h00-13h00
- SAP faculty
- Briefing around the case students work on, including questions and answers.

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.

- (1) 17h30-18h00
- SAP faculty
- Reflection on and the wrap up of the day activities.







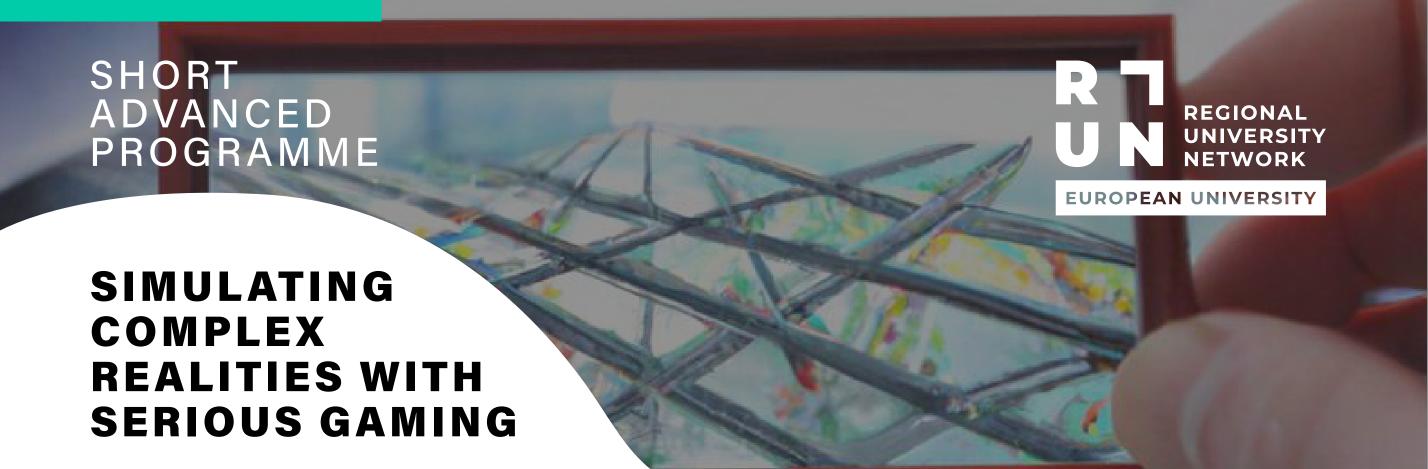












28.NOV-2.DEC

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)

- (h) 10h00-11h00
- SAP faculty
- Week opening for all student teams to discuss expectations and plan of work.

Students work in teams

- ① 10h00-18h00
- Students work in teams on their serious game prototypes.

Coaching sessions (on Fridays)

- ① 14h00-18h00
- SAP faculty
- Coaching sessions for all student teams, reflecting on the status of their work.



















5.DEC-9.DEC

MONDAY - FRIDAY 10h00-18h00 GMT

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

WEEK 28/11-02/12 INTRO (MONDAY)

TEAM WORK (MONDAY TO FRIDAY)

COACHING (FRIDAY)

Week opening (on Mondays)

- (h) 10h00-11h00
- SAP faculty
- Week opening for all student teams to discuss expectations and plan of work.

Students work in teams

- ① 10h00-18h00
- Students work in teams on their serious game prototypes.

Coaching sessions (on Fridays)

- ① 14h00-18h00
- SAP faculty
- Coaching sessions for all student teams, reflecting on the status of their work.







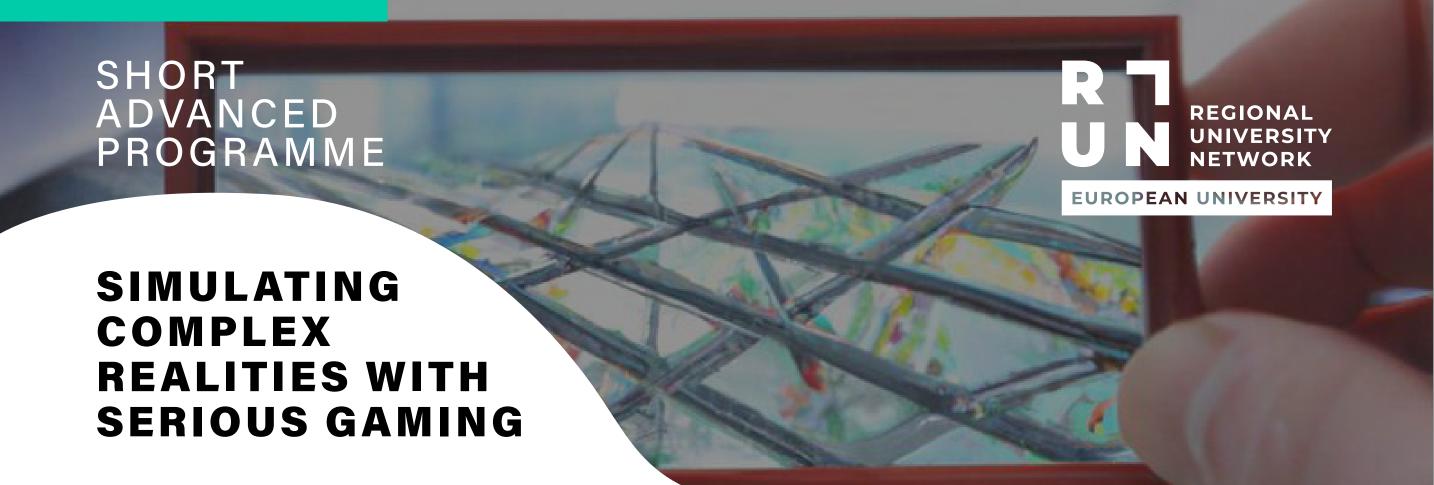












12 DECEMBER

MONDAY 9h00-17h00 GMT

GMT+2	10h00	11h00	12h0	0	13h00		14h00	15h00	16h00	17h00	18h00	19h00
GMT+1	9h00	10h00	11h0	0	12h00		13h00	14h00	15h00	16h00	17h00	18h00
GMT	8h00	9h00	10h0	0	11h00	1	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
- A NHL Stenden faculty
- Analogue or digital game run as an inspiration.

Teamwork and coaching

- (1) 13h00-16h30
- SAP faculty
- E Teamwork and coaching.

Week introduction and status overview

- (1) 10h15-12h00
- SAP faculty
- Introduction, logistics, reflection on previous weeks, and discussion on current challenges.

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



















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

STUDENT PRESENTATIONS

FACULTY FEEDBACK

LUNCH

TEAM WORK AND COACHING

WRAP UP

Game run

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

Student presentations

- ① 10h15-11h15
- Short presentations by student teams on the work done on Monday.

Faculty feedback

- (h) 11h15-12h00
- SAP faculty
- Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- (1) 13h00-16h30
- SAP faculty
- E Teamwork and coaching.

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



















22 NOVEMBER

TUESDAY 9h00-18h00 GMT

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.



















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





FACULTY FEEDBACK

LUNCH

TEAM WORK AND COACHING

WRAP UP

Game run

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

Student presentations

- (¹) 10h15-11h15
- Short presentations by student teams on the work done on Monday.

Faculty feedback

- (h) 11h15-12h00
- SAP faculty
- Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- (1) 13h00-16h30
- SAP faculty
- Teamwork and coaching.

- (1) 16h30-17h00
- SAP faculty
- Reflection on and the wrap up of the day activities.



















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	1	9h00	ı	10h00	ı	11h00	ı	12h00	ı	13h00	1	14h00	ı	15h00	1	16h00	1	17h00

FRIDAY 16/12





FACULTY FEEDBACK

LUNCH

TEAM WORK

CAROUSEL PRESENTATIONS

REFLECTION AND CLOSING SESSION

FAREWELL

Game run

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

Student presentations

- (1) 10h15-11h15
 - Short presentations by student teams on the work done on Monday.

Faculty feedback

- ① 11h15-12h00
- SAP faculty
- Faculty feedback and focused discussion on the emerging questions and challenges.

Teamwork and coaching

- (1) 13h00-14h30
- SAP faculty
- Teamwork and coaching.

Carousel presentations

- (1) 14h30-16h00
- Carousel presentations of work done by different student teams.

Closing session (mandatory)

- (1) 16h00-17h00
- SAP faculty
- Reflection on the experiences during the last four weeks and closing of the programme, followed by a farewell party.















