

GAME CHANGING GAMES

2-27.OCTOBER.2023

+INFO: www.run-eu.eu

Organised by FHV, IPCA and NHL Stenden

SAP OVERVIEW

The complexity of global challenges is constantly rising. Can we change the game with games?

Taking this question as a starting point, in this Short Advanced Programme our goal is to understand how game designers can address these complexities to incite change, fostering the sustainable co-existence of humans and the ecological systems. Creating games that motivate people to engage with these topics in a playful way could be one way of making critical issues intelligible and experienceable.

LEARNING OUTCOMES

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

- know crucial concepts and approaches of game design, theoretical approaches and indices of ecological, social and economic sustainability;
- to develop and prototypically realize a concept focusing on future challenges (e.g. climate change, social segregation, digital divide) using games as a medium or creating playful experience(s);
- work in a multidisciplinary and multicultural team
- communicate solutions for societal problems and challenges that demand innovation and a varied set of skills and knowledge.

DATE From **2-27 October 2023**

Face-to-Face Week: FHV, Austria 16-20 October

MODE OF DELIVERY Blended

LANGUAGE OF INSTRUCTION English

ECTS CREDITS 3

ACADEMIC RECOGNITION

To be defined by each higher education institution. Generally, most students will have this SAP certified in their 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

1 September 2023

CONTACT DETAILS

gestaltung@fhv.at



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SELECTION CRITERIA

Maximum number of students: 30

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

LEARNING AND TEACHING STRATEGY

Active learning, peer learning and challenge based learning. Input sessions, team building, coaching and final presentation. Collaborative Learning Platforms: Teams and Miro. There will be group work, hands-on exercises (prototyping and game play) and individual assignments.

PRE-REQUISITES

No basic knowledge needed.

Computer with software (Adobe Illustrator, Photoshop, Unity, InDesign) required.

COURSES LEADERS | LECTURERS

Course leaders

Margarita Köhl (FHV)
Nino Brugger (FHV)
Ana Catarina Silva (IPCA)
Eva Ferreira (IPCA)
Ivo Wenzler (NHL Stenden)

Lecturers

Natasha Doshi (FHV)
Philipp J. Ehmann (FHV)
Jop Willens (NHL Stenden)
Marco Vale (IPCA)
Joana Alves (IPCA)
Gabriela Sá (IPCA)

PHYSICAL MOBILITY | SCHOLARSHIPS AVAILABLE

To be managed by home institution.

Students' scholarships:

Travel cost:

Austria - Finland 330€,
Austria - Hungary 230€
Austria - Ireland 270€
Austria - The Netherlands 240€
Austria - Portugal 330€

Subsistence: 680€

Maximum number of mobile students: 30

Flows/Institution: Applicant selection aims for wide representation of partner institutions. Final decision on the scholarships to be awarded falls under the responsibility of the Home Institution RUN-EU Project Leader and compulsorily requires IRO involvement.

MEANS AND CRITERIA FOR ASSESSMENT

Team work and 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.



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PROGRAMME AT A GLANCE

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45

MONDAY 2/10	WELCOME & OPENING	GAME	LECTURE	LECTURE	WORKSHOP	DAILY REFLECTION
TUESDAY 3/10				LECTURE	GAME & WORKSHOP	DAILY REFLECTION
WEDNESDAY 4/10				LECTURE & WORKSHOP		DAILY REFLECTION
THURSDAY 5/10				LECTURE & WORKSHOP	PROJECT WORK	DAILY REFLECTION
FRIDAY 6/10				PROJECT WORK	PRESENTATION	DAILY REFLECTION

MONDAY 9/10				OPENING SESSION	*LECTURE & WORKSHOP	*LECTURE & WORKSHOP
WEDNESDAY 11/10					*LECTURE & WORKSHOP	DAILY REFLECTION
FRIDAY 13/10					WORKSHOP	REFLECTION

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PROGRAMME AT A GLANCE

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

MONDAY 16/10	WELCOME & OPENING	CONCEPT PRESENTATION	LUNCH BREAK	FIELD TRIP
TUESDAY 17/10	FIELD TRIP	LUNCH BREAK	PROJECT WORK & COACHING	
WEDNESDAY 18/10	*WORKSHOP	LUNCH BREAK	PROJECT WORK & COACHING	
	*WORKSHOP			
THURSDAY 19/10	OPENING SESSION	PROJECT WORK	LUNCH BREAK	PROJECT WORK & COACHING
FRIDAY 20/10	BRIEFINGS	PROJECT WORK & COACHING	LUNCH BREAK	PRESENTATION & GAME PLAY
				FAREWELL PARTY

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45

MONDAY 23/10						BRIEFINGS	PROJECT WORK & COACHING	
TUESDAY 24/10						PROJECT WORK & COACHING		
WEDNESDAY 25/10						BRIEFINGS	PROJECT WORK & COACHING	

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

FRIDAY 27/10	PROJECT WORK	FINAL PRESENTATION		FINAL REFLECTION				
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2 OCTOBER

MONDAY 12H15-18H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Welcome and Opening

🕒 12h45-13h30

👤 Margarita Köhl (FHV)

📄 Introduction, project outline, learning objectives, presentation challenge areas

Let's play - The Introduction Game

🕒 13h45-14h30

👤 Ivo Wenzler and Jop Willens (NHL Stenden)

📄 In this session we will play a game and reflect on our experience.

Learning for Change through Games

🕒 14h45-15h30

👤 Ivo Wenzler (NHL Stenden)

📄 Getting to and benefiting from change implies a change journey, while addressing the questions of where do we want to be, how do we get there, and how do we make it work. This lecture will introduce and elaborate on key structural, behavioral, individual, and systemic reasons why is change difficult. By using the examples from practice, we will illustrate how can development and implementation of serious gaming ensure that the outcomes needed for change are met.

What Makes a Game a Seriously Good Game?

🕒 15h45-16h30

👤 Ivo Wenzler and Jop Willens (NHL Stenden)

📄 For a serious game to become a seriously good game the design process should

ensure that several critical quality requirements are being met. The lecture on these attributes will be preceded by a short, multi-player, and competitive digital game. The game will provide participants with a highly engaging and playful experience of some of the attributes that will be presented during the lecture.

Workshop

Why Is my Favorite Game a Seriously Good Game?

🕒 16h45-17h30

👤 Ivo Wenzler (NHL Stenden)

Daily Reflection

🕒 17h45-18h30

👤 Nino Brugger (FHV)



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3 OCTOBER

TUESDAY 15H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Game Design Instruments

🕒 15h45-16h30

👤 Eva Oliveira and Marco Vale (IPCA)

📄 The goal of the lecture is to analyse and understand core formal and dramatic game elements. The participants will then have the opportunity to analyze and identify game elements from a list of games provided to transfer it to their own practice.

Workshop

Instrumental Gaming: A Workshop About Designing Games As Instruments

🕒 16h45-18h30

👤 Eva Oliveira and Marco Vale (IPCA)

📄 This workshop will provide an understanding on how to design games that work as instruments. It will provide a basic understanding of norms and conventions of games and on why to break them, in the search for ludic systems that work as design tools and frameworks for communication, for societal issues, for healthcare, for art and sciences and other subjects. The workshop will be divided into two parts. The first will be focused on fast prototyping and testing, from paper to code, from analogue to digital. The second, on playing, on experiencing,

and on understanding the phenomena emergent from the developed system.

Daily Reflection

🕒 18h45-19h30

👤 Eva Oliveira and Marco Vale (IPCA)



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WEDNESDAY 15H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Workshop

Ideation/Conception/ Storytelling Workshop

🕒 15h45-18h30

👤 Natasha Doshi and Philipp J. Ehmann (FHV)

Daily Reflection

🕒 18h45-19h30

👤 Natasha Doshi and Philipp J. Ehmann (FHV)

📄 This module consists of two parts, a lecture and a hands-on workshop. The lecture will shed light on the phases of the game design process, the “magic circle” as well as on approaches to and techniques of storytelling in games. In the workshop part we will develop a preliminary game concept including visualizations and a paper or digital prototype, which will be iteratively refined throughout the SAP. Additionally, we will form groups in this session.



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5 OCTOBER

THURSDAY 15H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Workshop

Making the Most of Prototyping in Game Development

🕒 15h45-17h30

👤 Jop Willens (NHL Stenden)

📄 Sometimes spending weeks concepting and creating the perfect Game Design Document is the best way to approach the design and development of a game. But what if the concept or game mechanic is not quite there yet.

Project Work

🕒 17h45-18h30

📄 Individual project work

Daily Reflection

🕒 18h45-19h30

👤 Jop Willens (NHL Stenden)

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6 OCTOBER

FRIDAY 15H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Project Work

🕒 15h45-16h30

📄 Individual project work

Presentation

🕒 16h45-18h30

📄 Presentation of preliminary ideas

Daily Reflection

🕒 18h45-19h30

👤 Nino Brugger (FHV)

📄 Reflection on learnings of week 1, choice of lectures for week 2



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9 OCTOBER

MONDAY 15H45-18H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45

			OPENING SESSION		*LECTURE & WORKSHOP	
					*LECTURE & WORKSHOP	

*Participants can chose one of two lectures & workshops

Opening Session Week 2

🕒 15h45-16h30
👤 Nino Brugger (FHV)

📄 Introduction week 2

Workshop

*Game Art 1:

Principles of Graphic Design and Effective Visual Communication in Game Design

🕒 16h45-18h30
👤 Ana Catarina Silva (IPCA)

📄 From the visual identity of the game to its interface and components, this module will help you to improve your graphic design skills and create better communication and empathy with the user. We will tackle the building blocks of graphic design: typography, colour, layout and style, and get into the basics of iconography and metaphor. Finally, we will cover the principles of the creative process.

Workshop

*Game Development 1:

Game Development Life Cycle in Unity

🕒 16h45-18h30
👤 Nino Brugger (FHV) and Joana Alves (IPCA)

📄 The goal of this workshop is to introduce the main components of a digital game, ranging from the creation of assets (textures, sounds, models, etc.) up to the creation of a scene and some basic code in Unity. While the lecture will include a little coding, the whole process will be clearly explained. The attendees will understand what the basic building blocks of a game are, to enabling them to properly communicate with game programmers. In order to follow this lecture it is important that the free version of Unity is installed on your computer. Any version of Unity should work.

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13 OCTOBER

FRIDAY 16H45-18H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Workshop

Cross-pollination Workshop

🕒 16h45-17h30

👤 Margarita Köhl and Nino Brugger (FHV)

📄 Cross-pollination format: Exchange between Group Game Art & Group Game Development

Daily Reflection

🕒 17h45-18h30

👤 Nino Brugger (FHV)

📄 Wrap-up of second week, outlook, briefings

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16 OCTOBER

MONDAY 9H00-16H30 CET

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

WELCOME & OPENING

CONCEPT PRESENTATION

LUNCH
BREAK

FIELD TRIP

Welcome and Opening in Dornbirn

🕒 9h00-9h30

📄 Check-in/introduction/Presentation of the programme of the week

Concept Presentation

🕒 10h45-12h15

📄 Concept presentation/teams meet coaches/
conceptual review/integration of feedback

Field Trip

🕒 13h00-16h30

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17 OCTOBER

TUESDAY 9H00-16H30 CET

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

FIELD TRIP

LUNCH BREAK

PROJECT WORK & COACHING

Field trip

🕒 9h00-13h00

Project Work and Coaching

🕒 14h00-16h30

📄 Individual project work, individual coaching opportunities.



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18 OCTOBER

WEDNESDAY 9H00-16H30 CET

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

*WORKSHOP	LUNCH BREAK	PROJECT WORK & COACHING
*WORKSHOP		

*Participants can chose one of two workshops

Workshop

*Environmental Storytelling and Alternate Reality Games

🕒 9h00-12h15

👤 Philipp J. Ehmann (FHV)

📄 This lecture including a workshop-part enable you to understand how game creators and social innovators use games to examine civic issues and address complex real-world challenges. Different types of games which consider the environment as a playground such as urban and alternate reality games will be presented to outline how immersive media respectively emerging technologies can be integrated into a game design concept to facilitate a playful experience-driven exploration of the space.

Workshop

*Programming in Unity

🕒 9h00-12h15

👤 Nino Brugger (FHV)

📄 This workshop will be a follow-up to the introductory lectures + workshops on the Game Development Lifecycle in Unity. Participants will have the possibility to enhance their Unity skills.

Project Work and Coaching

🕒 13h00-16h30

📄 Individual project work, individual coaching opportunities.

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19 OCTOBER

THURSDAY 9H00-16H30 CET

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

BRIEFINGS

PROJECT WORK

LUNCH
BREAK

PROJECT WORK & COACHING

Briefings

🕒 9h00-10h30

📄 check-in/outline design sprint

Project Work

🕒 10h45-12h15

📄 Individual project work

Project Work and Coaching

🕒 13h00-16h30

📄 Individual project work, individual coaching opportunities.

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20 OCTOBER

FRIDAY 9H00-16H30 CET

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

BRIEFINGS

PROJECT WORK & COACHING

LUNCH
BREAK

PRESENTATION & GAME PLAY

FAREWELL
PARTY

Briefings

🕒 9h00-10h30

📄 Check-in/preparation of presentation

Project Work and Coaching

🕒 10h45-12h15

📄 Individual project work, individual coaching opportunities.

Presentation of Preliminary Concept and Prototype

🕒 13h00-15h45

Farewell Party

🕒 16h00-16h45

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23 OCTOBER

MONDAY 16H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Welcome and Opening Week 4

🕒 16h45-17h30

Project Work and Coaching

🕒 17h45-19h30

📄 Individual project work, individual coaching opportunities.

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24 OCTOBER

TUESDAY 16H45-19H30 CET

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GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Project Work and Coaching

🕒 16h45-19h30

📄 Individual project work, individual coaching opportunities.

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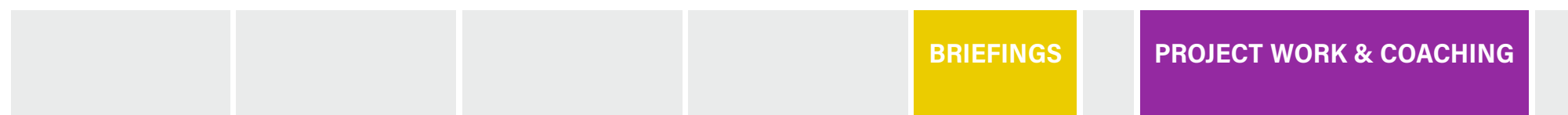
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25 OCTOBER

WEDNESDAY 16H45-19H30 CET

GMT+2	13h45	14h45	15h45	16h45	17h45	18h45	19h45	20h45
GMT+1	12h45	13h45	14h45	15h45	16h45	17h45	18h45	19h45
GMT	11h45	12h45	13h45	14h45	15h45	16h45	17h45	18h45



Check-in

🕒 16h45-17h30

Project Work and Coaching

🕒 17h45-19h30

📄 Individual project work, individual coaching opportunities.

