BioConSepT Serious Game for Policy Makers

Summary

The Serious Game is an Edutainment tool to learn the principles of the bio-based economy which informs and educates the players, enabling them to negotiate and take informed policy-related decisions.

Playing the Game

- Introduction, choosing roles and location (30 min)
- First round of playing: get to know the game, start interacting (45 min), followed by a short feedback / Q&A round
- Second round of playing: the actual transformation to a bio economy will take place (45 min)
- Third round of playing: was the transformation successful? (30 min)
- Debriefing and discussion (30 min)

The serious game is a multiplayer game providing a safe environment to learn about the bioeconomy and to experiment. Stakeholders are assigned different roles in a common virtual environment. Participants can play their own role to experience the consequences of their choices. Player can also play the role of someone else to improve their understanding of each other. They experience the goals and limitations of all parties involved. In the virtual model of reality stakeholders can explore feasibility, experiment with different options and reach a consensus, all in an easy, quick and comfortable setting. Communication during the game in the virtual world, but also afterwards in the real world is fostered.

Roles: national government, EU, bio-based company, oil-based company