


Name	Serious Gaming
Brief Description	<i>Serious gaming consists of letting the participants play a game chosen by the organiser. Some serious games simulate real-life events and/or processes, thus providing the user with a problem-solving training environment.</i>
Methodology	<p>‘Serious games’ can be used in order to develop innovative products and services. They have to:</p> <ul style="list-style-type: none"> • Involve group interaction, although there are also versions that can be played alone or in a group. • Depending on the type of game used, the development of the game can be a large investment of time and money, with lead times of over a year. <p>The actual game can be:</p> <ul style="list-style-type: none"> • An online interaction for one or many users which can take less than an hour; • A group activity with a board game; • A long term experimental setup in a home with regular interactions with a home system. <p>Virtual formats possible.</p>
Estimated planning time needed:	2-6h
Objective	These games serve as tools for acquiring knowledge on a topic chose, breaking up complex systems into manageable pieces of information
Time estimated:	30 min to 2h
Composition of audience:	All audiences suit this format
Experience level required:	Comparable level of experience among participants is envisaged
Number of audience:	<10
Level of complexity and possible challenges	Medium to High - The presenter should have good knowledge and organisational skills.
Picture	
Relevant sources	Neset, T.-S.; Andersson, L.; Uhrqvist, O.; Navarra, C. Serious Gaming for Climate Adaptation—Assessing the Potential and Challenges of a Digital Serious Game for Urban Climate Adaptation.

	<p><i>Sustainability</i> 2020, 12, 1789</p> <p>Barkley, E. F., Cross, K. P., & Major, C. H. (2014). Collaborative learning techniques: A handbook for college faculty. John Wiley & Sons.</p>
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