



ROLE PLAY GAMES FOR LEARNING AND FOR BETTER UNDERSTANDING OF ENVIRONMENTAL CHALLENGES

Date: Monday, 1st May 2017

**Location: Wageningen University and Research Centre,
ATLAS building 104, Room ATLAS 2**

Droeendaalsesteeg 4, 6708 PB Wageningen, the Netherlands

Transformative change is a process investigated by many who seek to understand how to design and implement interventions which could bring about more sustainable futures. Practitioners and academics are interested in interventions which can trigger transformative change, they are busy with projects meant to design, deliver and assess such interventions. Many, and different types of, interventions are currently being designed and used with local communities, but the one of interested to this event are a type of serious games: role playing games. Role playing games (RPG) are games which simulate given circumstances where participants / players can take and choose to play in different roles. RPG have been used by educators to support their teaching as RPG allow to explore with different situations and in so doing allow to learn content meant to be delivered to them. In the view of recent interest for *learning based transformative change* RPG have attracted the attention also of researchers who see potential in RPG to trigger and support learning with local communities and stakeholders. It is stated that while playing the game participants (i.e. community members, stakeholders) are exposed to new information, can discuss own experiences with issues and share opinions about positive and negative aspects. While playing participants can explore with real-world circumstances and reflect on implications of alternative decisions they may take in the course of a game (Medema et al., 2016; Salvini et al., 2016; Van der Wal et al., 2016). There is thus some interesting potential in RPG for learning about real-world environmental challenges. However, while several studies have reported on examples of RPG, there is comparably less research about how to go about the assessment of RPG influence on learning, social learning and transformative change. Therefore, it is an aim of this workshop to bring together researchers with an interest in this subject matter to discuss aspects in relation to RPG research and explore opportunities for collaboration.

FOR MORE INFORMATION CONTACT: ROMINA.RODELA@WUR.NL



Photo: Vietnamese shrimp farmers playing a board game (Summer 2016)

Format and deliverables

The workshop designed as one full day event made of thematic sessions and hands-on activities where research and practice in RPG in the context of transformative change and social learning will be discussed and experienced. Practitioners in RPG will be invited to share their views, outline knowledge needs, and participate in the discussion of prospective deliverables. As an outcome of this event we envisage the development of joint products for academic audiences (e.g. edited volume and/or journal articles), but also products meant to contribute to non-academic dialogue and outreach (e.g. such as summary sheets, media articles and blogs). Also, the event might serve as a platform to develop and share ideas which can be pursued as part to future proposal to open calls.

Workshop organization

The workshop is co-organized by the Laboratory of Geo-Information Science and Remote Sensing and the Chairgroup of Aquaculture & Fisheries of the Wageningen University & Research as part to the ALEGAMS project, a collaboration between Wageningen University, Can Tho University (Vietnam) and IUCN funded under NWO-WOTRO. The organizing committee consists of dr. Romina Rodela (WUR), dr. Roel Bosma (WUR), Prof. dr. Bregt Arnold (WUR), Ass. Prof. dr. Arend Ligtenberg (WUR), and Nguyen Thi Huynh Phuong (WUR/CTU).

PRELIMINARY PROGRAMME

9.00 - 9.15 Welcoming participants and introducing the activities

Presenting participants

Session 1: RPG as an Intervention

Coffee break & networking

Session 2: RPG and validation research

Lunch & further networking

Session 3: Hands-on a RPG

About 2,5 hour play

Wrap-up of afternoon session: reflecting and exploring the potential of RPG as intervention