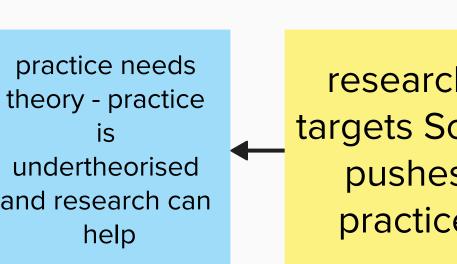
Games for Culture: Transforming Play through Research and Practice





search ets SoA oushes ractice

boost game ndustry with innovative tech tools, ethodologies

different goals

research gains knowledge, how to

games more rigorous products
dustry
tainability
indus

essibility sharing in learning games communications

to make games with impact

stregthen society

sensibilise for values

use games to adress challenges of different sectors

intentional reflection of work during collaboration

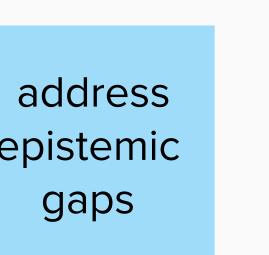
game means to reach citizens

game means to collect data and long-term assessment games for social change citizens to be heard + policy makers to hear

via games structured way
- considering
also policy
priorities

storytellers gamers/
researchers to
learn and simplify
their language

issues (legal) -IPRs 2. How can we better connect research and game development?

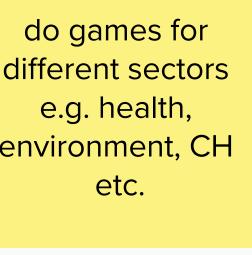


translation communicat of research outcomes policy advice+ guidelines -> accelarategrowth forboth parts

research
needs not to
be
contsrained
by market

address cultural and social issues





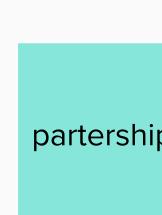
levarage gaming communities

minimise Al bias

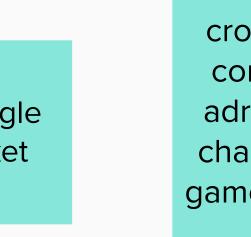
bring in/
simplify and
assess cocreation
methodologies

humancenterd approaches 3. What ideas or opportunities do you see for future collaboration?











Collaboration to

be:

- -cross-sectorial
- -inclusive
- -intentional + structured
- -sustainable

Needs:

- resources funding
- co-creation
- digital tools used in organised manner - within open structured infrastructure encourange onterconnections
- physical infrastructure e.g.
 coworking spaces
- policies
- connect individual outcomes from different projects

- Games for social change and impact
- games for change in the real world
- dual channels citizens to be heard, policy makers to hear and act
- make it intentional consider policy priorities