Playful Games for serious purposes:
Inspiring curiosity, Collaboration, and Creativity

Professor Dr. Ilan Chabay

Head, Strategic Science Initiatives and Programs;
Scientific Project Leader of the Global Sustainability Strategy Forum (GSSF) and
    Knowledge, Learning, & Societal Change Alliance (KLASICA), IASS, Potsdam Germany

Adjunct Professor, School of Sustainability, Arizona State University, Washington, DC USA

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Learning with Playful Games

Playful, engaging games for serious purposes can:

- stimulate inquiry-based and experiential learning
- build an experience-based vocabulary for thinking
- engage people in making and testing hypotheses and developing critical thinking skills
- provide a safe space to experiment with ideas
- encourage the sense of ownership of ideas

Social Spaces For Decision-making

Games also can:

- create informal social spaces, either physical or virtual
- act as a boundary object for dialogues on contested issues
- transcend language barriers with multiple representations
- provide an accessible introduction to complex systems for decision making under uncertainty and ambiguity
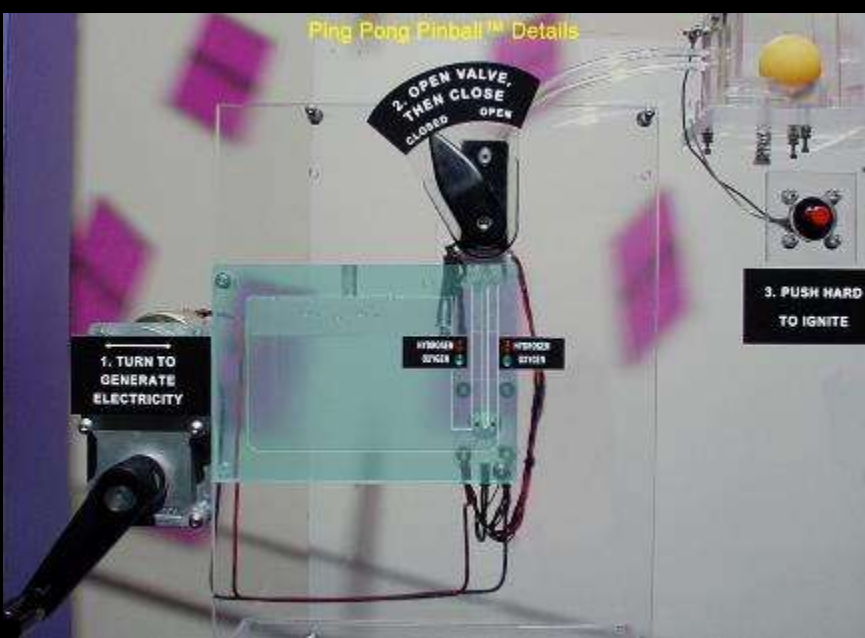
Participating in a Process of science

Frozen Bubble Box: test our ideas on how bubbles float, change size, turn colors, and freeze in a transparent box with dry ice (frozen CO_2 at -78ºC)

Ping Pong Pinball in a Chicago community center, Barbados, and a workshop for teachers in Nanning, China

German traveling exhibition on sustainability and renewable energy; visited by 700,000 people 2010-2018

"Kreyon City" in Palazzo delle Esposizioni, Rome Sept 2017
Prototype for augmented reality "Gaming the Future" - seeing consequences of simple actions on complex systems

Paris

Mumbai