



This article on **Gaming** is a **stub**. You can help the Foresight Wiki by [expanding it](#) with new sections on the usage of this method in foresight exercises.

Gaming deals with human issues, making it a good way to help people understand the planning process and other people's viewpoints. They are particularly useful at an early stage of any community planning activity or to prepare people for a specific future challenge.

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The FOR-LEARN Guide to Gaming

This is a summary of the article on Gaming from the FOR-LEARN guide. To read the full article go [here](#).

Overall description

In this approach games are devised to mirror real life planning scenarios or to teach specific skills. They deal with human issues and are mostly played in groups, usually helped by a facilitator or someone who has played them before. Many games involve role play, in which people act as if they were someone else. Games are a good way to help people understand the planning process and other people's viewpoints. They are also an enjoyable way to get people working together, making them particularly useful at an early stage of any community planning activity or as a way of preparing people for a specific future challenge.

When is this method appropriate?

In Foresight, games are mainly designed to aid decisions, planning, and policy implementation, by getting a clearer idea of possible reactions of other people involved. When the consequences of a decision or trend are unclear, or people lack a clear understanding of the issue, games can be a useful and enjoyable method. Gaming can be:

- a brain-storming device;

- a method of realizing a thought experiment;
- a chance to pre-test behavioral assumptions in decision models prior to implementation;
- a two-way learning mechanism;
- a way to open communication lines among players;
- an aid to discussion between analysts and decision makers about problem clarification.

Who is typically involved?

The people who are involved are decision-makers who can help set up the game and possibly participate. Game participants can either be stakeholders, team members representing the stakeholders, or actors. Students are often involved as game participants.

Approach (Step-by-step Guide)

The following scheme represents the typical phases in a game exercise:

- Set objectives for role-playing situation: Possible objectives are learning, self reflection, etc.
- Determine external constraints of situation: Set duration, number of participants, available budget, confidentiality.
- List critical factors of the situation: Identify critical factors in the current or desired situation.
- Decide on type or structure: Regarding objectives, constraints and critical factors determine the ideal type of participants and structure of the game.
- Write or find appropriate scenarios: Write scenarios who fit into type or structure and test behavioural impacts of participants.
- Run session: Play the game with the participants.
- Debrief participants and observers: Question participants and observers on their behaviour and findings in the game and possibly the resemblance to reality.
- Follow up: Decide on dissemination of the game played and decide on follow up, whether there is enough information or new foresight must be done.

Resources

Depending on the availability of a game setup, number and type of participants, number of sessions and used equipment projects might endure 1 to 6 months; acquire labour force for and skills such as game set up, game facilitation, participants and analysis. Foresight exercises might range in cost from 25,000 to 150,000 euros.

Pros and cons

The common advantage of gaming is the practical insight into social structures and impacts on human behaviour, like actions, reactions, goals and considerations of stakeholders. Potential limitations lie in the imagination needed for specific roles, if game participants are not the real stakeholders, or strategic game behaviour and advance knowledge by stakeholders when they participate. Gaming implicitly assumes room for play for all stakeholders.

Sea also

Environmental Scanning & Monitoring
System Dynamics
Structural Analysis
Agent Modelling
SWOT Analysis
Trend Intra & Extrapolation
Modelling & Simulation
Creativity Methods
Expert Panels
Delphi survey
Backcasting
S&T Roadmapping
Critical & Key Technology Study
Scenario Building
Morphological Analysis & Relevance Trees
Cross-Impact Analysis
Multi-Criteria Analysis