

Abstract

(Serious) Gaming and Simulation for Policy Analysis and Planning

In my talk I will examine the foundations and practices of gaming and related concepts, such as policy exercises and serious gaming, in a public policy making context. Looking back at more than 50 years of (serious) gaming-simulation it is indisputable that games have proven to be wonderful instruments for experimentation and learning and that gaming has been particularly useful to public policy making and public planning. The foremost question in my talk will be, *why use gaming for (strategic) public policy making when we have so many sophisticated methods and techniques to use, from hard-core modeling and computer simulation to soft-core policy interventions?* The second question in my talk is, what the recent innovation of 'serious gaming' (which emphasizes the use of immersive computer game technology) (can) contribute(s) to public policy analysis and planning. I will illustrate my arguments and points with visuals, demo's and movies of 'home-made' and 'borrowed' examples of serious-games and simulations.