



Games and serious games for social impact, education and entertainment

Marcin Wardaszko Ph.D.

HdM Stuttgart

29.11.2023



KOZMINSKI UNIVERSITY





Dr Marcin Wardaszko



Center for Simulation
Games and Gamification



Weronika Szatkowska



Michał Jakubowski



Dr Małgorzata Ćwil



Łukasz Więch M.D.



Dr Błażej Podgórski

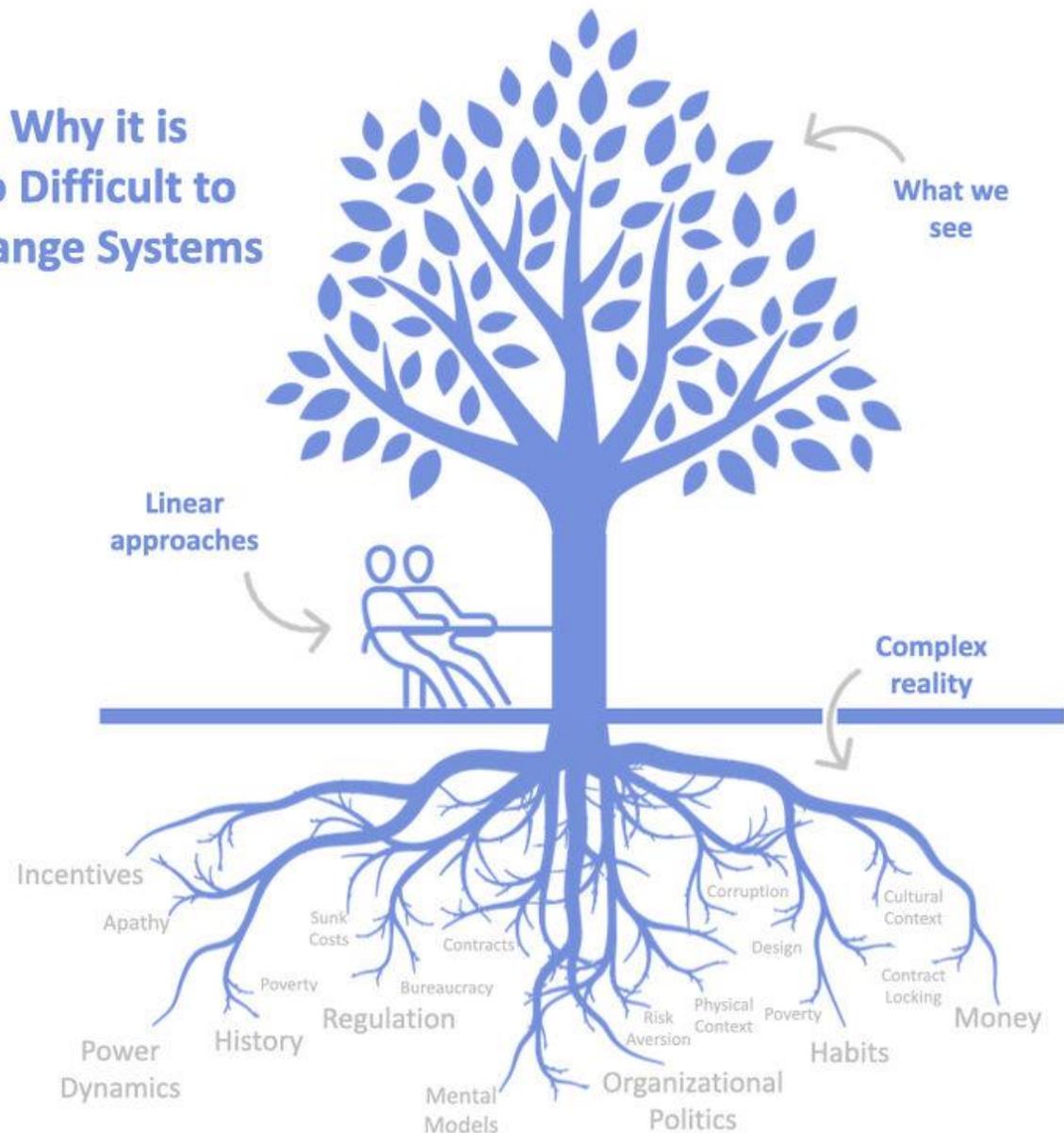


AKADEMIA LEONA KOŹMIŃSKIEGO



Why use games?

Why it is
so Difficult to
Change Systems



Main issue

How to design great games?







Legendary – Tactical Arena



The logo for 'elympics' features a stylized white icon of a flower or a snowflake on the left, followed by the word 'elympics' in a lowercase, sans-serif font.

AKADEMIA



Fundusze Europejskie
Program Regionalny

IEGO



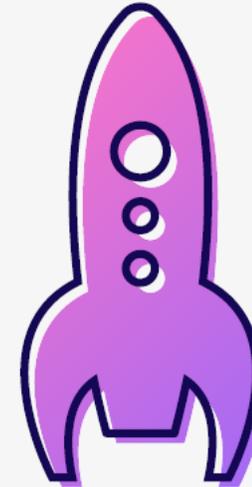
Rzeczpospolita
Polska

Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego



Game specific matchmaking

- Skill
- Rank
- Load-out
- Strategies
- Network conditions
- Time in queue
- Revenue



AKADEMIA



Fundusze
Europejskie
Program Regionalny

IEGO



Rzeczpospolita
Polska

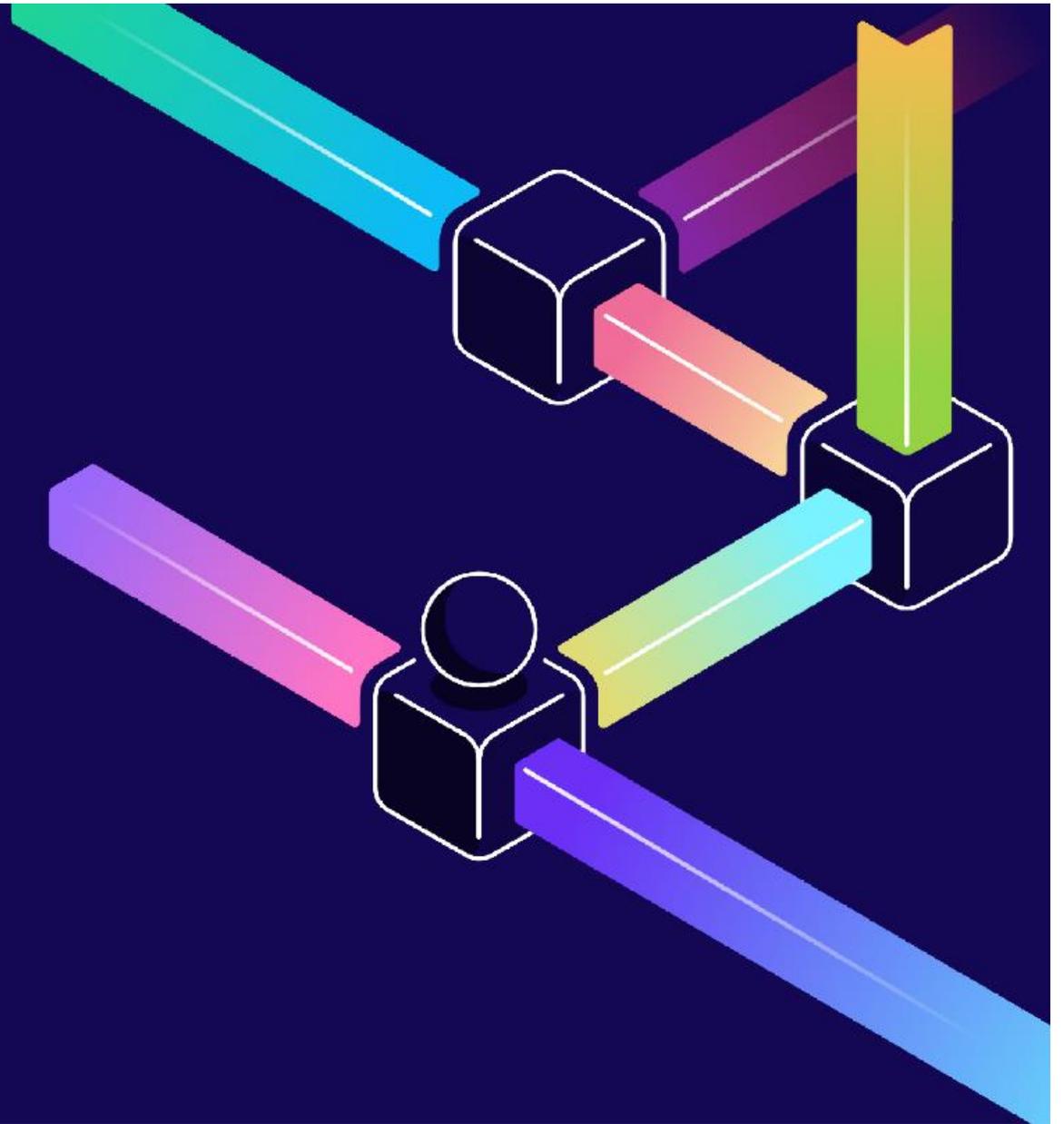
Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego



Elympics matchmaking

Esports grade matchmaking made easy

- ML-based match outcome prediction
- Gets better with every game played
- ML-based desired match outcome prediction
- Optimized for player engagement
- No integration effort for Elympics based games



AKADEMIA



Fundusze Europejskie
Program Regionalny

IEGO



Rzeczpospolita
Polska

Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego





AKADEMIA



Fundusze Europejskie
Program Regionalny

IEGO



Rzeczpospolita
Polska

Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego





AKADEMI



Fundusze Europejskie
Program Regionalny

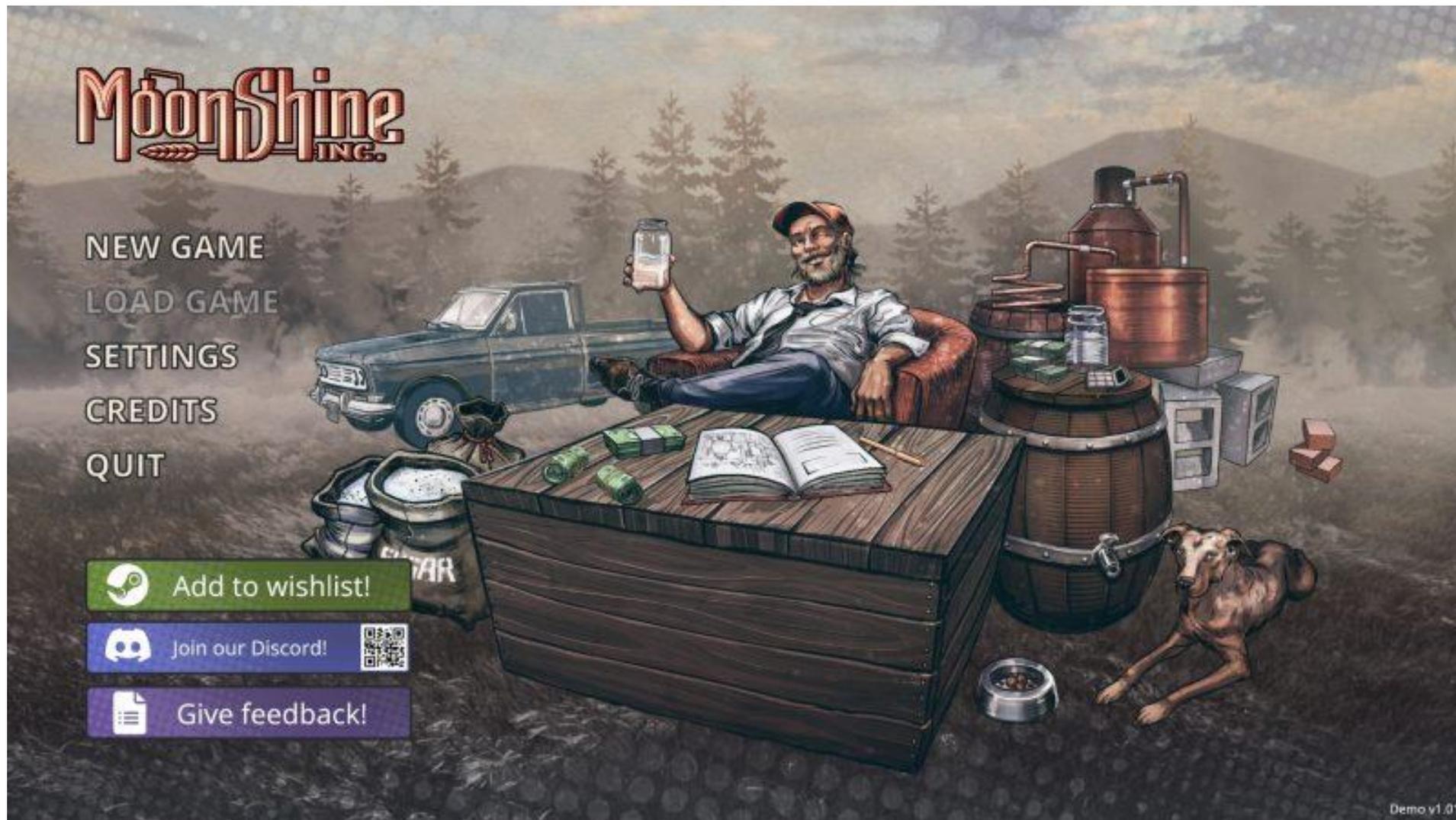
IEGO



Rzeczpospolita
Polska

Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego





Bimber 1410
Required ethanol: 33%-38%

DistillationStill(Clone)

Input:

- 352l Mash Eth 13%
- Mash Temperature: 25°C
- Total Mash: 400l
- Total Mash: 352l Eth 13%
- Add unfinished Batch

PREVIEW

Output:

- KEEP:** Hearts 20l Eth 58%
- RECYCLE:** Heads 38l Eth 69%, Tails 18l Eth 36%
- TRASH:** 277l
- Wood F... 67.9kg
- Burn Rate: 100%

OUTPUT TIMELINE

TIME: 1d 4h

START



AKADEMI



IEGO



Unia Europejska Europejski Fundusz Rozwoju Regionalnego





AKADEMI



Fundusze Europejskie
Program Regionalny

IEGO



Rzeczpospolita
Polska

Unia Europejska
Europejski Fundusz
Rozwoju Regionalnego



THE SHOP

MERCHANDISE

SHOPPING CART

Sort: Alph. (A-Z)

SUGAR

Honey 10 \$	Agave Syrup 3 \$	Birch Syrup 3 \$	Raw Sugar Ba... 6 \$	White Sugar - ... 1 \$	Rice Syrup 6 \$
----------------	---------------------	---------------------	-------------------------	---------------------------	--------------------

Molasses 1 \$	Raw Sugar D... 4 \$
------------------	------------------------

FRUITS

Cherry 8 \$	Orange 3 \$	Strawberry 10 \$	Berries 9 \$	Apricot 5 \$
----------------	----------------	---------------------	-----------------	-----------------

VEGETABLES

Orange 3 \$	80kg 240 \$
Berries 9 \$	75kg 675 \$
Strawberry 10 \$	175kg 1750 \$
White Sugar - Cane 1 \$	135kg 135 \$

TOTAL: 2800 \$

DISCARD ALL BUY

Map and navigation controls including a compass and zoom in/out buttons.

Bottom navigation bar with icons for shop, tools, inventory, lightbulb, character, and notes.

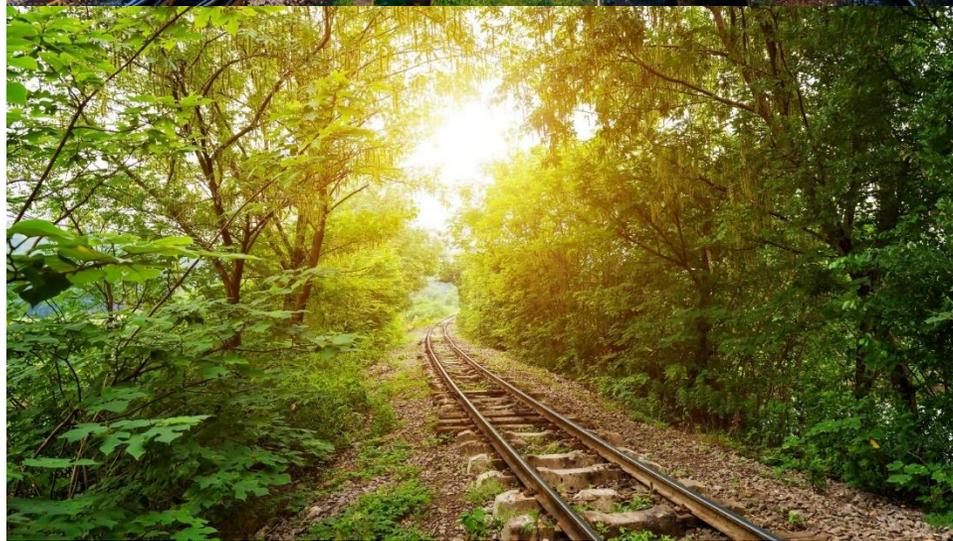
19:38 x1 x4 x8

Day 15°C
Thursday
Week 3

Gamification in eco-driving



Małgorzata Ćwil PhD



The People

Serious Game



Weronika Szatkowska



Co-designed with
stakeholders



Interactive
storytelling



role-play board
game

***The People* serious role-play game simulates the complexity of migration crisis on EU border in Poland. Participants immerse into borderland actors and deal with moral dilemmas.**



AKADEMIA LEONA KOŹMIŃSKIEGO



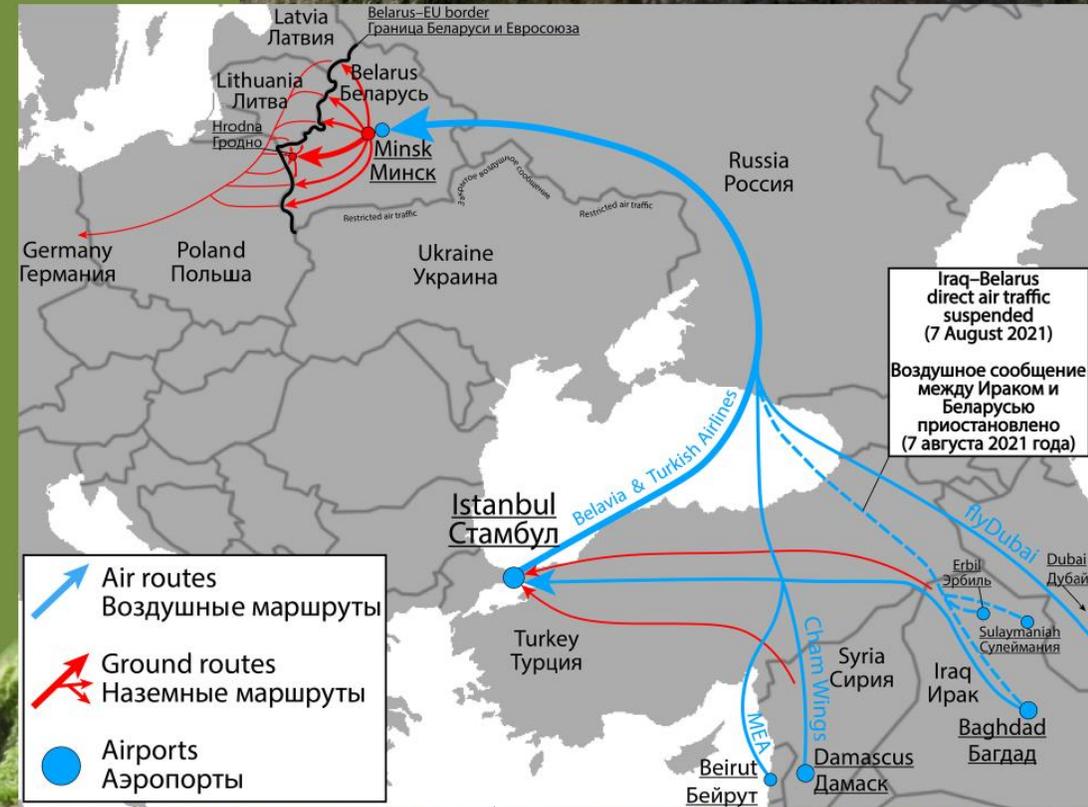
Context

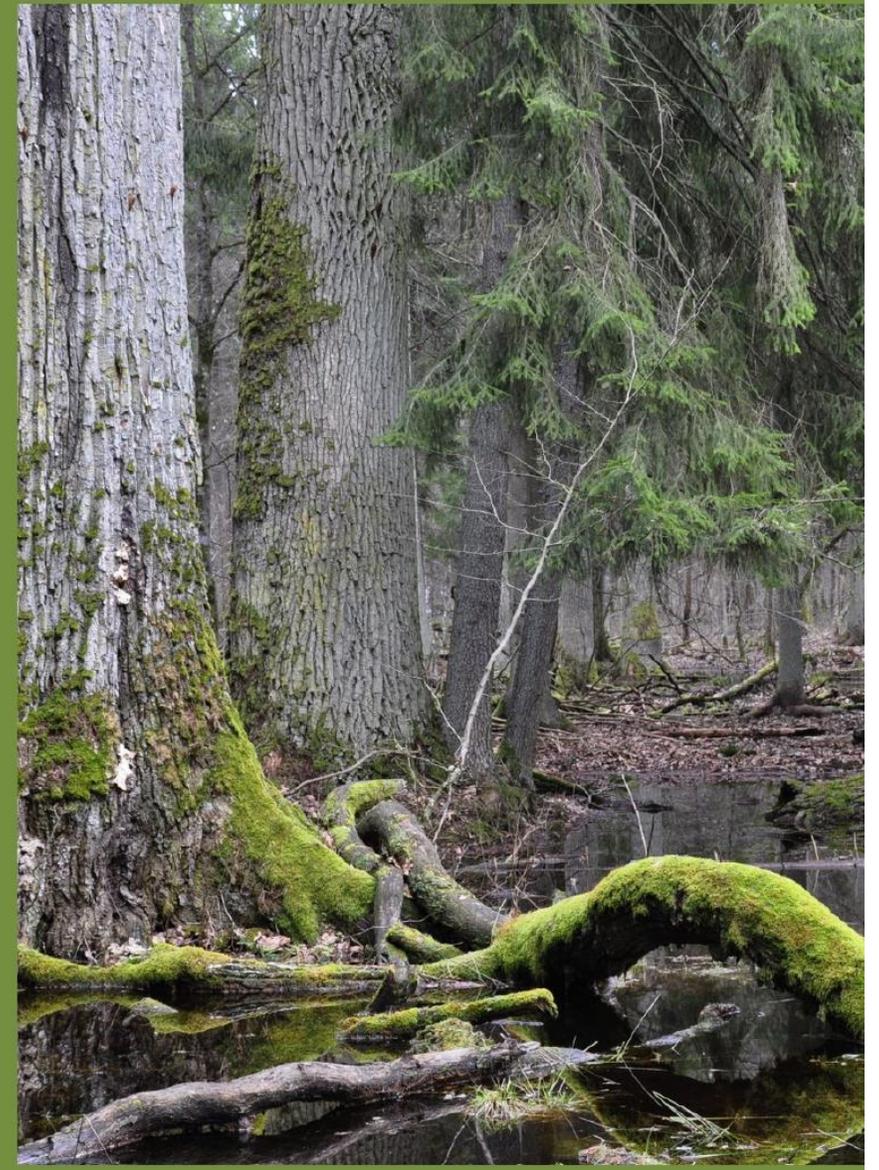
2021

June: wave of asylum seekers

September: State of Emergency Zone, first fatalities among refugees

October: decision about border fence, asylum seekers are brutally forced by Belarusian regime to cross the border and pushed-back by Polish guards





AKADEMIA LEONA KOŹMIŃSKIEGO



54 participants



**54% men
41% women
5% other**

age 16-26



**45% from
private schools**

**6 gameplays
in big cities**



**1.5h gameplay
30min debriefing**



AKADEMIA LEONA KOŹMIŃSKIEGO



Outcomes

Knowledge

no significance despite increase in means!

immersive engagement in a context understandable to a player can replace the adoption of an abstract refugee perspective and anyway evoke empathic attitudes

Empathy

Attitudes

Attitudes are the area where there has been the greatest change observed. Participants from indifferent or reluctant attitudes changed their minds, emphasizing the importance of developing new legal solutions, as well as supporting refugees

Discussing the elements of the game unleashed imagination and creativity in the search for new solutions that would be more satisfying

Activism



Summary

The marriage of video games and simulation games is inevitable through digital spaces and virtual worlds, but...

From educational perspective in simulation gaming technology plays secondary role. However,...

External events and growing systems complexity is pushing the technology forward. Nevertheless...

We need more games creating meaningful play.



Thank you,

Marcin Wardaszko

Center for Simulation and
Gamification Games

Department of Quantitative
Methods & Information
Technology

wardaszko@kozminski.edu.pl

Q&A

