

ArcticHubs digital 'serious game'

Bridging Worlds

Dear Reader,

Staying true to our **ethos of co-creation** and multifaceted approaches, the ArcticHubs digital game *Bridging Worlds* is directly shaped by project research on Indigenous and forestry livelihoods from the **Gran Sameby hub**, in Northern Sweden.

Bridging Worlds is more than just entertainment; it is a method (and tool) for sharing, disseminating, and applying our ongoing research findings. The game serves as **an engaging platform to reach new audiences** and deepen understanding of the complex changes and realities faced by a reindeer herding community in the European Arctic.

As with other innovative research dissemination tools, this game **is a powerful means to raise awareness** about Indigenous Sami livelihoods.

By leveraging the immersive and interactive nature of gaming, *Bridging Worlds* demonstrates **the potential of games as a serious medium for dissemination and public engagement**.

[Watch our video explainer](#) (below) for a quick introduction to the ArcticHubs serious game and dive into [the story behind its development in this newsletter](#) 📌 .



Transforming arctic research into an immersive game.

Developing the game

The game was co-developed through **a partnership between gaming design staff** and students at [Canterbury Christ Church University](#) (UK), **ArcticHubs** communities in **Malå** and **Gran Sameby hubs**, DEC coordinator [TouchTD](#), with further input from project partners in particular [SLU](#) and [BOKU](#).



By extending engagement around the creation of the game, pilot designs and development processes have been exposed to a wider range of review and feedback, both at internal ArcticHubs meetings and externally at regional Arctic events or fora. Through these efforts we have been able to ensure that the game remains a dynamic, engaging, and informative platform that contributes to the broader goals of ArcticHubs and the communities it serves.

In the formative stages of the ArcticHubs project, **partners had visualised utilising the project knowledge and results to generate an interactive game** presenting arctic issues and solutions in hub settings. The game was anticipated mainly as being an educational and dissemination tool. **But as its design and context** began to take shape, with extensive opportunities for feedback and evaluation, it became apparent **this process was unwrapping something more than a one-way transmission of knowledge.**



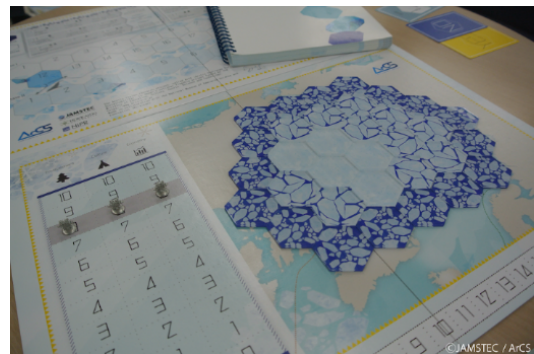
In line with other innovative research dissemination tools, **the game serves as a powerful medium for raising awareness**, specifically **about Indigenous Sami livelihoods and their interactions with forestry, tourism, mining, and other land-use interests** in the European Arctic. This approach aligns with a growing trend in the research community, where **‘serious games’** concepts which **allows players to contribute to important scientific research**, and are being recognised as effective tools for communicating complex concepts and findings to a broader audience.

As the game design evolved into **a more complex collaborative process**, it was fitting to present a summary of its development at the [ArcticHubs annual meeting in Alagna](#), Italy, in September 2023. The presentation sparked further interest among local communities and researchers, solidifying the game’s role as an accidental yet impactful [Participatory Tool](#) (Ptool). This was particularly evident also during the annual **‘Future Summit Malå’** event in Northern Sweden, **where the game was shared with the local Sami community and two school classes**.

The **extended engagement** around the digital game **has highlighted its potential as a novel method** for sharing ongoing research findings, especially with youth groups.

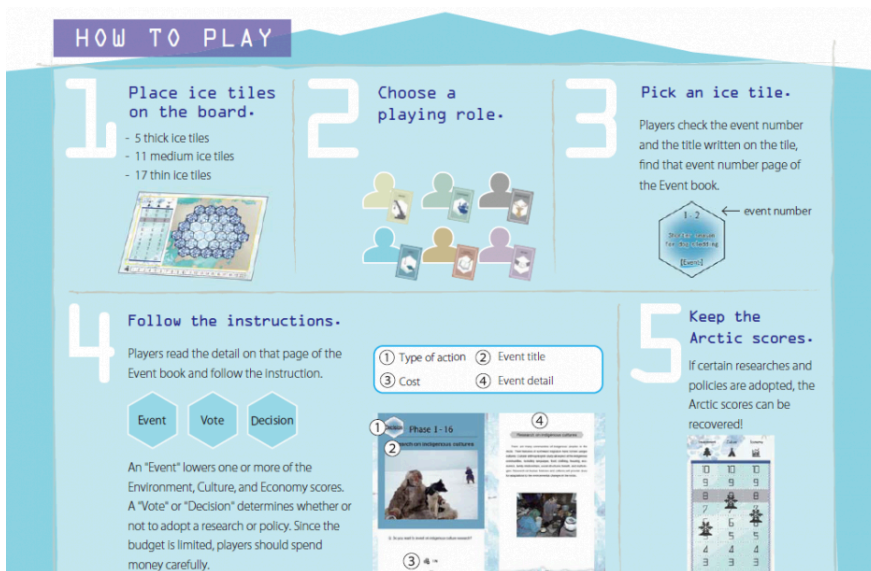
The process has transitioned **from a single transmission of information to a rolling, iterative co-creation process, that is building wider interest in its exploitation** - as reflected by the ongoing engagements with the game from Malå hub stakeholders, plus international linkages made with other serious game initiatives focusing on research in the Arctic region.

Arctic serious game - from JAMSTEC



By Hajime Kimura (JAMSTEC) & Dr Tetsuo Sueyoshi (NIPR)

Japanese researchers from the **Arctic Challenge for Sustainability (ArCS)** project developed a **board game** called “The Arctic” in 2019 in collaboration with science communicators. This game serves as a **climate change learning tool**, allowing players to take on roles such as scientists, businesspeople, diplomats, or indigenous people. It helps players learn about the changing environment in the Arctic and the Indigenous people living there. It also helps **navigate the balance between economic development and environmental protection**, bridging the gap between scientific perspectives and societal views to enhance decision-making and foster a broader understanding of Arctic issues.



"The Arctic" board game aims to meet three key criteria: academic and educational value, entertainment, and simplicity. By focusing on these aspects, "The Arctic" serves as **an effective tool for integrating research findings** into education and capacity building in an engaging manner. The game not only educates players about the Arctic but also encourages learning and critical thinking, making it a valuable resource for both educational and outreach purposes.

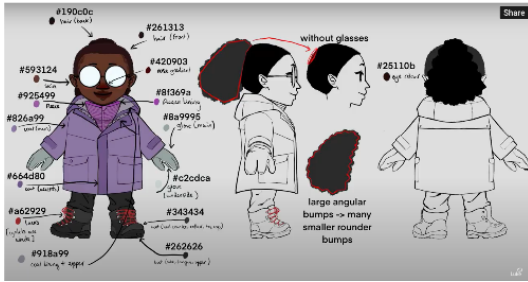
Malå 2035 - Final Future Forum



A group of researchers and representatives from the **Malå Hub**, in Sweden, teamed up to prepare a programme for the *Malå 20235 Future Forum* event.

In a variety of ways, **the forum addressed actors at different levels and sectors:** politics at

national/EU level, local politicians, forestry, reindeer husbandry, the mining industry, young people and the local population.



In this context, the opportunity was taken to convey the progress around the development of ArcticHubs serious digital game - Bridging worlds - in **representing current local land use issues** (conflicting land use interests) in the Malå region.

[Read and see more pictures here.](#)

Future exploitation: what's next for our digital game?

During the ArcticHubs project we've taken the opportunity to evolve and adapt the digital game concept. It's morphed from simply being a dissemination pathway, to becoming *an exciting new Ptool* for communities and researchers around our hub locations in Sweden.

Although **we are coming to an end of the EU Horizon funded phase**, the interest and enthusiasm to learn and connect with this process is just beginning.

Workshop on integrating Arctic research through serious gaming

A further step has already been taken, with support secured for **a series of workshops in Japan and the UK** on the topic of how serious gaming methods are able to integrate empirical research in the Arctic. The workshops are **extending dialogues that started around the ArcticHubs project** and our mutual attendance at events including [Arctic Frontiers](#), [Arctic Science Summit Week](#) and online with bi-lateral meetings.


The workshops in particular will build upon a flow of research actions and discussions that have emerged over the past years between the ArcticHubs game design teams and [JAMSTEC](#) researchers **Hajime Kimura** and **Dr Tetsuo Sueyoshi**.

Insights into the co-production and co-creational aspects of the pilot *Bridging Worlds* game, are of particular interest for other Arctic research teams. Additionally, the workshops aim to explore how the **ArcticHubs approach to serious games is providing alternative approaches to Arctic science education** and outreach.

As we discovered with the rapid take up of the serious game concept by local stakeholders around Malå hub, we are tapping into a vibrant and expanding arena and one where ArcticHubs is bringing real innovations. The ArcticHubs communications team at TouchTD are also **introducing the workshops themes to the [EU Polar Cluster](#)**, as we are also eager to generate a nexus for other Arctic based serious game ideas and approaches.

Please, keep checking in to the [ArcticHubs website](#) for further news as the serious game journey unfolds in this next phase!

Project Results

Find  [here](#) more about project results.

Help us spread #ArcticHubs voices and share its results far and wide: **share this newsletter!**



Forward



Share



Share

That's all for now!

Want to explore research collaborations?

Email at arctichubs@luke.fi

Follow us on Social Media



Horizon 2020
Programme

*Copyright © *2023* *ArcticHubs*, All rights reserved.*

Our address is:

E-mail: arctichubs@luke.fi

Website: <https://projects.luke.fi/arctichubs/>

Want to change how you receive these emails?

You can [update your preferences](#) or [unsubscribe from this list](#).



