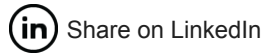


Share with a Tweet



Share on LinkedIn



Forward this Newsletter to a friend!



New horizons for ArcticHubs digital 'serious game'

Bridging Worlds

Dear Readers,

The emergence and widespread interest in the **ArcticHubs serious game** as a **participatory tool** (Ptool), provided one of the project's most unexpected outputs. Project partners found themselves moving up a steep learning curve, as we were immersed in a whole new world that is exploring the potential of serious games as a Ptool connecting to different corners of emerging research.

Although the ArcticHubs project has made its last moves within the project cycle, **there is encouragement to sustain and build upon the achievements** made over the past couple of years. These signals have come both within the project consortium partners and stakeholder groups, as well as from interested parties who are newly learning about our experiences devising the 'bridging worlds' game.

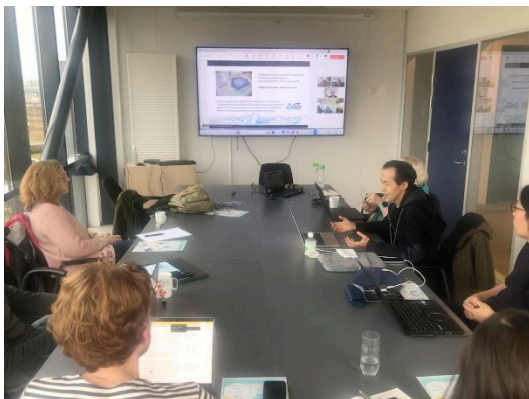
Watch our **video explainer** (below) to view a snapshot of the process that brought the ArcticHubs serious game in to life - then dig deeper into potential pathways for its further development / exploitation in this newsletter 📌



Transforming arctic hubs research into an immersive game.

A new edition of the serious game for Iceland?

Taking advantage of the existing interest generated around the annual [Arctic Circle Assembly](#) event in Reykjavik, Touch TD and it's Icelandic ArcticHubs partners and friends continued the journey by exploring how the pilot serious game might be adapted and utilised in remote rural areas of Iceland.



Perfectly hosted at the University of Iceland we started off by outlining the process through which the ArcticHubs game has been developed. The workshop then brought together additional experiences around serious games as applied in the fields of innovation in education, and the communication of polar research to communities from outside of the Arctic region.

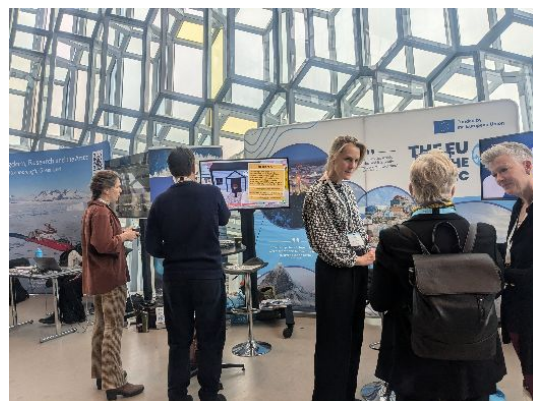
Having shared about our different approaches to developing and utilising serious games, we then turned the gaze on to the remote Westfjords region that was the centre for hub research by ArcticHubs research teams in Iceland. Joined online by the Westfjords regional development agency, the discussions explored which forms of issue might be approached through a serious game approach and how a collaborative process might be shaped.



ArcticHubs at the Arctic Circle Assembly 2024

No sooner had the workshop been completed (for now!), than the ArcticHubs serious game ideas factory made the short transition across Reykjavik to the stunning setting of the Harpa convention centre for the annual gathering of the **Arctic Circle Assembly**.

As one of the EU's wide reaching polar themed Horizon research projects, we found an ideal location sitting on the [EU Polar Cluster](#) stand. In this busy corner of the far reaching event, the cluster was able to showcase the variety of practical and impactful research, including a large screen where our 'bridging worlds' pilot game was demonstrated. Throughout its intensive four years of activities, ArcticHubs has taken advantage of the closer exchanges and interplay of research that is being further facilitated by the polar cluster – for a closer look at that nexus visit <https://polarcatalyst.eu/>



Thanks to the tremendous support of the [European Polar Board](#) and [British Antarctic Survey](#) we were provided with a perfect platform to bring the ArcticHubs serious game in to the gaze of an enthusiastic audience at **Arctic Circle Assembly**. Attendees represented not only a wide range of sectors and disciplines, but furthermore covered interests from business, governance and academia. Consequently the game attracted a diverse array of thoughts and queries, along with an interesting range of contacts to follow up and share further discussions with.



Throughout the assembly we also drew upon the extensive local knowledge and input from our Icelandic hub researchers **Anna Guðrún Edvardsdóttir** (Holar University) and **Rannveig Ólafsdóttir** (University of Iceland). Rannveig and Anna Guðrún were able to immediately re-connect with the ideas that had just emerged from the serious game workshop, and share initial thoughts on how serious games might be further embedded within their ongoing research in Iceland.

Expanding the settings for ArcticHubs serious game

One of the most exciting features of ArcticHubs digital serious game has been its ability to incorporate a variety of different approaches to co-produce not only the associated data or information set in to the game, but also to bring co-created ways to evolve the game design and strategy itself.

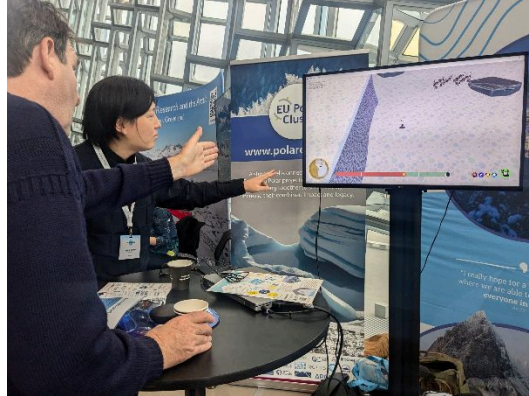
Now incorporating sharings and exchanges of experience across other research settings, we are looking forward to seeing how the ‘bridging worlds’ approach to serious games may migrate into alternative settings and cover new research or developmental issues.

One significant challenge in the research project arena is how creative initiatives such as serious games, often find themselves stuck within project cycles and less able to upgrade or adapt. This point was discussed at various points throughout **Arctic Circle Assembly**. In particular the ArcticHubs project through [Touch TD](#) are eager to consider what form of ongoing contact or collaborations with professional games production businesses might prove mutually beneficial?

Next stop on this pathway will be in Japan, where our blossoming partnership with Japanese institutions **JAMSTEC** and **NIPR** will take centre stage when hosting a serious games workshop involving UK and Japanese expertise.

The dates for that exciting next step are set for **20-21 January 2025** close to JAMSTEC headquarters in **Yokohama, Japan**. Already kindly supported by [UK-Japan Arctic Bursary Scheme 2024/25](#) one of the central aims of the workshop will be to devise a toolkit that outlines the process and key features that allowed us to co-produce the ArcticHubs serious game with Arctic researchers, local stakeholders and digital games design teams.

Keep a close eye on [Touch TD's website](#) and social media channels to hear more about that chapter as it emerges.



Further ArcticHubs 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@touchtd.com

Follow us on Social Media



Horizon 2020
Programme

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

Our address is:

E-mail: arctichubs@touchtd.com

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

Want to change how you receive these emails?

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

