

Annex I: Serious Game Event Report – Hub Coordinator

Comune di Appignano del Tronto - CoApp

Venue	RURAL HERITAGE HUB – Appignano del Tronto
Date	11.05.2019
Duration	3h30m
Type and number of stakeholders involved	cultural association: 1 scientific stakeholder: 1 farms/companies: 3 local hero: 1 municipality: 2 university: 1 citizens: 2
Total number of participants	11
Number of female participants	7
Number of male participants	4
Number of disabled people	0
Number of migrants	0

Agenda of the event

17h00m	Introduction to the Serious Game and Ruritage Project: Antonella D'Angelo (CoApp)
17h30m	Serious Game
19h30m	Debriefing
20h	Socialising

Photos of the event







Event assessment

- Very successful
 Fairly successful
 Not too successful
 Not successful at all

Please briefly describe the event including:

Your key takeaway from the session (game+debriefing). You can also include specific comments made by members of the Hub regarding the game and their strategy, or any new projects you are considering for the Hub after the workshop.

key takeaway from the session

1. the game well represents some real problem of a local community.
2. the game is a funny way to better understand the dynamics and interdependence of the local development.
3. the game is an interesting experience to have an overview on the local challenges

resume of the debriefing discussion

11 people participated at the "Ruritania" Serious Game held in Appignano del Tronto the May 11, 2019 in the context of the Ruritage project.

The majority of people who played the game left a positive feedback on it during the debriefing discussion. In their opinion the game was funny; it was an interesting way to better understand the dynamic of the interdependence among local problems and fields; it was representative of some real problem of the community of Appignano del Tronto (waste, for example); the hexagons well represents the reality of the village. On the other hand, for someone else (1) the (positive) experience of the serious game can't be considered realistic because the group who played the game was composed by educated people, researchers, people already engaged in the civic participations etc. Consequently, it would be much more difficult to involve "common" citizens in it. Considered the success and the positive experience of the Ruritania serious game, someone also suggested to re-play the game at Appignano school as a way to engaged students in the civic discussion. Someone else (Nazzena Agostini, former mayor of Appignano del Tronto and teacher) don't agree because in her opinion the game is too complex to be played at school, also for her high school students.

Is there anything you would change about the workshop to get more engagement from stakeholders? If so, what?