

# Serious Games for STIM Training

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As a form of experiential learning, serious games are an effective means of transferring STIM knowledge to employees. In this project a new serious game was developed to support STIM training in consortium members.

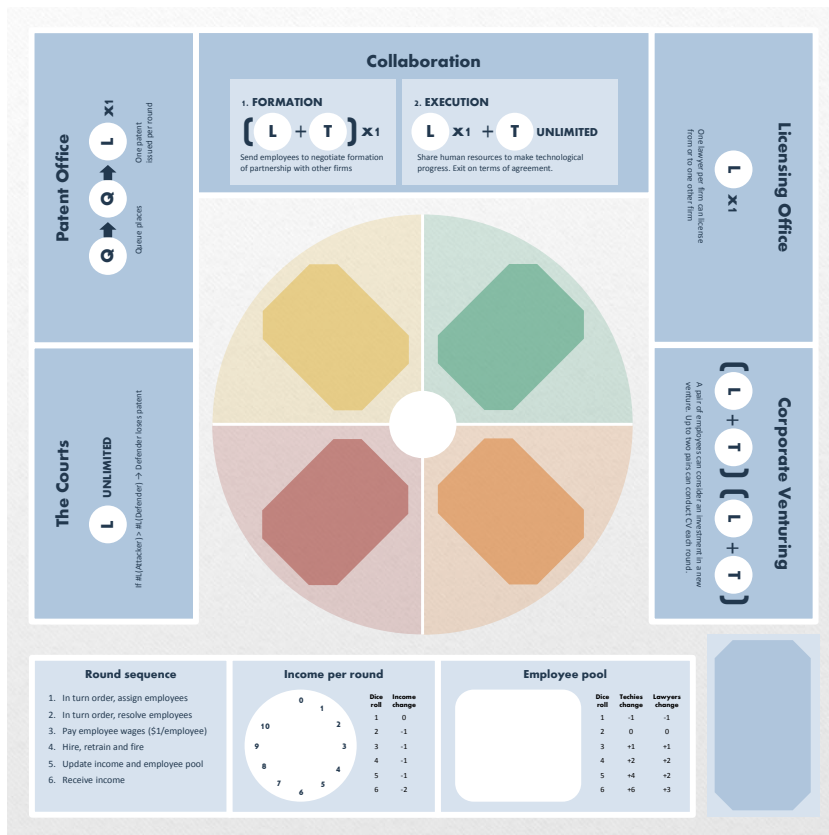
## Aims

The aim of this project was to develop a serious game that helps people gain a better understanding of the challenges of acquiring and protecting new technologies. As a training tool, the simulation provides a means for participants to:

- Reflect on the technology acquisition options available
- Practice decision-making under resource-constrained conditions
- Understand the issues involved in establishing technology acquisition partnerships
- Appreciate the importance of protecting intellectual property to ensure competitive position

## Deliverables

A core set of components and rules has been created. The full set of instructions and components will be made available to STIM members as digital files, along with facilitation guidelines for running the simulation in-company.



## Description

In the game participants compete as companies. The simulation is designed to be conducted with 4-5 companies. 1-3 people can be part of each of these companies meaning that the simulation can be played by 4-15 people in any one session.

## Progress

The simulation has been developed during 2014-5 through pilot sessions at IfM and the BP Institute, and at STIM research engagement days. Thanks go to all the games testers who participated at these sessions and provided valuable feedback.

## Facilitator training

A training session for STIM members will be organised for late January/early February 2016. This half day session will include a play-through of the game and discuss facilitation requirements. Those interested in participating should express their interest.