



## VCA4D Serious Game

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Presentation by Samuel Kahn, Serious Game Designer



I'm happy to introduce you to the first VCA4D serious game that should be released in a few weeks. I work with Agrinatura on the training objectives and on the concept and the scenario of the game, and our partners from Copenhagen Serious Game Interactive work on programming and graphics.

As you most probably know, serious games are a way to raise awareness and to train in a way that's more situated and more engaging than, say, a more classical training. Here we're talking about a digital serious game, designed for programme officers on agriculture in EU delegations. It's about one hour long, and it's a single player game.



In this game, you act as a programme officer, in the European Delegation of a fictional country in Africa, called Gondwana. In Gondwana, one specific food item is quite central in the economy and in food habits, and that is : rice.

The infographic is divided into four quadrants. The top-left quadrant shows a close-up of white and brown rice grains. The top-right quadrant has a dark background with white text. The bottom-left quadrant has a dark background with white text. The bottom-right quadrant shows a photograph of a man in a purple shirt carrying a white sack in a rural field.

### Rice consumption and food security

Rice is one of the main staple foods in the country.


To meet the internal demand, Gondwana is still dependent on imports, which account for around 30% of the total annual consumption.

Yet, the population is increasing rapidly and so is the internal demand for rice. The desertic areas of the country are prone to food insecurity, and, moreover, erratic weather conditions expose rice production to risks.

### Rice farming

Agriculture is the main sector in the country.

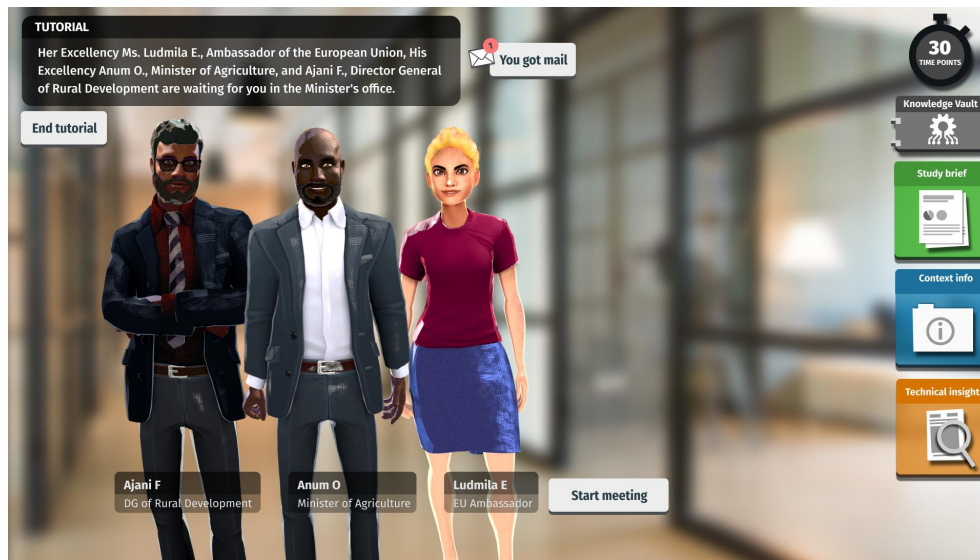
Rice production has been on the rise over the past twenty years, thanks to



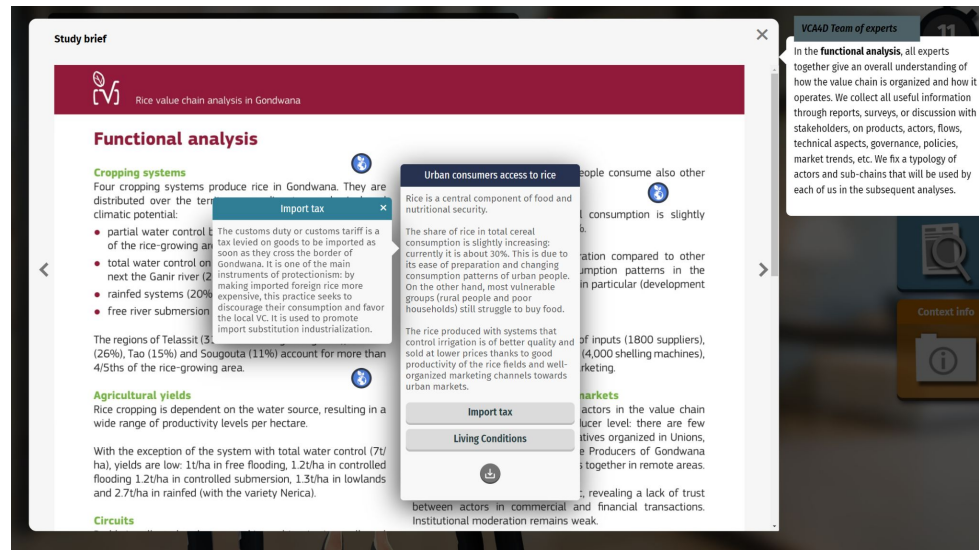
The Gondwani government is looking into developing the rice value chain.

But how? There are different ways to go about it. The question is : on what do you base your analysis of what the value chain needs? On what do you base the policies you think the EU should support ?

For Agrinatura, from a game design point of view, the goal of this game is to help programme officers understand that an evidenced-based, multidisciplinary approach is key to fostering sustainable development, and of course, understand that VCA4D can provide with the right tools for that.



The goal of the game for the players, is to sign a financing agreement with the Government of Gondwana to support the rice VC. To that end, the players will progressively build their case for policy dialogue,



With the support of the VCA4D Gondwana-Rice Study brief, that fictional experts wrote for them. (actually they do exist, I met them, and they worked hard on it!)

You see extra information here, experts guiding the programme officer through comments, here to better understand what the functional analysis is. You have access to detailed data, a bit as if you were referring to the full study reports. And you have access to additional technical insights, definitions, indicators used by the methodology, or implications of certain concepts and potential policy levers.

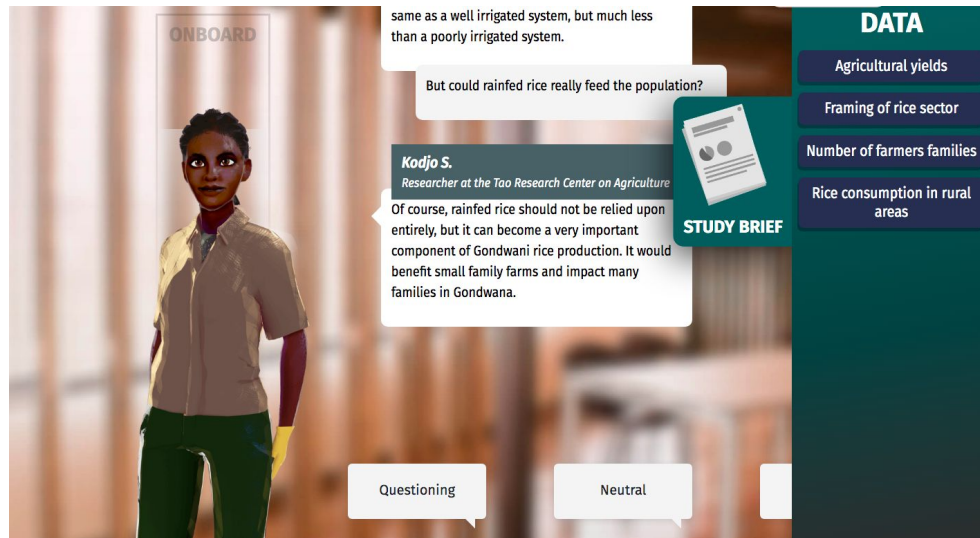
Navigating through this data, the player will have to identify and target the main issues and development opportunities for rice in the country, He/she will have to select an orientation for development, that we call "development scenarios" with different policies respectively, and to justify this scenario with evidence-based data, to better discuss it later in the game, in official policy dialogue.





Now, we know that sometimes, data can be a bit dry, long reports can be a bit long, especially if you're short on time, right? so to help the player discover the data more precisely than just scrolling over the Study brief, the scenario offers a dilemma-based progression into the VCA4D approach and framing questions. Those dilemmas are structured around brief meetings with a great variety of local actors. Which is also how they work in their daily life.

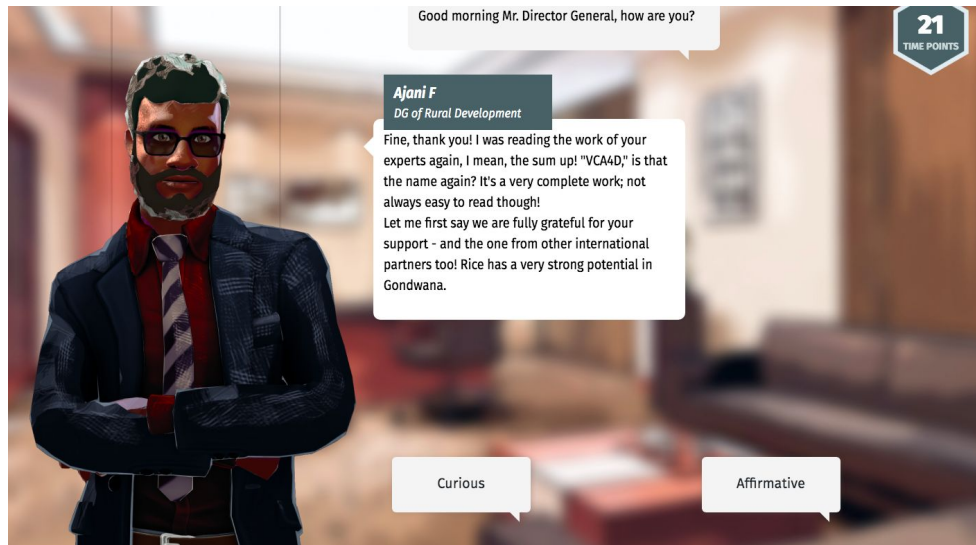
All these actors will tell you their own point of view on what should be done to support the value chain.



And every time they mention something, you can supplement or sometimes double check what they say with specific data related to the point that you're discussing.

You're also regularly invited to check the additional insights we mentioned to understand the indicators used to obtain that data.



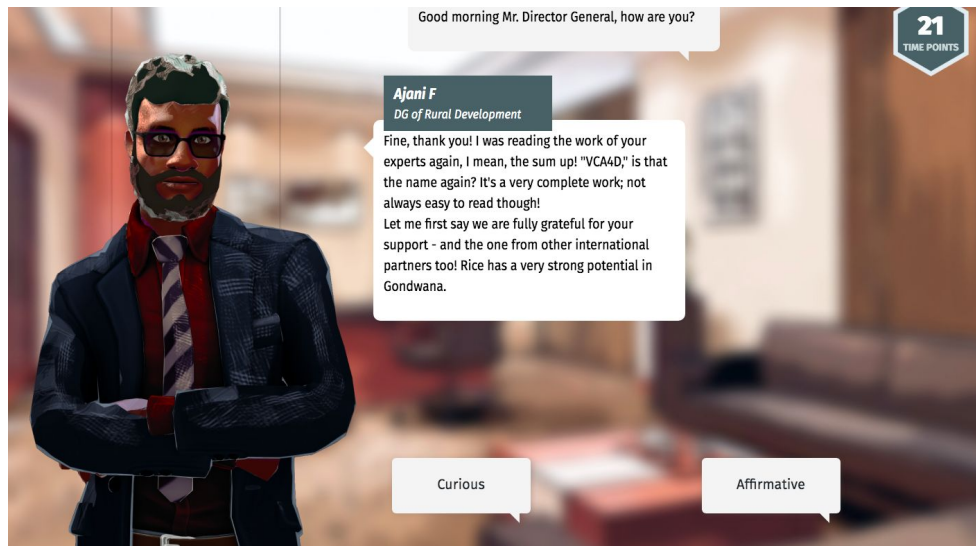


At the end of the game, once you've harvested data and transformed it into policy dialogue arguments, you reach what gamers usually call the "final boss fight" (of course it's not called that way in the game) : it's a dialogue, some would call it "negotiations", on what the EU should support with the Director General of Rural Development of Gondwana.

Now, the DG is a gentleman, but he tends to disagree a lot. In this dialogue, if you use data that effectively supports your suggestions, whatever they are by the way, he might agree to adapt his original view and to find a compromise with you.

So you could finish the game with a nice signing ceremony of a financing agreement - that is, if you win.

So, this is the core of the game.



Before I talk about scoring and feedback, I wanted to briefly mention 2 side features of the game related to the soft aspects of policy dialogue. It's not the mandate of this game but we don't live in Wonderdata Land, we wanted the environment and the thinking process, to be as realistic as possible.

Everytime you engage in dialogue, you always have the choice between at least 2 ways of replying, like an intention in the way you address your counterpart. This is simply to show that your posture is always a choice, so you think about it. You click on the one you want and your own text will appear, you'll discover it a bit as if you were in the shoes of the person you're talking to.

Most of the times your counterpart will react specifically to what you're saying so if you replay the game, you can not only chose another scenario to see how well you could connect to data, but you can also change your personality and see the consequences.

Some of the actors you meet also have an "onboarding score" : that's their appreciation of the way you feed the discussion. It's a specific score related to specific stakeholders, yet your global onboarding performance will have an impact on the final agreement you'll be able to sign with the Government. This is a reminder that in order to succeed in your initiative, you have to build trust, and to capitalize on those relationships in the long term.

## You were evaluated on:

### Evidence-based Score

The evidence-based score is the core of this game.

- **Harvesting data:** showing both curiosity and rigor when checking facts and opinions, and saving data into your Knowledge Vault.
- **Transforming and placing relevant data in policy dialogue,** according to the scenario you were promoting.

## Personal score and feedback:

### Evidence-based Score

20 Points

#### Your score is below average:

This is problematic! You did not focus on data enough, which significantly reduced your potential to enrich the quality of policy dialogue. Evidence-based data is key to forming a broad, mutual understanding of what is at stake in the value chain and to promoting sustainability-oriented policy making.

#### DG did not change his mind

As such, you missed the opportunity to convince your partner with the most relevant data to support the scenario you suggested. Try again!

Whether you win the game or not, you end up with an evaluation grid and feedback, which you can download.

The main score of this game is the evidence-based score : that tracks how much you went through the data and how well you used it. Here, the game knows I rushed through the game without making the effort!

You have a few secondary scores. We mentioned onboarding.

You also have a sustainability appreciation : it's like a recap of the pros and cons of the scenario you chose to pursue from a sustainability point of view in the Gondwana context, based on the VCA4D pillars.



To conclude, I would say that In one hour, of course you cannot get into the very depth of technical indicators. Moreover, bridging science -to put it shortly- and policy making is an ambitious task, and every step towards that bridge is a gain. What we hope to achieve is to create a reflex : I'm working on a value chain, I know that evidence-based and quantitative data can enhance the quality and efficiency of policy dialogue, and last but not least, I know that Agrinatura can help me tremendously understand what really is at stake in that value chain.

I wish you a good game, thank you for your attention.