



WORKSHOP / SHORT COURSE

Building dynamic human-environment games

Hosted by Andrew Reid Bell (Cornell University, USA) and supported by Cang Hui (Stellenbosch University)

4-6 June 2024 @ 09h30-16h00

Venue: Stellenbosch Institute for Advanced Study (STIAS)

7 June 2024 @ 09h30-16h00

Venue: Neelsie Cinema, Stellenbosch University

Are you a researcher who would like to conduct a games experiment? Would you like to learn how to develop a full experiment? Would you like to be part of a community with a common interest in games experiments? **If so, register to attend our 3+1 day workshop / short course.**

The course covers:

- Games as research tools vs games as learning
- Where do we apply games (resource dilemmas)?
- What do we learn from dynamics, equilibria, interactions?
- What do games interventions look like? (surveys, experiments, debriefs, follow-ups)
- Designing a game
- Coding a game
- Testing and tailoring a game
- Designing and implementing an experiment (context, process, sampling, pre-testing, permissions, training, data collection, field coordination, analysis)



What to bring to the workshop:

- 1) Ideas of human-environment dilemmas or game designs to work on.
- 2) A basic comprehension of the NetLogo agent-based modeling platform (whose participatory simulation capabilities we will use to develop games). The [NetLogo documentation, user guide, basic tutorials and dictionary](https://ccl.northwestern.edu/netlogo/docs/) are here:

Got a question?

Please email any queries to: andrew.bell@cornell.edu or chui@sun.ac.za

REGISTER: <https://forms.gle/w7XECxWTXPkBTTrCG8>