

GAMES



Be it 'Go' with its deceptively simple rules governing smooth ovals across a chequered board or hopscotch that enlivens school yards and streets, games are integral to any community's cultural heritage. Game play involves and invokes memories of fun, friendship, and sometimes failure too.

It is but natural that the immersive power of games has been harnessed to address real-life issues. Not only do games provide an inexpensive way of mimicking real-life situations, but they also allow us to learn and experience in a safe space, and the learning stays with us.

In the area of policymaking, games can be used in the following ways:

1. Games for policy research

- *Games for preference elicitation*
- *Games for policy testing*

2. Games for capacity building

3. Games to make policy accessible



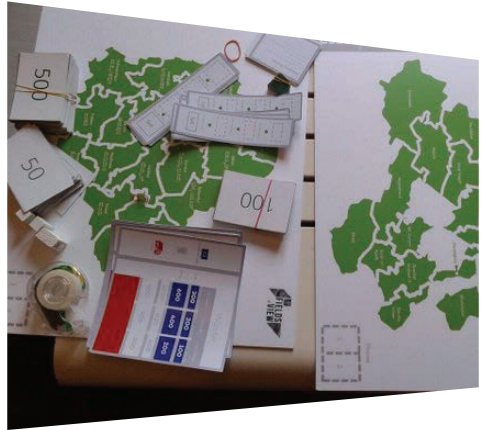
Games for preference elicitation:

For policymaking that is responsive to the needs of people, it is critical to include the needs and preferences of the people to design the policy. Games are a powerful medium to collect this intangible, unquantifiable data. Games can model complex systems without losing nuance. As the players interact with the system in the game and decide on their choices, these choices are the data required to understand the players' preferences and biases. At Fields of View, the preferences elicited through games are fed into our simulations to generate different options for policymakers to choose from. Example: City game, Namma Khate Namma Kathe, Joint Road Forward etc.



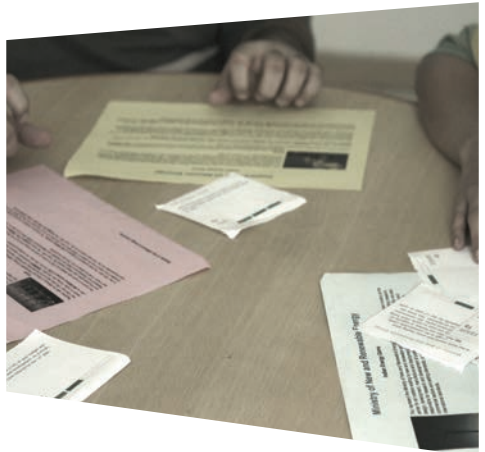
Games for policy testing:

In pluralistic societies, there are different policy scenarios that policymakers can potentially opt for. Once policymakers short-list certain choices, they can be tested through games with the target audience. The outcomes of such policy-testing game sessions provide insights for the policymakers to make the most appropriate policy choice. Examples: Map my city, City game, Games for policy testing:PIEMAC, Electricity market game etc.



Games for capacity building

As games can model complex systems without losing nuance, games can be used by policymakers and civil society to learn about the policymaking process, and the challenges in different domains of policy-making. Example: Indian energy game, Rubbish!, Cantor's world.



Games to make policy accessible:

As we can leverage the visual space in games, they provide a powerful tool to communicate with audiences with different literacy-levels and languages. Example: ₹ rubbish!