

# Gaming as a research & evaluation method... Lessons from the iTRACK project

Dr. Tina Comes

[t.comes@tudelft.nl](mailto:t.comes@tudelft.nl)

## TPM ResilienceLab

Reference point for interdisciplinary research to promote resilient societies.

We act on the intersection of science, policy and practice.

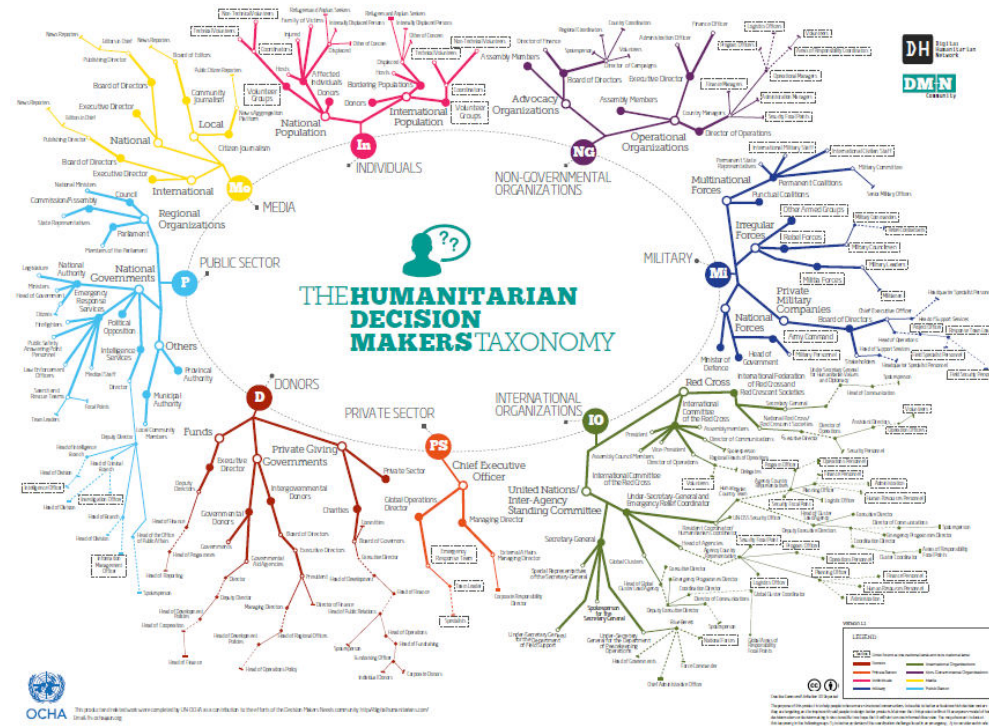
- Excellent interdisciplinary research and cross-cultural environment
- Provide tools to make a case for policy change and action.

# People

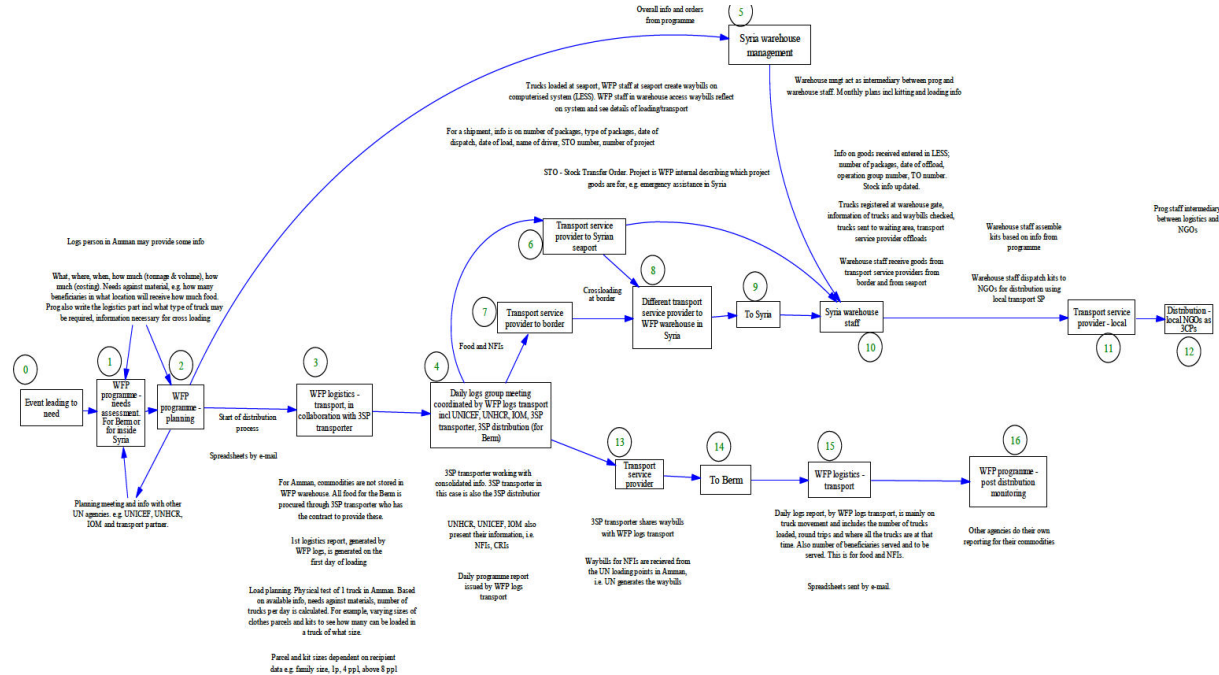




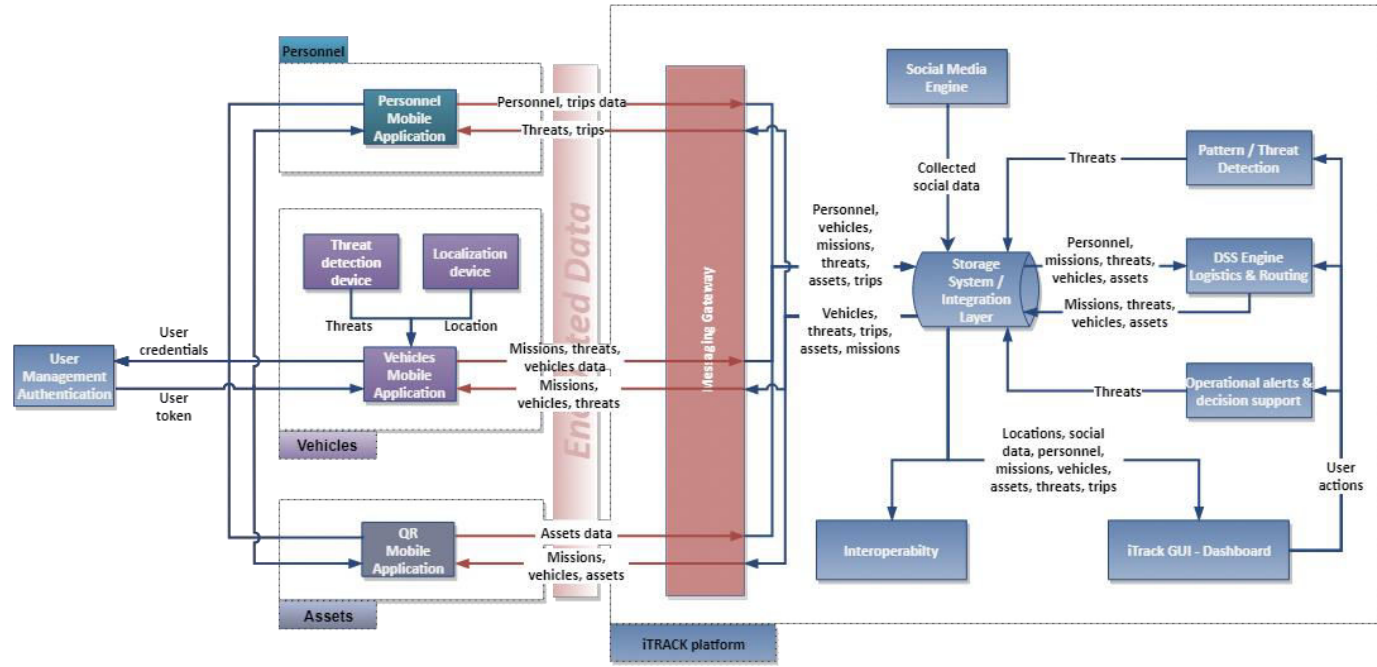
# How to design for...



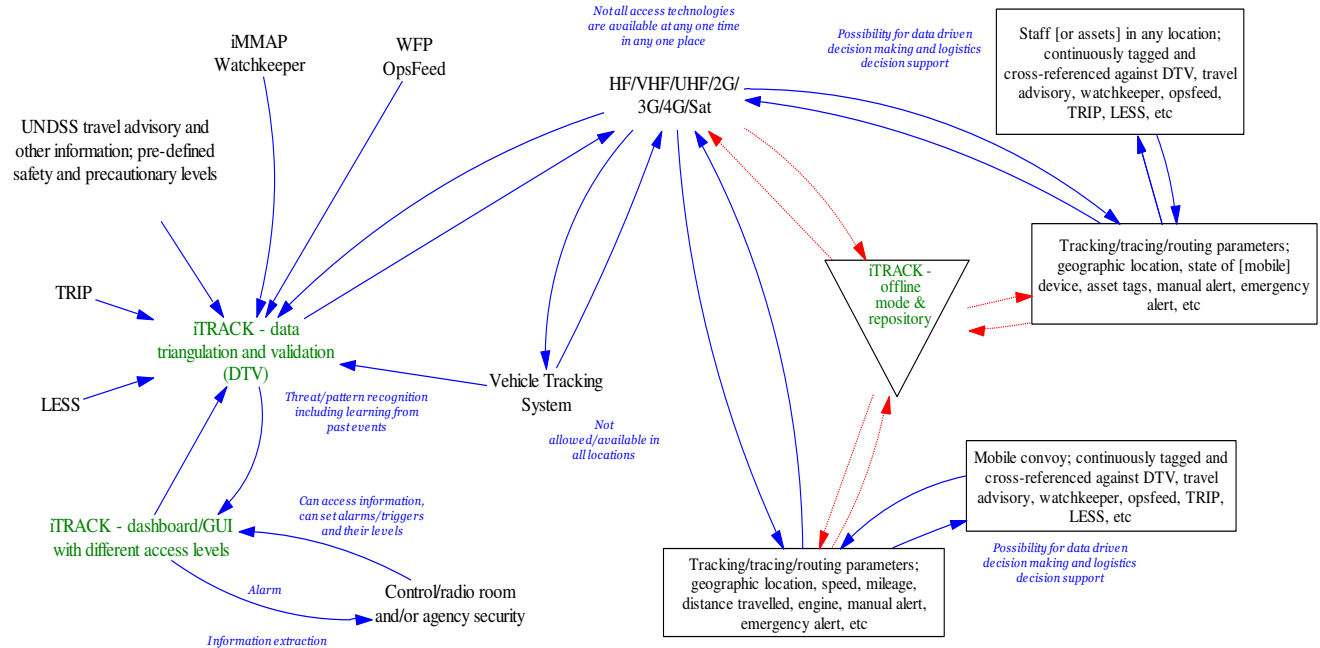
# Understand workflows and work practices



... and map it onto requirements to create a system architecture



# Integration with humanitarian systems

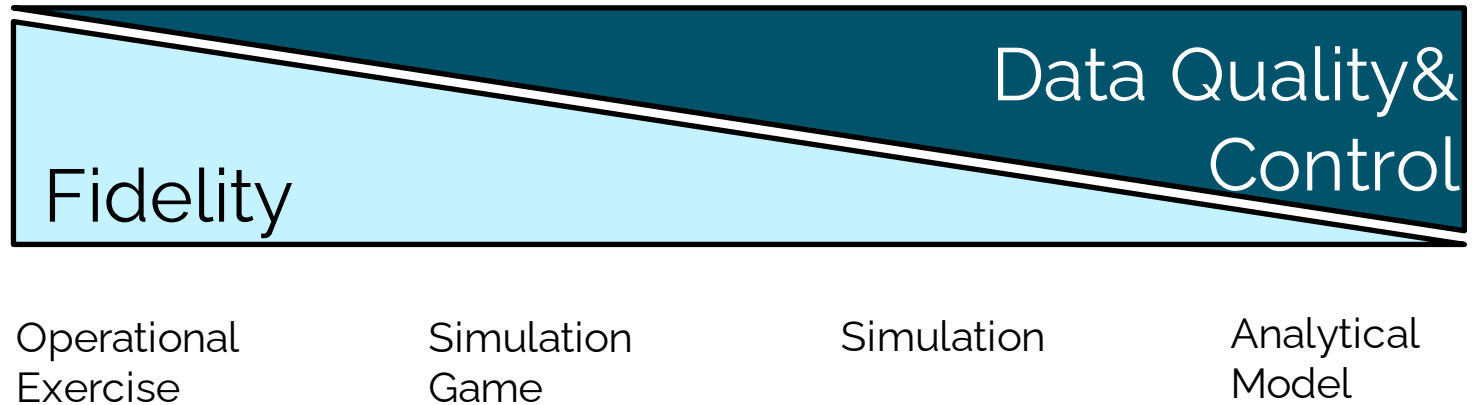




# Typology of Games

- **Training games** – aim to train specific skills without too much conceptual detail.
- **Teaching games** – try to address wider concepts and more abstract ideas.
- **Experimentation games** – aim at testing theories or hypotheses.
- **Research games** – are designed and/or used to obtain data or empirical material.
- **Operational games** – to aid decision making, planning and policy implementation in specific situations.

# Why Games?

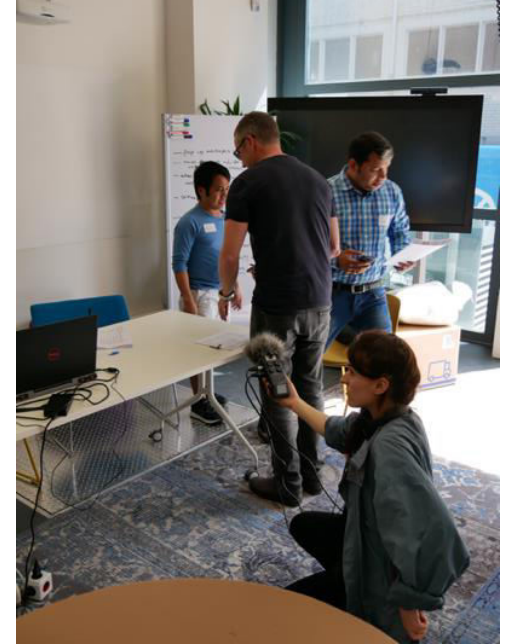


# iTRACK Games

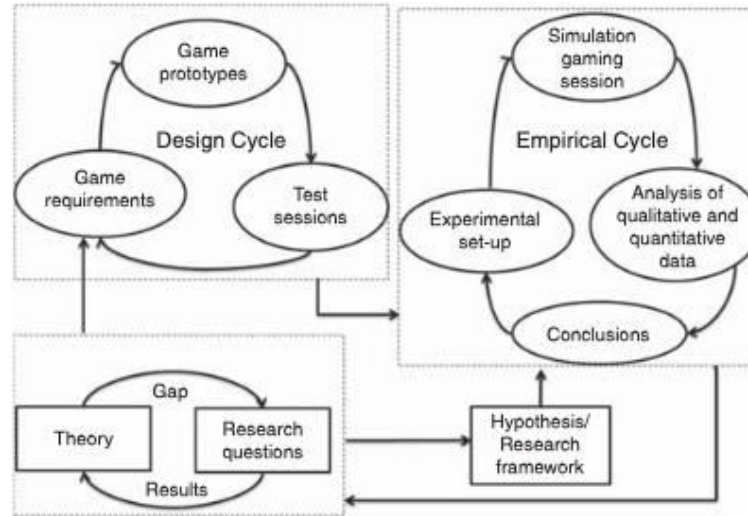


# Scenarios & Evaluation

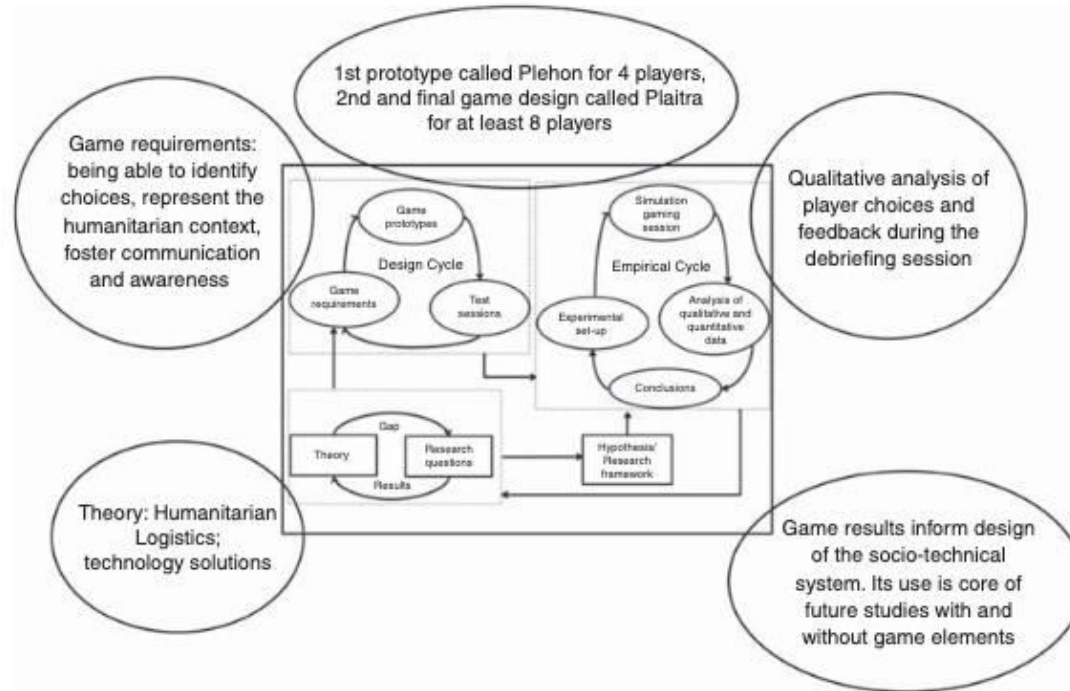
- Recording
- Tracking & using our own monitoring technology
- Questionnaires



# Game Design



Lukosch, H., & Comes, T. (2019). Gaming as a research method in humanitarian logistics. *Journal of Humanitarian Logistics and Supply Chain Management*.



Lukosch, H., & Comes, T. (2019). Gaming as a research method in humanitarian logistics. *Journal of Humanitarian Logistics and Supply Chain Management*.

# Design Recommendations

- Be aware of the **dynamic and uncertain** nature of the field and make these characteristics a vital element of the game to be used.
- Games are only one method to gather a certain type of data related to the **human factor**.
- Games are dynamic and the **players create their own reality**. Let them explore and observe, use the observations to increase the feedback of the game.

# Questions?

t.comes@tudelft.nl