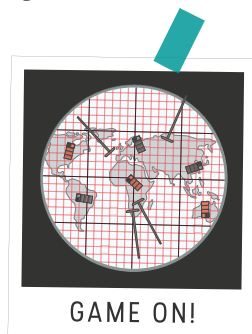




## STRATEGY & FORESIGHT - SERIOUS GAMES



*In meeting the uncertainty of our world today, thinking strategically and generating foresight is more important than ever. Achieving this requires the creative collaboration and strategic reflection of stakeholders. Even though complex challenges require equally complex solutions, we believe our serious games can make a valuable contribution through honing problem-solving skills, self-assessment, and pertinent discussion. The LEAP platform for serious games creates alignment regarding, and understanding of, current status, challenges, goals – and how to reach those goals.*



**Serious games.** First of all, what we mean by 'serious games' is applied games with clearly defined knowledge and/or skill outcomes. This form of game deploys interactive content that simulates real life scenarios in a controlled environment, either as a physical board game or digitally for remote presence. The games House of Knowledge creates revolve around collaboration between stakeholders with different backgrounds, pooling their experiences to create insight. These games aim to trigger participants' curiosity, facilitate strategic reflection, and initiate stakeholder contribution. When applying serious games as analytical tools, the potential for novel insight is significant.

**The LEAP Platform.** LEAP is a serious game platform – an approach for creating engaging organizational development experiences through the application of genuine organizational scenarios. Play happens in small groups, preferably with several groups at a time and participants with different backgrounds. Groups gather around a game board to discover pertinent information and create useful knowledge. This can lead to tangible results, challenges solved – LEAP based serious game can be used by organizations that needs a clearer grasp on their strategic operation. This includes new directions, understanding business cases, and even onboarding team members. Games are tailored to needs – since the gameplay is specific to the players, any type of organization and field of expertise can benefit from participation.

**Strategy and foresight games.** When it comes to generating foresight, our on-site and remote presence/digital serious games can be used to simulate scenarios, explore opportunities, as well as use specific business cases to stress test and observe understanding of scenarios, their impact, and robustness in the relevant context. This helps with discovering challenges and/or issues and allows for data extraction from gameplay to be used as the basis both for decision-making and research data. Data extracted from serious games can be useful for assessing risks, probabilities, and potential impacts related to innovations and new solutions to persistent challenges. What is more, they can also be used for vulnerability and capability assessment and training.



**How and why it works.** The LEAP platform is built on a solid theoretical framework, and the principles derived from research is what makes it work so well. Regarding *insight and reflection*, the platform is built around the notion of working collaboratively to solve specific dilemmas [1], [2]. This is enhanced by designing for use of real life experience in the games [3], [4]. LEAP also uses complex but concrete problems, which increase knowledge gained and potential foresight [2], [5], [6]. Scenarios are kept close to reality to further aid applicability and learning [7], [8]. To create useful play, it is important to design also for *enjoyment*. Through the game and the facilitator, participants are kept interested and appropriately challenged, which increases motivation and therefore enjoyment [9], [10]. This also makes players believe in their skills, and put them to use [11], [12] towards needed strategic insight. *Gameplay factors*, rules and concepts informing game design and play, are used to make sure groups function optimally. Facilitation is one example [13] of this, ensuring the game feels close to the reality of the participants is another [14], [15]. This

also encompasses the contextual factors that must be accounted for, such as education, experience [16], and culture[17], [18]. Lastly, by employing *in situ data extraction* analytical and strategical insight, as well as impact prediction [19], can be gained by providing a deeper understanding of participant performance and experience both individually and as a result of the collaborative process they engage in [20], [21]

Further information on our policy and strategy serious games for IP and competitiveness:

SIT edition (policy game)  
<https://vimeo.com/172708694>  
 War Room edition (strategy game)  
<https://vimeo.com/223297825>

If this sounds like an interesting opportunity to you, feel free to contact us.



**Point of contact:**  
[www.hoknowledge.com](http://www.hoknowledge.com)  
 CEO Magnus Hakvåg  
[Magnus.Hakvag@hoknowledge.com](mailto:Magnus.Hakvag@hoknowledge.com)  
 +47 41 30 66 34

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