







# Innovative and Sustainable Learning through Role-Playing

## A Modular Framework for the Design and Evaluation of Game-Based Experiences

HeKKSaGOn — 9th Japanese-German University Presidents' Meeting Göttingen, 2023/09/21-22

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GWDG, Göttingen Data Engineering

### Diverse Backgrounds — Shared Goals

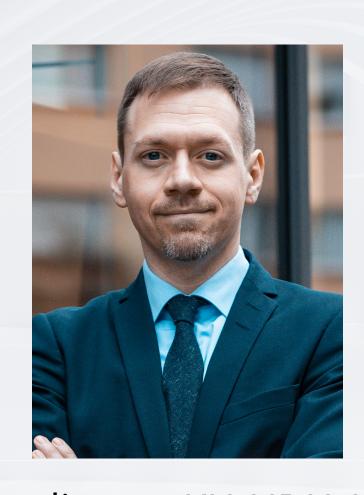
Global Health
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Research Group
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#### **Transcultural Game Studies**

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#### **Intercultural Learning**

Alexandra Schreiber



Head of the
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Research Studies
Transformative Play

#### Data Engineering

Georgios Kaklamanos



Deep Learning Platform

Stanford Existential Risks
Initiative — Al Safety

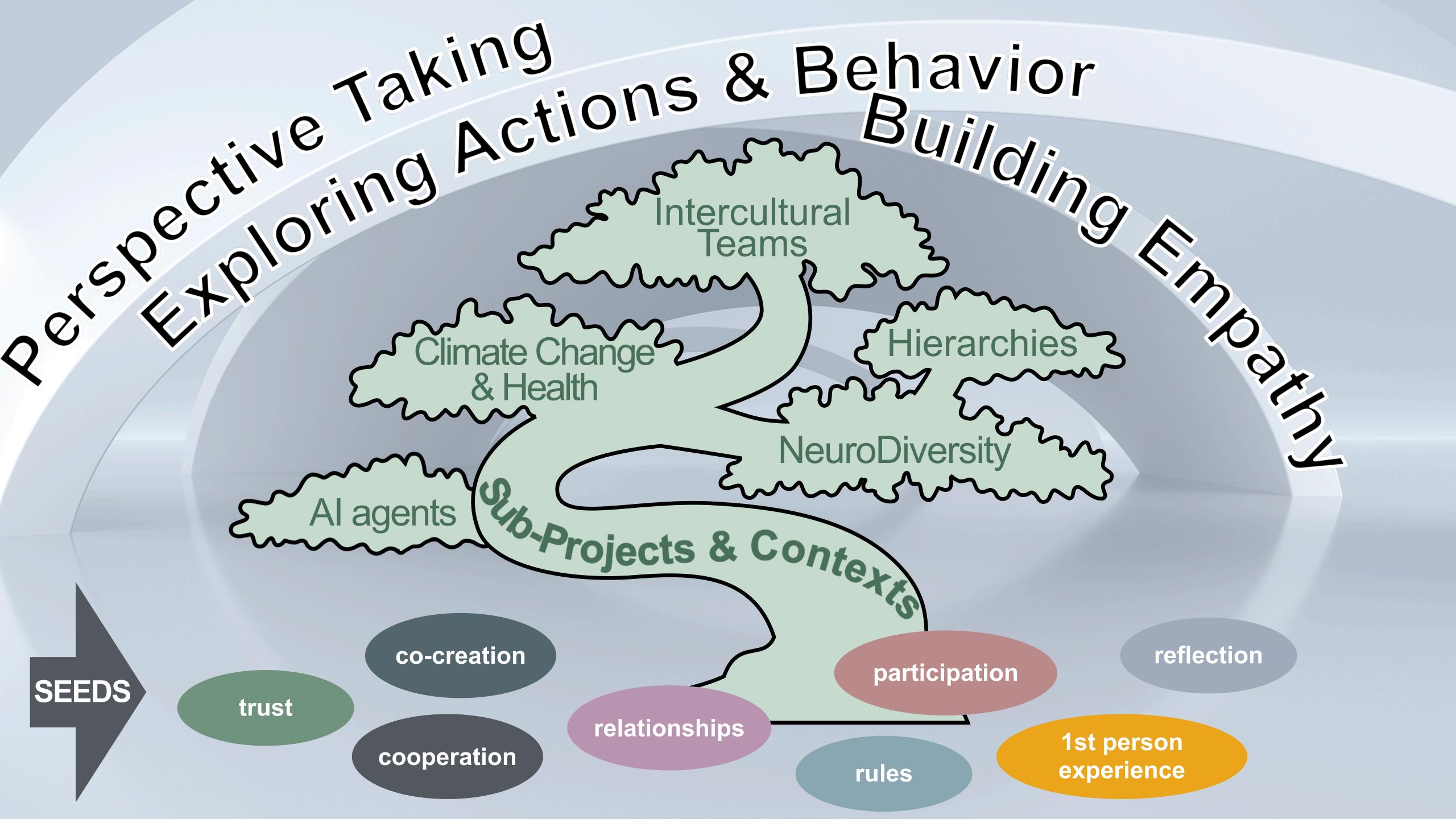
## Sustainable Learning Role-Playing as an Approach

### Educational Role-Playing

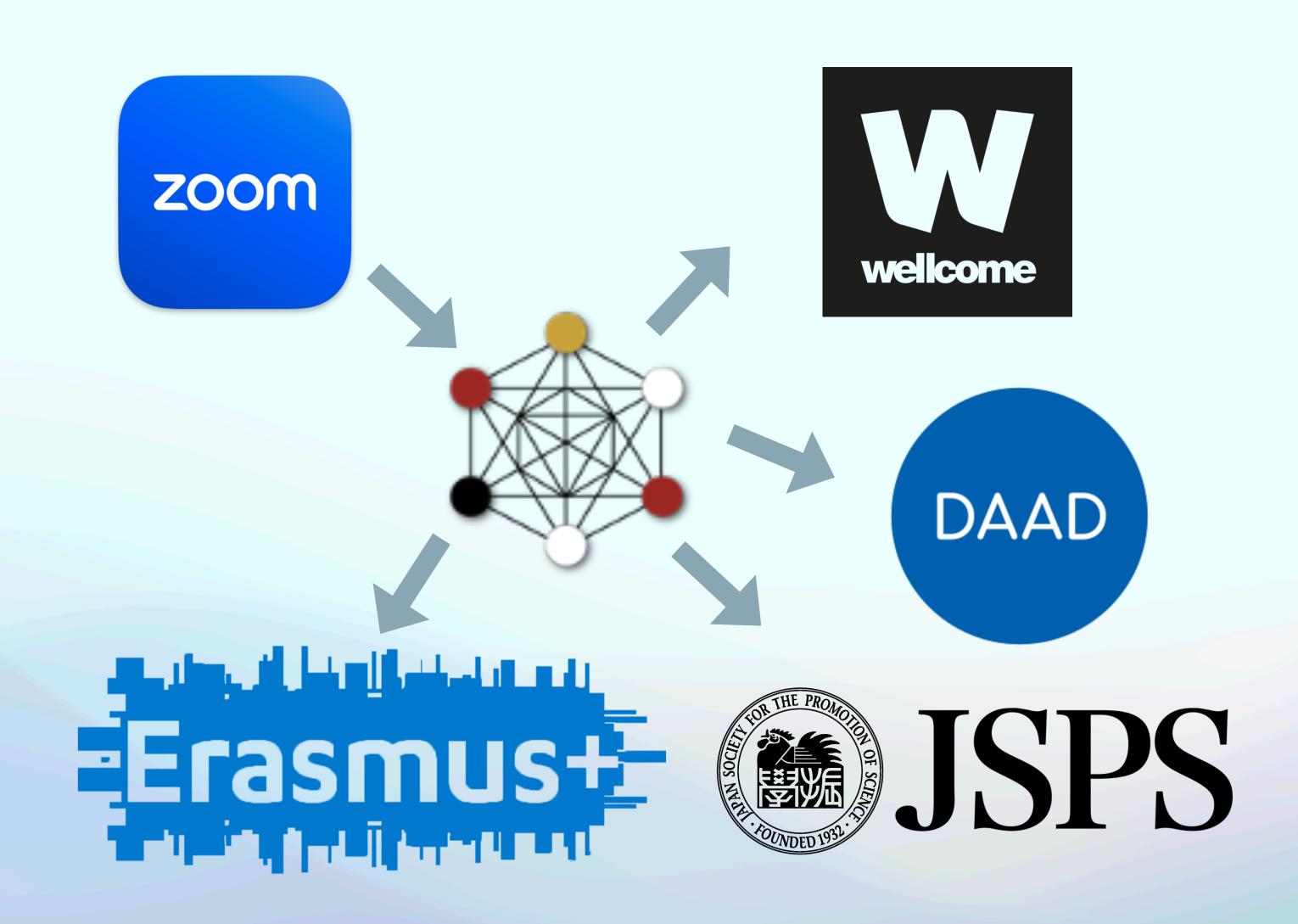
The Field: Selected Example Approaches & Contexts

- Denmark: Østerskov Efterskole "Role-Play School" > above average in national exams
- Reacting to the Past: complex games set in the past for history education
- Peer-reviewed open-access journals:
   International Journal of Role-Playing
   (Uppsala University), Japanese Journal of Analog Role-Playing Game Studies (Kyoto University)





### Where to go from here?



Colleagues from all HeKKSaGOn partners are welcome!

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