

Possible World - Transformation through Gamification

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Are you interested in learning about your mindsets and how they are related to untapping your possibilities? It is a demo version of the experiential learning session called “Possible World” (usually takes min 2.5 hours). The session is usually provided online, but we can also play this in-person with cards set, and will be facilitated in person; however, all participants are the protagonists of the session.

Possible World session provides 'real world' game experience dedicated to ideation, innovation, mindset shift and co-creation. It provides participants with measurable game outcomes that are linked to process performance through reflection. Participants could go beyond their current boundaries of knowledge and experience to take risks based on the possibilities they can imagine through mindset shifts.

WORKSHOP MODE

Possible World session is a facilitated in-person game-based workshop.

OVERVIEW OF WORKSHOP

Possible World sessions provide opportunities to simulate what we do, how we do and why we do things in the real world. The sessions is designed to stimulate all senses in our bodies, not just our brain through your own experience. It is about your discovery for which you have the ownership. Therefore, this can be used to cultivate wisdom connecting knowledge and your own experience.

ACTIVITIES

You will be briefed regarding the relationship between our mindsets, possibilities and action in general followed by a game instruction. You will then have a gameplay time. In the game world, you will be one of the stakeholders to create a world with others while achieving your goal which will be handed to you at the beginning. After the gameplay your facilitator will provide a report on the world created. We will then explore and examine how you feel, what you see happened and what are underneath, and what we could do differently.

TARGET AUDIENCE

Anyone. No prior knowledge needed but just bring your curiosity.

OUTCOMES

You will see more possibilities in yourself and around which encourages your transformation.

REFERENCES (OPTIONAL)

Andreoni, V., & Richard, A. (2023). Exploring the interconnected nature of the sustainable development goals: the 2030 SDGs Game as a pedagogical tool for interdisciplinary education. *International Journal of Sustainability in Higher Education*, ahead-of-print. <https://doi.org/10.1108/IJSHE-11-2022-0378>.

KEYWORDS

Mindset, mindset shift, gamification.

PRESENTERS' BACKGROUNDS

Aya Matsuyama (Ph.D.) has a bold vision to help transform the world through sophisticated gamification processes. Aya has been intrinsic to creating and bringing Possible World and the 2030 SDGs Game out of Japan and working with organisations globally to train thousands of participants and practitioners. She holds Ph.D in Biomedical Engineering, Grad. Dip. in Environmental Studies and BE in Aerospace Engineering.