





FESTIVAL

Aug 23 - Sep 3, 2021

Flexsimgame – a Simulation Game Platform (Focus Balkan Online)

Lunch & Lecture: Mr. Ivens (UGOE) Tue, Aug 24, 12:00 – 1:00 p.m.



IVAC Project Fokus Balkan Online





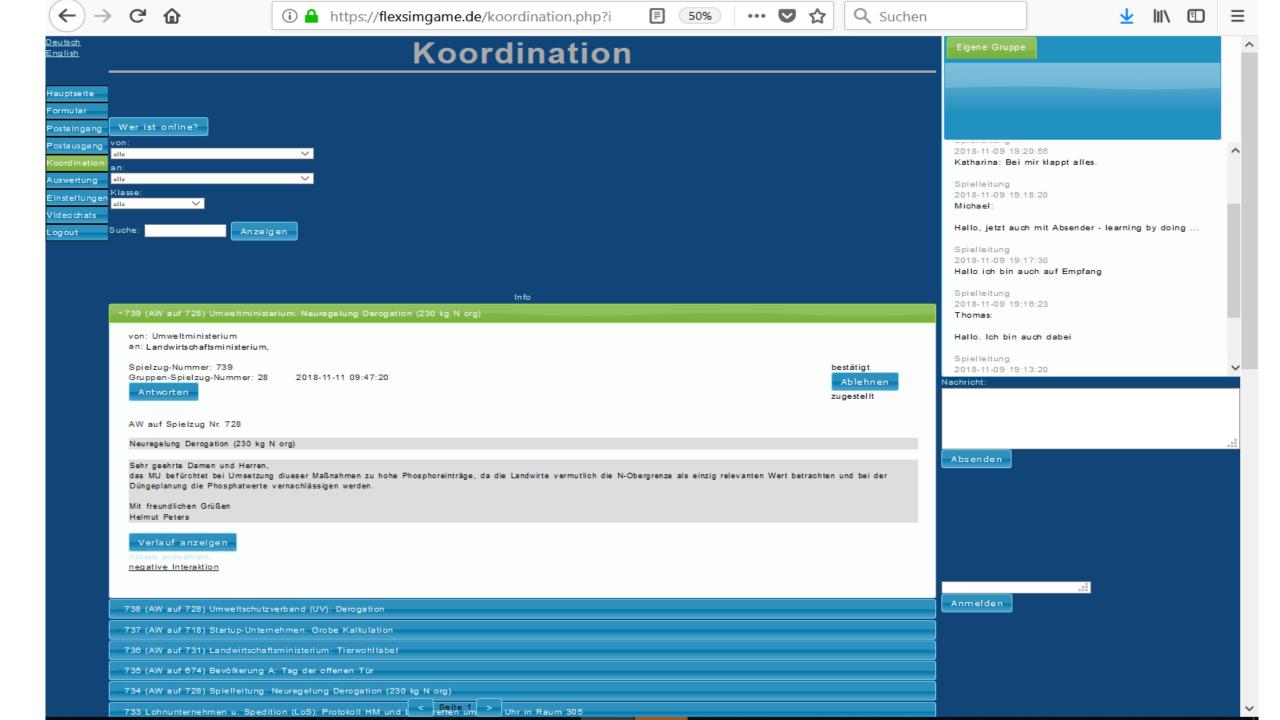


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History of Flexsimgame

- Developed and administered: Dimas Wiese & Gerlinde Wiese
- Developed for a project about simulation games in the field agriculture at the University of Göttingen 2015-2018
- First trials with agriculture students at the university of Göttingen 2016-2018
- First field trials in rural areas in Germany with blended simulation games about the implementation of the new fertilizer application ordinance 2018
- Extended and redesigned for the Fokus Balkan Online IVAC Project in 2020/21



Why using Flexsimgame for our project?

Practical reasons:

- It is free of charge
- It uses not much data
- It works on most browsers
- It do not need an email address of participants

Usability reasons:

- It is easy to set up a digital simulation game by oneself
- It is acceptable to manage a simulation game by oneself
- It can facilitate long asynchronous simulation games
- → It is a basic but very functional tool

What can Flexsimgame do?

- Until now up to 100 roles can be implemented for a game
- Up- and Download of materials in public and personal files
- Personal message systems
- Chat groups can be created by the game host
- Shared notes are possible
- Logos can be implemented
- Web shops are possible
- Video chat is possible

Let's take a look into Flexsimgame

Questions?

Discussion: Possible further use for Flexsimgame in higher education?

Flexsimgame contacts

• Website: https://flexsimgame.de/index.php

• Email: info@flexsimgame.com

Literature: Ivens, S., Wiese, G., Dittert, K., Mußhoff, O., & Oberle, M. (2020). Bringing Policy Decisions to the People—Education for Sustainable Development through a Digital Simulation Game. *Sustainability*, *12*(20), 8743.