



CENTRE FOR
SYSTEMS
SOLUTIONS

CONTENT REPORT

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PROJECTS



GREEN GAMES

LIBRARIES AND NON-GOVERNMENTAL ORGANIZATIONS INVOLVE YOUTH IN THE GAME FOR NATURE



Green Games. Libraries and non-governmental organizations involve young people in the game of nature is an education and ecology oriented project. The education, however, takes place in a very attractive way, by applying games. The aim of the project is to increase the knowledge of young people (from junior high school to university students) on biodiversity, climate change and economic value of ecosystems. The project is inspired by the idea of serious games, that is such games that not only entertain but also provide reflection, enhance transfer of knowledge or help acquire skills. The project organised by the Centre for Systems Solutions offered its participants free sets of games equipped with scenarios, promotional materials and adequate training for employees of school and public libraries, educators and non-governmental organizations.

Within the project, two board games on ecological issues and two online games on climate change have been prepared and implemented.

The project was implemented by the Centre for Systems Solutions Association in partnership with the Foundation for the Development of the Information Society and the Foundation for Sustainable Development within a *PL02 Biodiversity Program*, financed from the funds of the EEA.

DURATION

05.01.2014 - 31.12.2016

PROJECT COORDINATORS

J. Damurski, M. Serweta, W. Hutniczak

KEY EVENTS

February

■ The *Green Games* test held at EkoCentrum

A meeting of the project partners was held at EkoCentrum in Wrocław. The meeting was attended by the representatives of the Centre for Systems Solutions, Information Society Development Foundation and the Foundation for Sustainable Development.

The games used in the project passed the first external test.

The gameplay was conducted by Jakub Damurski and Łukasz Jarząbek.

■ An advanced facilitation training was conducted by Jarosław Holwek

During the two-day training, the CRS team and the partnership representatives were focusing on improving their training skills.

March - August

The CRS team was intensively practising their training skills before a series of trainings planned in 7 Polish cities. The trainings are run by their initiator, Krzysztof Grynienko. As part of the project, workshops scenarios and lesson plans for the stakeholders were created.

September

■ Dissemination of educational materials related to the *Green Games* project

In September we published educational materials on the Centre for Systems Solutions' YouTube channel. The included both animated films and interviews with experts on climate change and biodiversity. The videos can be applied by teachers and educators outside the project *Green Games*. The video playlist is available under the following [link](#).

September - October

■ Workshops for libraries and NGOs organised within the *Green Games* project

The Centre for Systems Solutions organized a three-day workshop within the project *Green Games*. It took place in seven Polish cities (Lublin, Poznan, Krakow, Wrocław, Olsztyn, Warsaw, Gdansk) and was attended by the representatives of public libraries and non-governmental organizations. During the workshop, the participants got to know two games: *Catan: Oil Springs* (a board game) and *Climate Game 2.0* (a computer one). The participants gained knowledge and were provided with materials allowing them to carry out similar workshops for children and youth in their organizations.

■ Dissemination of post-workshop materials related to the *Green Games* project

We published videos from the workshops held for the representatives of public libraries and non-governmental organizations on the Centre for Systems Solutions YouTube channel. The video playlist is available under the following [link](#).



October - November

■ Workshops for libraries and NGOs within the *Green Games* project

Another one-day workshop was conducted in seven Polish cities (Lublin, Poznan, Krakow, Wrocław, Olsztyn, Warsaw, Gdansk), introducing the participants to some new games. It was attended by the representatives of public libraries and non-governmental organizations. During the workshop, the participants had an opportunity to play a board game *Lords of the Valley*.



December

■ *The Lords of Valley* video tutorial

The Centre for Systems Solutions has provided a detailed video instruction to the board game *Lords of Valley*. In the film, a project coordinator, Wioleta Hutniczak is giving the viewers step-by-step directions on how to follow the game's rules. The film is available under the following [link](#).

JOINT MANAGEMENT OF NATURE

DURATION

April 2015 - April 2016

PROJECT COORDINATOR

Anna Dubel, D.Engr.

KEY EVENTS

November - December

■ Workshops held within the *Joint Management of Nature* project

Within the *Joint Management of Nature* project, the Centre for System Solutions and the Regional Directorate for Environmental Protection in Krakow organized a workshop aiming at collecting opinions from different social groups representatives on Dolinki Jurajskie. During the workshop, the participants had an opportunity to talk about the activities undertaken in the area by its inhabitants and by tourists. The discussion investigated also the users' and residents' preferences regarding the area's development possibilities and the protection of its natural values.

All the activities and preferences were analyzed taking into account the environmental protection needs, especially those identified by the Natura 2000 program. Some specific threats to species and protected habitats in the Natura 2000 area of Dolinki Jurajskie PLH120005 were recognized, including i.e. disorganized climbing, caving and hiking in the winter.

The discussion was held with the use of participatory mapping techniques which, together with the results, will allow better development of protection tasks for the Natura 2000 areas and will contribute to the efficient use of their natural values.

The workshops were held successively in Krzeszowice, Jerzmanowice (Jerzmanowice-Przegina Communal Office) and Szyce (Wielka Wieś Communal Office).



The project aims at improving the participation of local communities in the management of the Natura 2000 protected area of Dolinki Jurajskie. This objective has been achieved via the model process of dialogue with the use of an innovative Internet tool based on participatory mapping technique (the so-called PP GIS). This enabled a large (800 people) and diverse group of stakeholders (including residents, heads of municipalities, entrepreneurs, developers, politicians, non-governmental organizations) to express their needs and preferences in regard to land management. The implementation of the project has strengthened the position of citizens in the land management processes. The partner of the project - the Regional Directorate of Environmental Protection in Krakow, involved in the consultations and meetings at every stage of the project, ensured that the project results were applied in the process of participatory establishment of the plans referring to the protection tasks.

The project was financed by the Stefan Batory Foundation in the framework of the *Citizens for Democracy* program financed under the EEA Grants.

■ Training for volunteers - students

The Centre for Systems Solutions organized a training for volunteers - students. The main aim of the training was to provide the participants with knowledge on nature conservation forms in their communes, including information on the Natura 2000 network. The volunteers were also acquainted with their duties and possible benefits from the conservation forms described. An important point of the training was the introduction of the participatory mapping method and objectives, and the idea of public participation in the management of protected areas. All the participants were trained in the following areas: working with maps, conducting surveys, using mapping tools and tablets while conducting surveys with the use of maps.

The trainings equipped the students with new skills and enabled them to understand the idea and objectives behind the Natura 2000 areas, as well as the idea and objectives of public participation in the management of protected areas.

Any further actions undertaken by the trained volunteers will aim at gathering the views of local communities representatives on the natural values of Dolinki Jurajskie, activities undertaken in the area, and the residents' preferences referring to both its development possibilities and to the protection of its natural values.

The trainings were held successively in the Upper-Secondary School Complex in Krzeszowice, Wincenty Witos Upper-Secondary School Complex in Giebułtowo, and in the Secondary School Complex in Jerzmanowice.



BUDGET GAME

ACTIVATION OF LUBLIN AND ŚWIDNIK CITIZENS IN THE FIELD OF PARTICIPATORY BUDGETING



The Budget Game. Activation of Lublin and Świdnik citizens in the field of participatory budgeting promotes active citizen participation in municipal budgeting processes.

The main part of the project was a simulation game inspired by *Budget Games* created by Innovation Games®. The original American game has been used since 2011 to help the residents and authorities of San Jose (USA) participate in the debate on the city budget. The game has been adapted to the Polish reality and its aim is to increase the citizen sense of responsibility for city financial policy. The Polish games were applied in the budget consultation in Lublin City District Council and in the process of participatory budgeting in Świdnik.

The Budget Games. Activation of Lublin and Świdnik citizens in the field of participatory budgeting is organized by the Centre for Systems Solutions in partnership with the Municipality of Lublin, the Association of Polish Cities and Citizens Foundation. The game *Budget Games* was developed by Innovation Games®.

The project is implemented under the Citizens for Democracy program, financed under the EEA Grants.

DURATION

March 2014 - February 2016

PROJECT COORDINATORS

Jakub Damurski, Anna Koch, PhD

KEY EVENTS

January

■ The meeting of the *Budget Game* partners

On January 20, the meeting of the *Budget Game* partners (The Centre for Systems Solutions, the Association of Polish Cities and Lublin City Office) was held at the Association of Polish Cities Office in Poznan. During the meeting, the analysis of the activities undertaken up to that point was conducted and activity plan for the next few months was drafted. Special emphasis was put on discussing the publication covering the issue of citizen participation and the role of games in enhancing the citizen involvement in the managing processes. The discussion was focused both on establishing formal principles and deciding on the content of the publication.

May

■ *Budget Game* - a meeting of Lublin District Council in reference to the participatory tools

In Lublin City Hall, the newly-elected councillors from all the districts of Lublin were introduced to the *Budget Game. Activation of Lublin and Świdnik citizens in the field of participatory budgeting*. The meeting touched upon the issues of free training for the *Budget Game* moderators and the organization of the next gameplays in Lublin. The citizens will have an opportunity to attend an innovative, participatory form of public consultation in which they may raise the most important matters relating to their immediate environment. The Centre for Systems Solution was represented at the meeting by Jakub Damurski and Anna Koch.

June

■ *Budget Game* in Lublin (Bronowice and Wieniawa)

The Centre for Systems Solutions organized three games in two districts of Lublin within the *Budget Game* project. The first game was held on June 12 at the Polish Aviators Primary School no. 31 at Lotnicza 1. Moreover, on June 16 over 100 people played the *Budget Game* at Zofia Nałkowska Secondary School in Lublin. The third game was held in Wieniawa on June 16 at Secondary School no. 23 on Jana Poniatowskiego Street. Most of the young players were highly engaged in discussions and decision-making processes. In total, each table has allocated 9 000 000 „koziółki” (special currency created for the purpose of the game).

September

■ *Budget Game* - Świdnik

The *Budget Game* gameplay was organized in Świdnik on September 22.

During the game, the residents were discussing the projects submitted for the Citizens Budget. It was an excellent opportunity to read their detailed descriptions and hear the pro and con arguments. Each participant could freely air his view and influence the final outcome of the discussion. During the game, the players were discussing the real projects submitted for financing to the Citizens Budget of the city Świdnik.



EDUCEN

EUROPEAN DISASTERS IN URBAN CENTRES: A CULTURE EXPERT NETWORK

DURATION

May 2015 - April 2017

PROJECT COORDINATOR

Piotr Magnuszewski



Cultural factors and cultural diversity may give rise to challenges for the communities that are exposed to disasters. However, if used properly, culture holds solutions applicable to prevent, mitigate, prepare for, cope with and adapt to disaster risks. The project EDUCEN (*European Disasters in Urban Centres: a Culture Expert Network*) focuses on the role of culture in disaster and risk management in European cities. EDUCEN is an interdisciplinary consortium consisting of 10 participant organizations from 7 different countries.

In the project, the CRS team was responsible for the development of open simulations used during the case studies conducted i.e. in Spanish Lorca (exposed to flood risk) and Italian L'Aquila (exposed to earthquakes). They were also involved in other tasks associated with the development and applications of serious games for the purpose of the project.

The project was funded from the European Union's Horizon 2020 program (the grant agreement No. 653874).

KEY EVENTS

June

■ Kick-Off EDUCEN

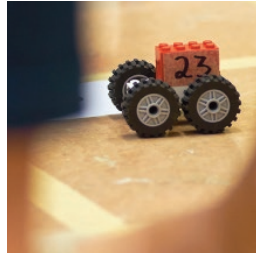
Kick-Off EDUCEN in Wageningen, the Netherlands was aimed both at presenting the project EDUCEN to the wider public and at gathering all the key stakeholders. The representative of the Centre for Systems Solutions, Piotr Magnuszewski, prepared a presentation What is needed to develop gaming products and what are their possibilities. The Kick-Off coincided with the debut of our new game focusing on the aspect of culture diversity in the face of evacuation - the *Evacuation Challenge Game* (also known under the title *Rescue Challenge Game*.) The video documenting the game held in Wageningen can be found under the following link: youtu.be/2ZmG5Qh7MqU

October

■ EDUCEN - Lorca

Within the EDUCEN project, a simulation game was played in the Spanish town of Lorca. The simulation represents the communication problems of two kinds: citizens vs local authorities and citizens vs citizens, which arise from cultural differences and ethnic diversity in the region. These barriers inhibit crisis management, which, due to the frequent flooding of riverside areas, creates a difficult situation.

The game was played by the residents and members of the local authorities responsible for the water management. It was led by Piotr Magnuszewski and met with an enthusiastic reception of the participants and the local media.



THE EMERGENCE OF ADAPTIVE GOVERNANCE ARRANGEMENTS FOR TROPICAL FOREST ECOSYSTEMS

The main problem referring to conventional forest protection programs is that they rely on centrally imposed solutions which ignore the complex dynamics of local socio-ecological systems. The proposed project aimed at generating new knowledge on long-standing questions about the origins of adaptive forest governance. During the research, three dynamic relations that are of particular importance for understanding the differences in the effectiveness of locally developed adaptive governance systems were identified. The main hypothesis of the project was that the emergence of adaptive governance is critically linked to three factors: local ecological knowledge; cultural values and beliefs, and socioeconomic inequalities.

DURATION

September 2011 - December 2016

PROJECT COORDINATOR

Piotr Magnuszewski

KEY EVENTS

September

- The article *Resilience and Alternative Stable States of Tropical Forest Landscapes under Shifting Cultivation Regimes*

The article *Resilience and Alternative Stable States of Tropical Forest Landscapes under Shifting Cultivation Regimes* was published.

The list of authors included, i.a.: Piotr Magnuszewski, Katarzyna Ostasiewicz, Robin Chazdon, Carl Salk, Michał Pajak, Jan Sendzimir, Krister Andersson.



GAMES4SUSTAINABILITY

TEACHING, LEARNING AND PRACTICING SUSTAINABILITY THROUGH SERIOUS GAMES

DURATION

August 2015 -

PROJECT COORDINATOR

Piotr Magnuszewski

Games4Sustainability serves as a source of inspiration for lecturers, trainers, teachers, activists, and other educators who want to use the game in their activities aimed at sustainable development.

The website of the project offers an updated *Sustainability Gamepedia* where more information is presented on different existing games and more than 100 articles on the use of serious games in education.

KEY EVENTS

August

■ Launching a website *Games4Sustainability*

On August 28, a website *Games4Sustainability* was launched. The website consists of three basic parts - a blog where posts on games and their potential applications in education are published, a gamepedia which serves as a base of games that can be used in education on sustainable development, and a game platform which allows its user to moderate games created by the CRS.





GAMES

LORDS OF THE VALLEY

Lords of the Valley is set in a river valley that is exposed to unexpected droughts and floods. Participants take on the roles of farmers, local authorities, and bank managers. Players attempt to achieve their own goals, facing many challenges arising from previous decisions and from the unpredictability of the environment.

The game gives players the opportunity to understand how important biodiversity is and how the lack of cooperation and communication between different groups of interests makes finding the optimal solution impossible. If the valley dwellers don't establish an effective dialogue, their well-being will be put at risk.

The game explores a fascinating dynamics of human relationships. It is both engaging and educating, at the same time providing entertainment.

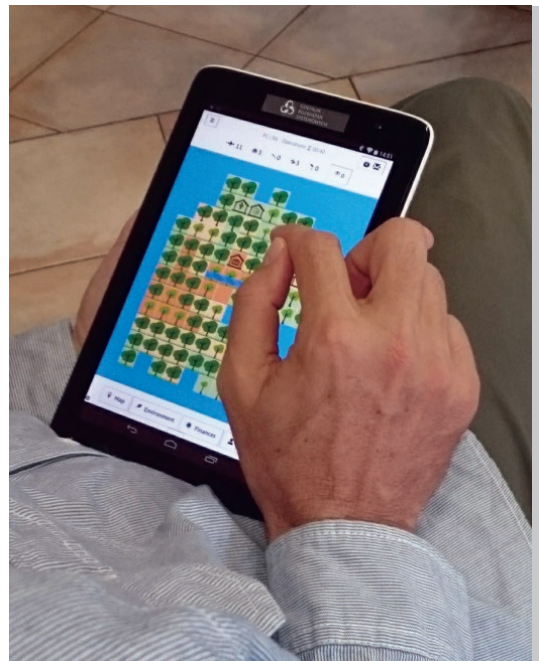
The game has been developed within the project *Green Games*. It is a game used at professional business and environmental trainings, yet it has been adapted to the needs of children and youth.



CLIMATE GAME

Climate Game 2.0 is an interactive online game that takes you on a quest to conquer a virgin island covered by green trees and thick forests. Harvest, utilise and plant trees. Manage your income to develop island infrastructure but mind the consequences of your actions! As with all human activities, progress comes with a price. Thus, the further in the game you get, the more difficult it becomes. Will you try to multiply your personal wealth or rather work for the public good? Or maybe you will play it "green"? Experiment with different strategies while negotiating, cooperating or competing with other players who are not always sympathetic to your cause.

The game was designed and developed within the *Green Games* project (*Zielone Gry*). It is used in education on climate change and biodiversity among kids and youth.



EVACUATION CHALLENGE GAME

The *Evacuation Challenge Game* presents challenges connected with disaster response and evacuation during a disaster (in this case – a zombie apocalypse!) in a culturally and linguistically diverse environment. Participants take on the roles of citizens and rescue team members, soon realizing that the road to safety won't be easy.

The rescue action is hindered by the lack of effective communication and cultural differences. What will the evacuation team members do to overcome the problem? How many people will be saved? Accept the evacuation challenge!

The game has been designed and developed as part of the project [EDUCEN](#) (*European Disasters in Urban Centres: Culture and Expert Network*) implemented within the European Union [Horizon 2020](#) Program.



LORCA GAME

Lorca Game is a role-playing simulation set in a diverse cultural community. Players represent various groups living in the flood-prone valley. Although their views and ideals differ, they are driven by the same goal - to improve living conditions in their communities. How will they achieve this goal under the constant threat of devastating floods? Information exchange and collaboration can greatly enhance the decision-making process, however, diverse cultural backgrounds do not make this task easier. *Lorca Game* allows players to experience and appreciate both challenging and beneficial aspects of cultural differences, helping to turn diversity into opportunity.

The game was designed and developed as part of the project [EDUCEN](#) (*European Disasters in Urban Centres: Culture and Expert Network*) within the European Union [Horizon 2020](#) Program.

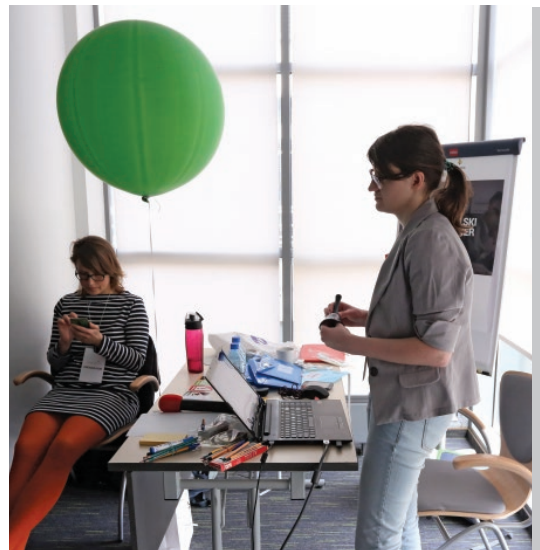


DO WE HAVE A DEAL?

Do We Have a Deal? is a card game created in order to study corruption mechanics. Not all players in the game are equal. The decision whether to act for the common good or for the individual gain, has never been so difficult.

Although the purpose of the *Do We Have a Deal?* is serious, the game itself is fun and engrossing. Why? Because *Do We Have a Deal?* is all about fishy deals, bluffing and negotiations. No matter what you choose, be careful. Some people don't get corrupted. They can impose a sanction on you or report a crime to police!

The game was created for the purpose of the Balaton Group meeting.



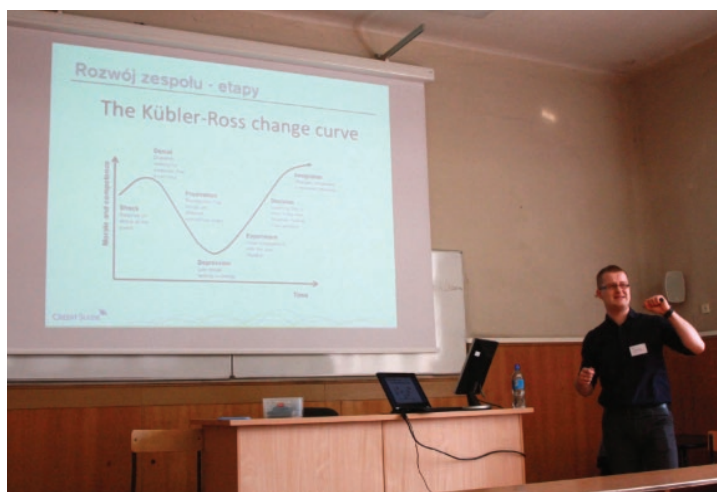
OTHER EVENTS



March

■ Workshop for the members of the Student Forum Business Centre Club

The Centre for Systems Solutions, in cooperation with the **Student Forum Business Centre Club**, prepared a special workshop addressed to the members of the club and other students of Wrocław University of Economics. During the workshop, the participants had the opportunity to play *Green & Great* game and face the challenges that big companies and corporations encounter on a daily basis. The workshop was conducted by Piotr Magnuszewski, Magdalena Liszka and Łukasz Jarząbek.



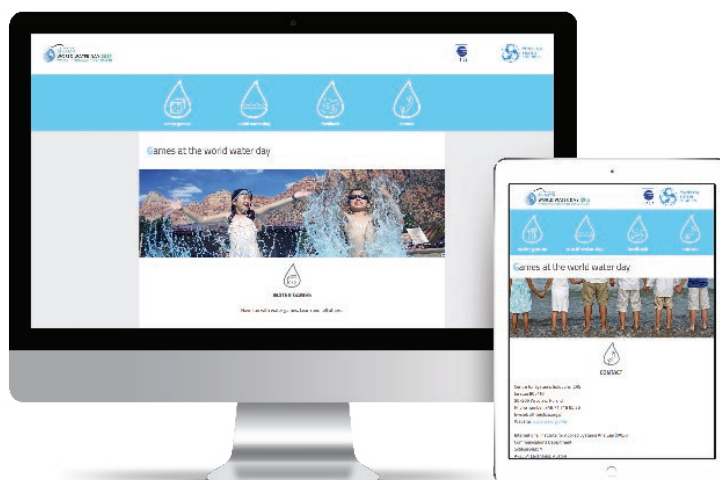
■ Project Management Session

On March 22, Piotr Magnuszewski from the CRS conducted a workshop *A Systems Perspective on Project Management* at the Project Management Session conference.

The workshop aimed at presenting basic systems tools used for diagnosing and solving complex problems related to project management.

■ Water Games

To celebrate the World Water Day, we established cooperation with the International Institute for Systems Analysis (IIASA) and launched a website entirely dedicated to serious gaming associated with water resources and their sustainable use. The website is available under the following [link](#).



March - April

■ *Lord of the Valley* game at the workshop for the applicants for the *Pioneers into Practice* program

Forty-eight people played a tablet version of the CRS's game *Lords of the Valley*. Two workshops, held on March 31 and April 1, were targeted at the applicants for the *Pioneers into Practice* program. The event was organized in cooperation with the Climate-KIC Lower Silesia.

For the first time, *Lords of the Valley* was officially played on mobile devices. During each workshop, twenty-four players divided into 8 teams, assumed the roles of farmers, bank managers, local government officials, environmental NGO's workers and water management board. In order to find optimal solutions, players had to use their communication skills and establish effective collaboration.

The workshop was led by Krzysztof Grynienko, Łukasz Jarzabek and Anna Koch.



April

■ World Water Forum - Korea

Organized on April 12 -17 in Deagu and Gyeongbuk (South Korea), the World Water Forum is an international conference initiated in 1997 and held every three years in cooperation with private and public sectors, academic circles, businesses, and corporations.

The main aim of the conference is to exchange experiences and discuss the challenges referring to water resources.

On behalf of CRS, the conference was attended by Piotr Magnuszewski.

■ Presentation for IIASA Science Advisory Committee (SAC)

A representative of CRS, Piotr Magnuszewski and two leaders of IIASA programs, Joanne Bayer and Ulf Dieckmann, had the opportunity to present a report from the *Equitable Governance of Common Goods* program to the SAC. A vital element of this project is the game *FPR*, designed and implemented by the CRS. The presentation and the game met with enthusiasm.

■ **Forest@ Risk (F&C) game played at a workshop held at the EY headquarters in Dublin**

Students of Dublin City University and the workers of EY met to play a modified version of the game *Forest@Risk*. The workshop, organised and conducted by the CRS, was held on April 22 at the EY's headquarters in Dublin. It was attended by 60 people. The participants assumed the roles of company managers that exploit the forest to generate profit. While the forest brings income, it also protects the companies' assets from floods. Players must thus choose between forest protection or increased forest clearance. They can decide on one of three rule systems governing the use of the forest and the distribution of income. The event was commissioned by Aidan Walsh from EY. The game was conducted by Piotr Magnuszewski from CRS.



May

■ **AtKisson Group meeting**

Another meeting of the AtKisson Group, whose one of the members is the Centre for Systems Solutions, was held in Stockholm. The global network of organizations and experts is centered around the idea of sustainable development. The meeting was attended by Piotr Magnuszewski.

■ **Gamedec students played *Lords of the Valley***

On May 13 more than 20 students of Gamedec, the second generation of Humanities at the University of Bydgoszcz, had the opportunity to play 10 rounds of *Lords of the Valley*. The game lasted 3 hours and was followed by a half-hour discussion, during which participants summarized their experience and gave comments on the game.

June

■ **Workshop *Forest@Risk* in the Summer School on Bounded Rationality**

The Centre for Systems Solutions participated in the Summer School on Bounded Rationality. The leitmotif of the event was a decision-making process. As part of the summer school, Piotr Magnuszewski prepared a workshop with a simulation game *Forest@Risk*. The participants had the opportunity to try different strategies applicable to making alliances and agreements. In this way, a linkage was created between the game and the concept of social and environmental rationality.

■ Workshop for the Nomax company

The Centre for Systems Solutions conducted a systems thinking workshop for the Nomax company. During the workshop, the Nomax' employees played a simulation game *Lords of the Valley*. The aim of the game was to help participants cooperate in a complex system where common interests and objectives are not obvious. The workshop was designed and carried out in an interactive way, using proven techniques for working with the group. These techniques aim to use knowledge, experience and ideas of all participants in the most efficient manner.

The workshop was conducted by Felician Rydzak and Krzysztof Grynienko.

August

■ Meeting of the Balaton Group

On August 24-28, a meeting of the Balaton group was held. The participants explored various aspects of corruption and tried to plan system transformation that would eliminate similar practices. In addition to lectures and discussions, there were also workshops during which participants could gain better understanding of the corruption problem.

During the meeting, the representatives of the CRS, Piotr Magnuszewski and Jan Sendzimir, presented a speech entitled *Social Systems Dynamics: Corruption and Power Abuse in Serious Gameplay*. The participants of the Balaton Group meeting had also the opportunity to play a series of games created by the Centre for Systems Solutions, including: *About That Forest (FPR)*, *Climate Game 2.0* and *Lords of the Valley*. During the meeting a new card game *Do We Have a Deal?* had its premiere.

■ Alpbach Gaming Workshop

More than 3,000 people from over 50 countries accept the invitation to participate in the European Forum Alpbach each year. The main objective of the symposium Alpbach Gaming Workshop was to present the tools for improving decision-making in an uncertain environment. Piotr Magnuszewski and Łukasz Jarząbek demonstrated a game *About that Forest (FPR)*. In a stimulating way, the game presents a decision-making process and impact various interest groups have on the final outcome.



September

■ Participation at the *Together for the Environment – EEA and Norway Grants for Environmental Education*

On September 16, the CRS took part in the *Together for the Environment – EEA and Norway Grants for Environmental Education* that was held in Wrocław. The conference, organized by the Ministry of Environment of Poland, was divided into four blocks. Three were devoted to projects implemented in Poland, and one to initiatives undertaken abroad, including donor countries and the beneficiaries of Norwegian Funds. During the conference, the representatives of the CRS, Wioleta Hutniczak and Jakub Damurski gave a speech on the project *Green games. Libraries and non-governmental organizations involve youth in the game for nature*.

■ Lapnet Meeting

Members and supporters of the Centre for Systems Solutions initiated an informal network of people and organizations, called LaPNet (*Learning and Practice Network*). Its main aim is to deal with socio-ecological problems encountered at various levels of social advancement. We created a platform for the exchange of knowledge, experience and information, which may also increase the quality of the project and help promote it.

■ The article *Resilience and Alternative Stable States of Tropical Forest Landscapes under Shifting Cultivation Regimes*

The article *Resilience and Alternative Stable States of Tropical Forest Landscapes under Shifting Cultivation Regimes* has been published in the journal *PLOS ONE*. The list of authors include, i.a., people associated with the CRS: Jan Sendzimir, Michał Pajak, Katarzyna Ostasiewicz, and Piotr Magnuszewski. The article is available on the magazine's [website](#).

October

■ *Gaming Brokerage Event H2020* - Brussels

A representative of the CRS, Piotr Magnuszewski, took part in the *Gaming H2020 Brokerage Event* in Brussels. The visit enabled him to establish new contacts, which may turn into long-term partnerships.

■ *Green & Great* for Lufthansa

The interns and trainees of Lufthansa had the opportunity to play the *Green&Great* game during the workshop *Competitive Sustainability 2.0* conducted by Piotr Magnuszewski, a representative of the CRS. The workshop was held on October 6, 2015 in Frankfurt. *Competitive Sustainability 2.0* is an interactive workshop that helps participants cope with the complexity of problems related to economy, society, ecology and welfare of employees.

■ *Amoeba* at workshop for participants of the *Pioneers into Practice* program

During an international workshop held on October 13, the participants of the *Pioneers into Practice* program had the opportunity to play the *Amoeba* game. The workshop was organized within a cooperation with the Climate-KIC. The game was conducted by Michał Pająk.



November

■ *Climate Game 2.0* at workshop for the participants of the *Pioneers into Practice* program

During the workshop held on November 6, the participants of *Pioneers into Practice* program played the *Climate Game 2.0* that was created within the *Green Games* project. Participants took on the roles of islanders jointly managing their place of living. While playing, they had to establish effective communication and collaboration in order to find optimal solutions.

The workshop was created within a cooperation with the Climate-KIC Lower Silesia. The game was conducted by Michał Pająk.



■ *Green&Great* at Collegium Civitas

Centre for Systems Solutions conducted a simulation game *Green & Great* at Collegium Civitas in Warsaw. Participants could try their business management skills in practice. The workshop was led by Piotr Magnuszewski.