

Higher Education Summit – Risk & Race

The European Green Deal has a lot of attention for the management of materials, avoiding waste and closing the loops. Moving to a circular economy is one of the big ambitions to ensure a resource-efficient and competitive European industry. But, how to make it happen? Companies play an important role in this transformation. As stated in de Tijd (2021, [link](#)) sustainability should be on the table of each board room. Circular business models are often put forward as a key driver in this transformation. But, what are circular business models? How can they be implemented and scaled, and how will they change business strategies and operations? And what are the current pitfalls?

During an action workshop, we would like to explore the business perspective of circular economy, by looking into the professional board game “Risk & Race”. This game was developed by VITO – Flemish Institute for Technological Research, with the purpose of enabling students and business executives to experiment with circular economy business models. Each player runs a production plant, based on a linear business model. The goal is to increase the value of the production plant in the next 10 years, while navigating a challenging narrative of events. The game is explained via the following links <https://vimeo.com/338028798>.

During the action workshop we will:

- Give a short overview of the development process of the educational game Risk&RACE
- demonstrate the Risk & Race game;
- Share the results of a study analysing **the learning effects** of the game
- Illustrate how the game can be used in a business context in sustainability strategy
- Explain the **difference between the game and the real world**;
- **embed educational games in business strategy**;
- **reflect** on how this game can be used in higher education.

A proposed agenda of the workshop will be:

- **Introduction of “Risk & Race” by Saskia Manshoven (VITO)**
 - o *What was the idea behind the game?*
 - o *How was it developed?*
- **Demonstration of the Board Game by Saskia Manshoven (VITO) and Sven Leën (ngage)**
 - o *We will give a small demonstration of the gameplay with 4 volunteers in the room.*
 - o *Note: it is impossible to play the game in 90 minutes, it normally takes 4 hours. We will give a flavour of the game, so that the participants have a good understanding.*
- **Presentation of the study on the game’s learnings by Saskia Manshoven (VITO)**
 - o *Study: Manshoven S., Gillabel, J. (2021) Sustainability, 13(23), 13277 ([link](#))*
 - o *Methodology and results*
- **Comparing the theoretical game with the real business world by Sven Leën (ngage)**
 - o *Does the game show all elements of the transformation?*
 - o *What are the main real world challenges and hurdles?*
- **Questions & Answers**
- **Co-creation workshop on the use of educational games such as Risk&RACE in business and higher education**
 - o *At the start, during and after the game*
 - o *Using an online interactive brainstorm tool like Wooclap or other.*