nesta
Consortium
The NGI Boardgame
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Agenda

1. Simulation & Games
2. The NGI Game
3. What we want to do today
Games for policy

• Thinking in new ways
• Stepping into somebody else’s shoes
• Direct use by policymakers

• Example: Innovate! by Nesta and Digital Liberties
Use a boardgame to:

- Demonstrate the trade-offs we face when shaping the internet
- Gather input on players opinions
- Show the need for cooperation between stakeholders
Game mechanics

• 5 values

• 5 stakeholders
Components – The Cards

**Flexible Work**

Businesses to allow shifting hours, work from home and supplying technology to make it easier and convenient. Easiest of course for larger firms.

**Public Transport WiFi**

Massive effort to put WiFi on every public transport in the 50 biggest cities in Europe. Only possible thanks to our generous industry partners.

**Government EdTech**

To protect children from data harvesting and add profiling, whilst preparing them for a tech heavy world, the government provides tablets and other devices through schools.

**AI Health Service**

Partnership to improve diagnostics by analysing data from all patients across the board, anonymised and aggregated.

*nesta*
Visit our table after and stay in touch for more via our website and newsletter.
Today!

- Place yourselves on the board
Today!

• Place yourselves on the board
• **Six scenarios** with two options
  • In groups, discuss and pick an option
  • Please write down your thoughts!
  • “Move” across the board

• Now: Introduce yourselves and start remaking the internet!
Thank you for your attention