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Educational Games for Research Infrastructures: A Stakeholder Analysis for Sustainable Project Design

Thursday 19 March 2026 11:00 (20 minutes)

Research Infrastructures (RIs) increasingly recognise educational games as powerful tools for science communication and public engagement. However, developing effective and sustainable game-based learning projects across distributed research organisations, such as CERIC-ERIC, presents unique challenges that require careful strategic planning. This talk presents findings from a stakeholder analysis investigating the critical success factors for RIs pursuing educational game development projects.

The study adopts a multi-perspective approach, conducting targeted interviews with three key stakeholder groups: professional game designers specialised in educational content, experts in game-based learning, and science communicators working within RIs. This triangulated methodology reveals the essential elements that RIs must consider when approaching educational game projects to ensure both pedagogical effectiveness and long-term sustainability.

The analysis examines three critical dimensions: (1) expectations from designers, educators, and RIs'communication staff; (2) resource requirements, including financial costs, personnel effort, and timeline considerations; (3) target audience definition and engagement strategies.

The talk will showcase relevant case studies, illustrating both successful implementations and instructive challenges encountered in real-world projects, with the goal of synthesising interview insights into actionable recommendations for RIs preparing funding proposals or project calls for educational games.

Workshops only: Duration

Workshops only: participants

Workshops only: Equipment

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