Session Proposal for IGF 2024

Title:
G-SIMPLE (Gaming for Societal Impact, People, Livelihoods, and Education)

Introduction:
As it makes its first appearance at the IGF, the Dynamic Coalition on Gaming for Purpose (DC-G4P) is excited to present its inaugural workshop, "G-SIMPLE." This session embodies our mission to elevate gaming beyond mere entertainment, utilizing it as a potent tool to address global challenges and foster societal progress. This workshop is set to initiate a critical dialogue within the IGF community, showcasing the transformative potential of purpose-driven gaming and gamification within the digital age.

Alignment with Subthemes:
This workshop will delve into the pivotal role of gaming and gamification in driving societal change, specifically aligning with the subtheme of “Harnessing innovation and balancing risks in the digital space.” By examining how gaming is utilized in healthcare, education, digital and financial literacy for livelihoods and environmental advocacy, we aim to foster discussions on the innovative ways gaming can contribute to Internet governance and the broader digital future.

Abstract:
This workshop aims to explore the transformative potential of gaming and gamification as powerful tools for social and behavioural change, education, and engagement. Despite the recognition of gaming as a mental disorder by the WHO in 2019, the recent FDA approval of gaming to enhance focus in children with ADHD signifies a turning tide in the perception and utilization of gaming. By examining innovative applications in healthcare, education, and environmental advocacy, this session will delve into how gaming can transcend traditional entertainment paradigms to foster global progress and societal benefits.

Objectives:
- To highlight the evolution of gaming into a multifaceted tool for addressing global challenges.
- To showcase successful case studies where gaming and gamification have led to tangible societal impacts.
- To foster dialogue on the ethical considerations and risks associated with gamification.
- To encourage collaborative efforts among stakeholders in developing purpose-driven gaming initiatives.
Format and Length:

- **Format**: A hybrid roundtable discussion to ensure inclusivity and diverse participation.
- **Length**: 90 minutes to accommodate in-depth discussions and interactive engagement.

Agenda:

1. **Introduction** (10 minutes): Overview of the transformative potential of gaming for societal benefits.
2. **Panel Discussion** (45 minutes): Featuring speakers from various sectors (healthcare, education, environmental advocacy) sharing case studies and insights.
3. **Q&A and Interactive Engagement** (25 minutes): An interactive segment allowing both onsite and online participants to engage with speakers and share ideas.
4. **Wrap-Up and Call to Action** (10 minutes): Summary of discussions and encouragement for participants to explore gaming for social impact in their domains.

Policy Question(s):

- How can policymakers support the development and implementation of purpose-driven games while ensuring ethical considerations are met?
- In what ways can the gaming industry collaborate with educational and healthcare institutions to design games that promote learning and well-being?
- What frameworks can be established to evaluate the impact of gamification on societal outcomes?

Speakers and Organizing Team:

- **Speakers**: A diverse panel including game developers, educators, healthcare professionals, and environmental advocates, ensuring a wide range of perspectives and expertise.
  - Reyansh Gupta, Founder & Global Lead, OpenGrowth.com (Moderator)
  - Rajendra Pratap Gupta, Founder, Health Parliament
  - Gunjan Sinha, Executive Chairman, MetricStream; Chairman, OpenGrowth
  - Conny Sui – Youth Envoy, ITU
  - Pyrate Ruby Passel, Co-Chair, Dynamic Teen Coalition, Youth Advocacy
  - Rohan Sinha, Teen Representative
  - Further confirmations pending*
Organizing Team:
- Reyansh Gupta, Founder & Global Lead, OpenGrowth.com
- Rohan Sinha, Teen Representative
- Further confirmations pending*

Engagement & Hybrid Strategy:

Interactive Engagement: Incorporating live polls, breakout sessions, and a dedicated Q&A segment to foster interactive dialogue between speakers and participants.

Hybrid Nature: Planning for robust online participation through a dedicated online platform, ensuring equal participation opportunities for remote attendees. Onsite and online moderators will facilitate discussions, ensuring a cohesive experience for all participants.

Expected Outcomes:

1. Actionable Insights: Participants will gain practical strategies for incorporating gamification in education, healthcare, and environmental sectors, emphasizing ethical usage and effective implementation.
2. Collaborative Frameworks: The session will help establish collaborative frameworks among policymakers, educators, and technologists to support the creation of inclusive and beneficial gamified applications.
3. Policy Recommendations: A set of policy recommendations will be developed, focusing on balancing innovation with regulation in gamification to address societal challenges effectively.
4. Report Publication: A comprehensive report will be produced, summarizing discussions, insights, and policy recommendations. This report will serve as a key document for stakeholders to reference and build upon in future initiatives and discussions, further influencing the field of gamification in public policy.

Conclusion:

This proposal aligns with the IGF's overarching theme and sub-themes by emphasizing the positive societal impacts of gaming and gamification. It addresses the need for innovative solutions in the digital age and contributes to the dialogue on harnessing technology for social good. As the first session proposed by the Dynamic Coalition on Gaming for Purpose, we are committed to sparking meaningful discussions and actions that resonate with the IGF community and beyond, leveraging the collective power of gaming for a more inclusive and sustainable future.