Educational Game for Learning Network Science

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Abstract

The Organizational Network Analysis Game was designed to illustrate topics of social network analysis, network theory, structural properties of entities, and deanonymization. Such an approach allows students to apply their new knowledge in a game-based learning context.

Currently the game has been tested with more than 1200 players in US, Germany, Sweden, and Estonia. The main audience has been undergraduate and graduate students at universities, and policy-maker and executive trainings. The game is played in two rounds (30+20 minutes), which simulates different levels of known information. Currently the game has been tested with up to 60 participants, recommended number of teams is three or more, with three or more participants in each team.

In this talk, I will present the design and goals of the game, together with a discussion about observations and insights so far, concluding with ideas and thoughts about further development.