

Blog 7. Evaluation MEGA project

Figure 1. Overview of phases of the MEGA project

Overview project activities and outcomes

Currently, the project has been completed in the sense that the planned activities have been carried out and the promised results were completed. However, some additional activities will be carried out in 2025. In particular, there will be a co-symposium on Gamification and Megagames on February 28, 2025. An overview of the main activities, outcomes and deliverables realized in this project is given in Table 1.

Table 1. Overview Activities, Presentations and Deliverables in the MEGA- project.

Activities on Megagames	<ul style="list-style-type: none"> • Bello Gallico 10 June 2024, Roll the dice, Venlo (Blog 2) • En-ROADS megagame about climate change, 3 July 2024, HvA (Blog 3) • Playtest our megagame, Age of Intelligence, 26 November 2024, HvA (Blog 5)
Presentations	<ul style="list-style-type: none"> • Workshop, June 2024, Food for thought, HvA • Workshop, 9 October 2024, Society 5.0 Festival, Amsterdam (Blog 4) • Workshop, 12 December, Universiteit van Groningen • Workshop, 12 February 2025, GBL-community
Deliverables	<ul style="list-style-type: none"> • Project website and blogs • Megagame <i>Age of Intelligence: The Megagame about AI and Ethics</i> • Megagame Event on 3 December 2024, HvA (Blog 6) • Symposium on megagames, planned for 28 February 2025 • Research paper to be submitted to ECGBL2025

During the project we collaborated with people from several faculties and also external partners, which we already described in the previous blogs. We also reached many students, teachers, researchers and other education professionals and staff who participated in the MEGA project activities and events. In Table 2 there is an estimation of the number of people involved in these activities.

Table 2. Overview Participants in the MEGA-activities

Event	Participants Students, teachers, researchers and faculty staff
Food for Thought	Between 20 and 30 people
En-ROADS	Between 15 and 20 people
Playtest	Less than 10 people
Society 5.0	Between 20 and 30 people
Workshop Groningen	Between 15 and 20 people
Megagame Age of Intelligence	30 people

Research on learning with megagames

We have collected data through questionnaires and informal interviews during the project at the various events, which provide valuable insights. Through phenomenological research we investigated participants' learning experience within the Megagame *Age of Intelligence*. Results from the questionnaire (n=28) provide knowledge on:

1. players' gameplay and learning experiences;
2. what and how game elements and mechanics contribute to 1;
3. possible application of megagames in educational practices.

This knowledge offers a base for education professionals to design successful future learning experiences with megagames. In particular, it provides concrete directions to improve the megagame *Age of Intelligence*. The results of the questionnaire will be presented in the symposium on 28 February 2025.

In addition, we conducted 11 interviews with the participants of the megagame *Age of Intelligence* that are currently being analyzed. The results will give us a deeper understanding of the megagame experience itself and how one learns with megagames in the educational context. We are presently working on a research paper about the results of the megagame experience, which will be available at the MEGA-website as soon as it is published.

Looking back and looking forward

Reflecting on the outcomes of the MEGA project we conclude that the megagame format has a lot of potential for transforming education. Namely, when properly implemented, a megagame provides a unique personal experience from which students, teachers and other people can learn about content related to so-called wicked problems (such as AI and ethics), and gain experience with soft skills, such as working together in multidisciplinary teams, negotiating with various stakeholders, and weighing up divergent interests.

Educational Megagames bring excellent opportunities for learning but also challenges for implementation as well. So far, there is little research on the use of megagames in education; therefore, it is urgent at this stage to document the special opportunities created for learning by this activity.

We see many possibilities for a follow-up to the MEGA project. We are now in contact with a number of AUAS lecturers who want to play the megagame with their students. We also have people outside the AUAS who also want to do that and/or are interested in working together on this topic.

Thank you!

We want to thank CoECI for making this project possible. Without the financial support we could not have developed the megagame *Age of Intelligence* nor have introduced this innovative educational activity to around 100 students, teachers and other education professionals! In addition, we want to thank Mariska, a HvA student, for the beautiful layout of game assets (cards, board, etc.). We also want to thank Andrey for organizing with us the En-ROADS Climate Change Simulation and we thank the game club Roll the Dice and their members for receiving us so well in the Belo Gallico megagame and for making time during the game and after the game to answer our questions. Finally, we would like to thank all participants in the different

versions of the megagame and workshops for their time, enthusiasm, and their valuable feedback.