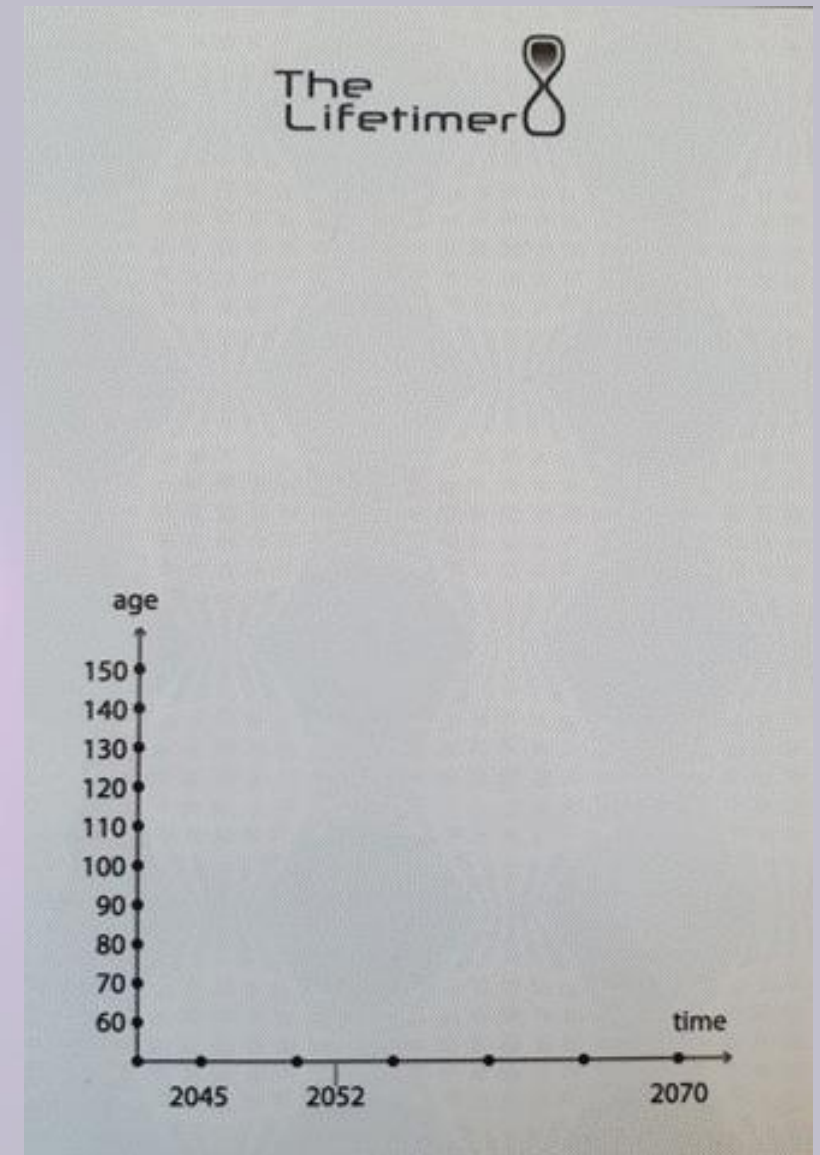


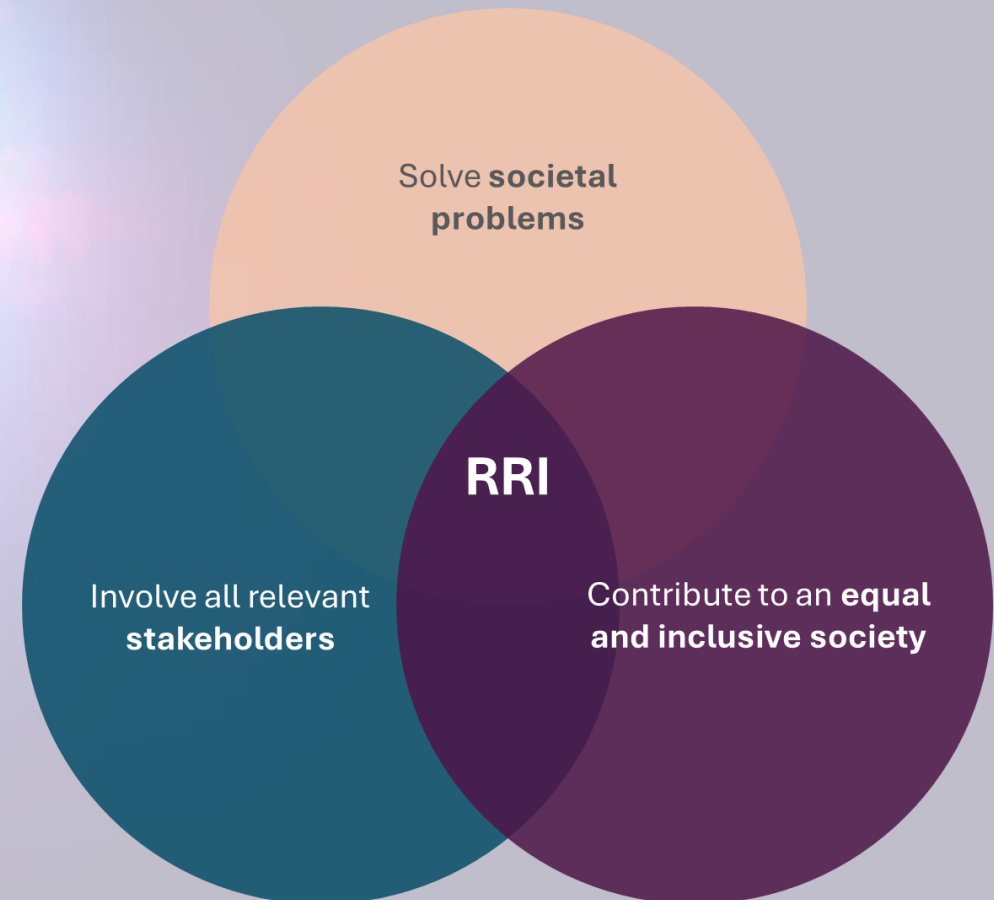
The Lifetimer

What is your life expectancy?



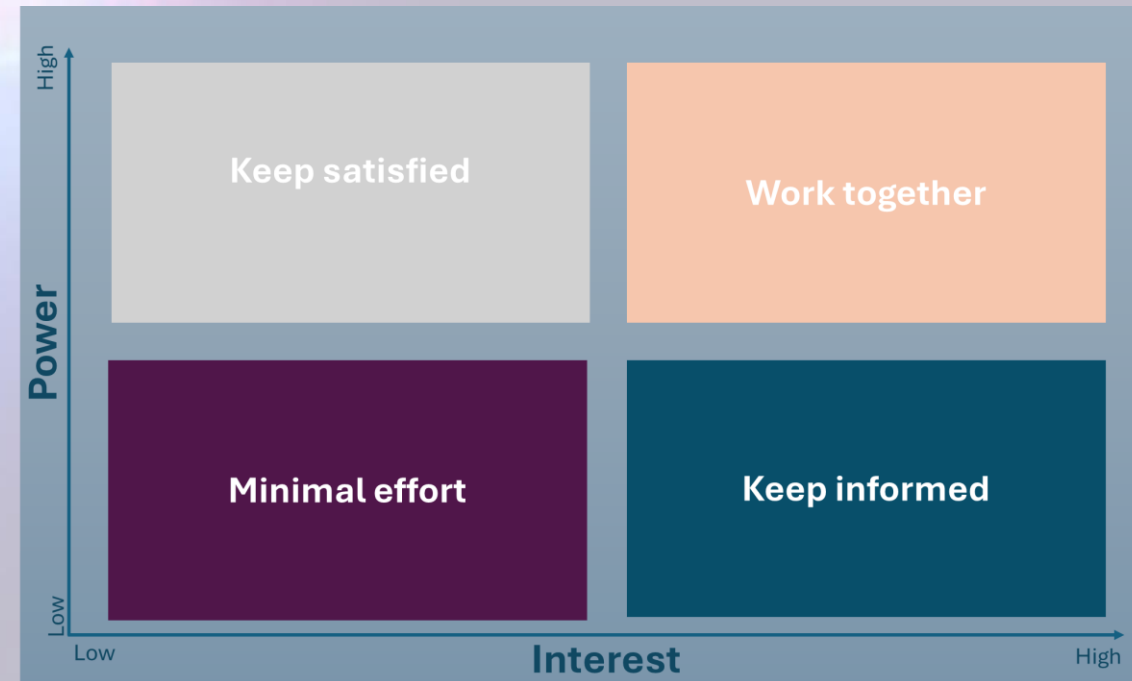
Goals eduLARP

- Reflect on own role in innovation process
 - Concept of Responsible Research and Innovation (RRI)



Goals eduLARP

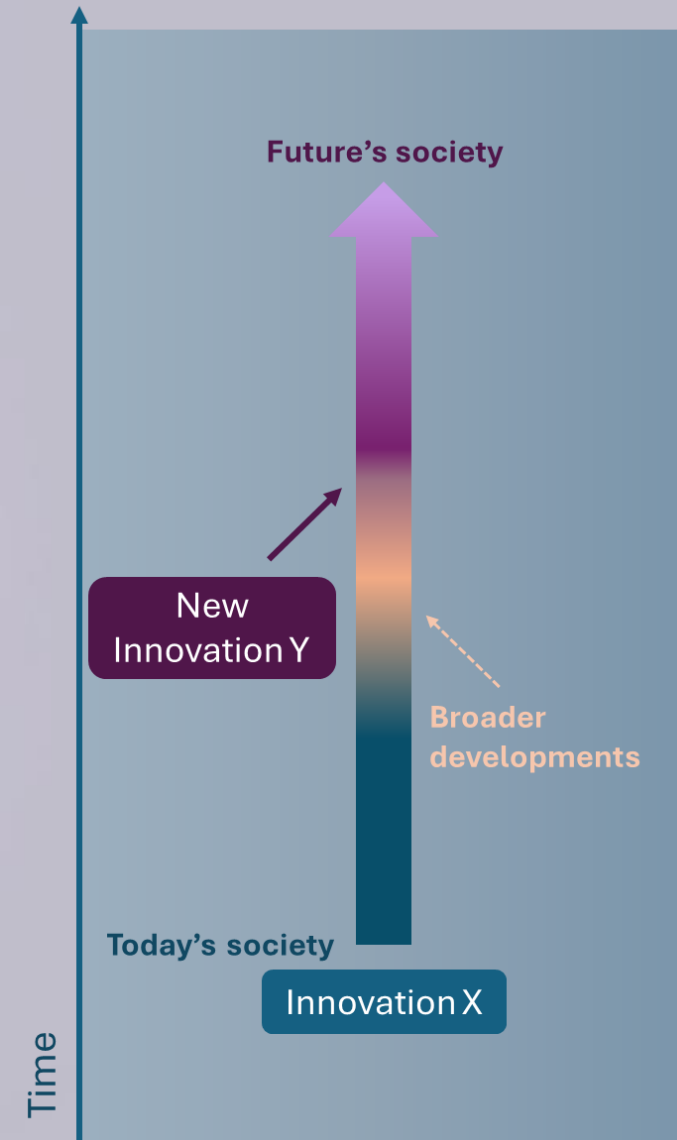
- Reflect on own role in innovation process
 - Concept of Responsible Research and Innovation (RRI)
- Learn about impact and effect of technologies on individuals and on society
 - Impact on various stakeholders



Goals eduLARP

adapted from Geels, 2002

- Reflect on own role in innovation process
 - Concept of Responsible Research and Innovation (RRI)
- Learn about impact and effect of technologies on individuals and on society
 - Impact on various stakeholders
 - Socio-technical change



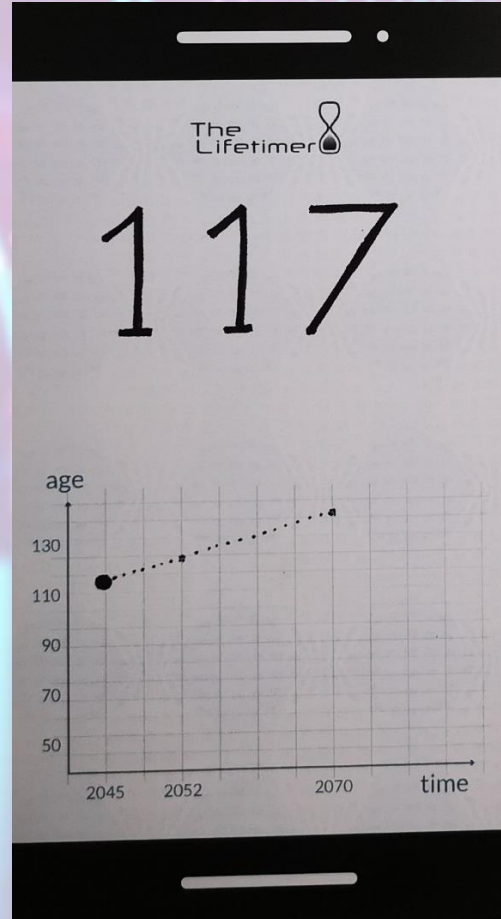
The background of the image is a blurred financial chart with various data series in shades of blue, green, and red. A dark teal rectangular box is centered horizontally and vertically, containing the text "The Lifetimer".

“The Lifetimer”

The world we play in....



The Lifetimer



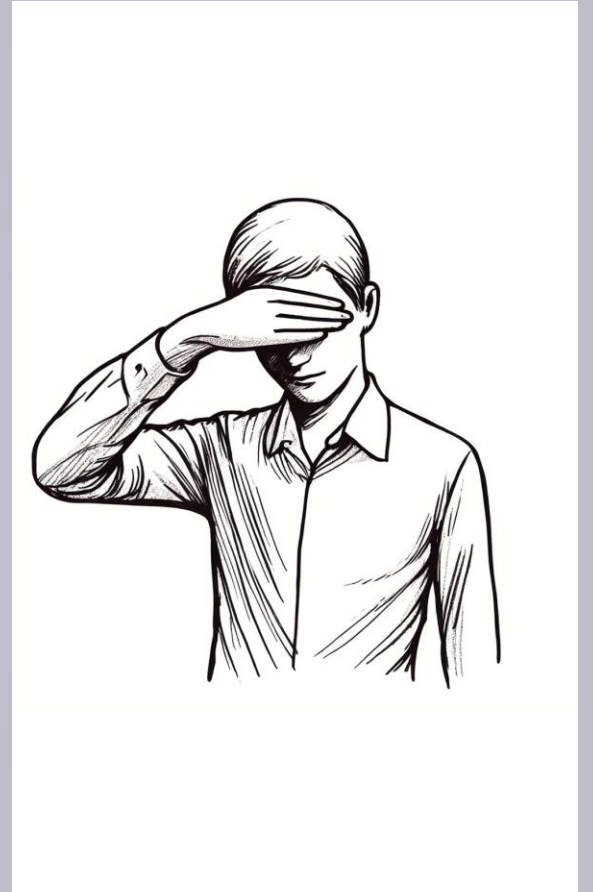
- In body integrated biosensor, measuring bodily function
- App calculates life expectancy (not current lifetime!)
- Life expectancy has become established verification method
- Without technology, life expectancy is only estimated
- In 2045, the average life expectancy is 87 years

The background of the slide features a blurred financial chart with red and green bars and lines, suggesting stock market data. A dark teal rectangular box is centered on the slide, containing the title text.

Playing a LARP

Live Action Role-Play (LARP)

- What is LARP?
 - A book you can read, a movie you can watch, in a larp, you are part of the story.
- Which guidelines are there?
 - Stay in character (phones distract!)
 - Alibi
 - “Yes, and...” each other
 - Safety:
 - You’re always allowed to leave the play
 - Lookdown technique to leave/enter the play or to quickly communicate something
 - Observer role as safety option

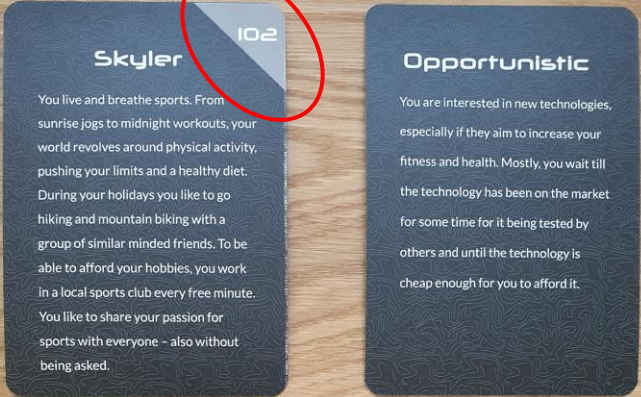


Character cards

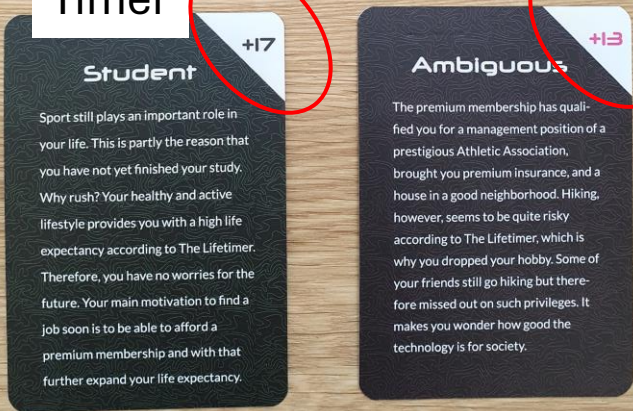
Scene 1



No Timer



Timer



Premium

Scene 2



Scene 3

Non-playing characters (NPCs)

- NPCs provide you with information in-game
- You can ask questions to NPCs in-game



- Morgan Parker
 - Researcher and teacher at university



- Ember Bruins
 - Fellow student
 - Friend of Alex

Warming up and getting into character

- Practice with playing (and having fun!)
- Receive your character cards
- Walk around as your character
- React to statements
- Make relationships
- Receive your Lifetimer

The background of the entire image is a blurred financial chart with red and green bars and lines. A dark teal rectangular box is centered horizontally and vertically, containing the text "Scene 1".

Scene 1

Set your Lifetimer – scene 1

How did the experiences during the 1st scene influence the lifestyle of your character?

- “I want to change my lifestyle immediately” +5 LP
- “Lecture had no impact on my lifestyle” +0 LP
- “I don’t believe this crap” -5 LP

Set your Lifetimer – scene 1

Old life expectancy
+ Life expectancy from character card
+ Life expectancy from choices scene 1

New life expectancy

Example

85 (Old life expectancy)
+17 (Life expectancy from character card)
- 5 (Life expectancy from choices scene 1)

97 (85+17-5) = New life expectancy

Introducing scene 2....



The background of the entire image is a blurred financial chart. It features a candlestick chart with red and green bars, overlaid with a green line graph and various data points. A specific value, '+11,00.00', is visible on the chart. A dark teal rectangular box is centered horizontally and vertically, containing the text 'Scene 2'.

Scene 2

Set your Lifetimer – scene 2

How did the choices you made during the 2nd scene influence the lifestyle of your character?

- “My Lifetimer would be proud of me” +10 LP
- “I stay true to myself” +0 LP
- “I know best what is good for me, not a technology” -10 LP

The background of the entire image is a blurred financial chart with red and green bars and lines. A dark teal rectangular box is centered horizontally and vertically, containing the text 'Scene 3'.

Scene 3

Introducing scene 3....



The background of the image is a blurred financial chart with various data series in shades of blue, green, and red. A solid teal rectangular box is centered horizontally and vertically, serving as a backdrop for the title text.

Reflection

Bleed

- Emotional crossover between a player's real-life feelings and experiences of the character
- *Bleed-in*
 - Players personal emotions, thoughts and experiences influence character
- *Bleed-out*
 - Emotions of the roleplay may affect players real-life mood, behavior or decisions



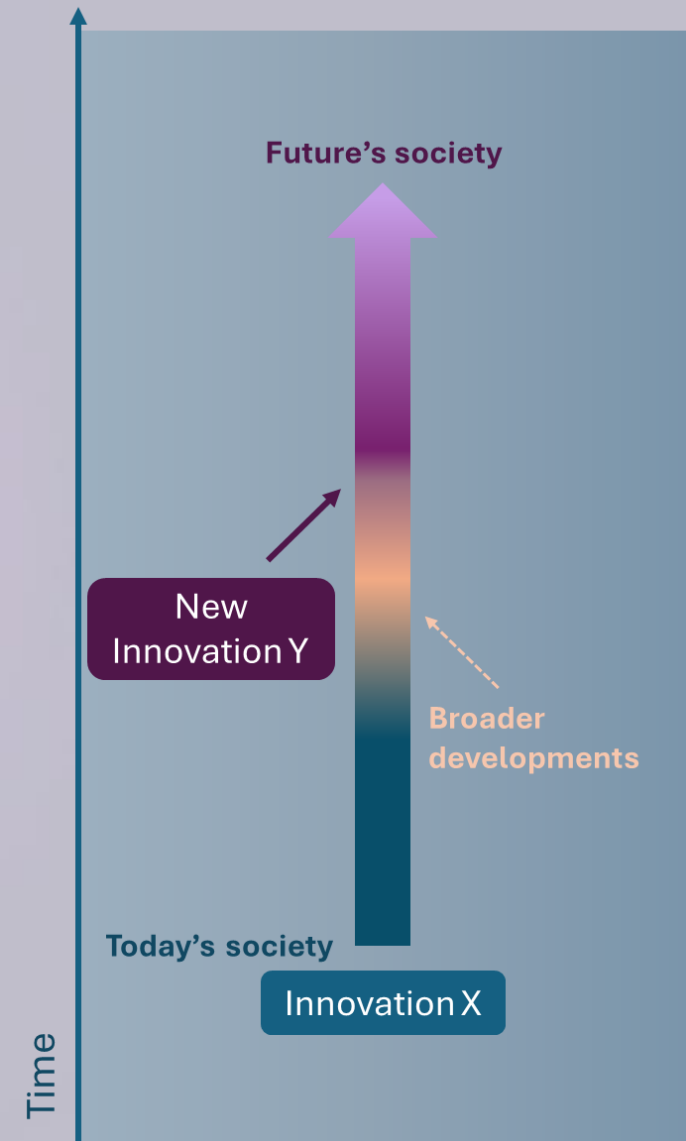
Reflection

Did your character vote 'for' or 'against' the technology?

How would you vote? 'For' or 'against' the technology?

Reflection – theories

- Broader developments and new innovations develop into future's society
 - New values/norms
 - Rules and regulations
 - Infrastructure
 - Environmental aspects
 - User practices
- Innovation placed on the market by technology firms (technology push, innovation race)
 - Not all relevant stakeholders involved
- Quickly integrated in various part of society (work, school/university, social platforms, etc.) and difficult (not possible) to stop
 - Equality/accessibility of innovation?
 - Who is taking responsibility?



Reflection – insights



How could you integrate
the experiences in your
future professional life?

Questions: v.c.schulzегreiving@saxion.nl