Evidence Informed Policy Through Simulation Games

A PRACTICE IN COLLABORATION

REPOPA PROJECT EVIDENCE BRIEF no. 1

a document for policymakers & researchers

1. COLLABORATION WITHIN NETWORKS

The EU funded REPOPA project operates in 20 EU member countries in areas such as sports, public health, and business. The project's objective is to promote knowledge, awareness, and understanding of evidence-informed policy making. Prior to the pandemic, REPOPA researchers conducted a series of workshops in each country, bringing together experts in evidence-informed policy making from various sectors: Government, Citizen Representatives, Expert in Discipline, Private Sector, NGO/Public Company, and Educational Institution.

2. THE PARTICIPANTS

Romania
Denmark
The Netherlands
Government
Citizen Representatives
Expert in Discipline*
Private Sector
NGO/Public Company
Educational Institution

*Expert in Discipline includes professionals in the fields of policy research, medicine, sport, public health, business, politics, etc. See full report for details.

3. SIMULATION GAME

A destination that tickled the Fancy and the Mind: Involves individual and collective reflections on the value of interaction among the various participants in the groups. The simulation game was inspired by the game "The New World" and uses the title "The Impact of Evidence on Public Policy Making." The game is played in a group setting and involves role-playing and group discussions. The game aims to simulate different scenarios and outcomes that may arise from evidence-informed policy making.

4. GAME ADAPTATIONS

Rosendal, NL
- Used simulation game to engage participants from regional health policy makers, including regional and local health authorities.
- Aims to increase the understanding of the value of collaboration among participants from different sectors.

Elmora, DK
- Used simulation game to engage participants from the public health sector, including healthcare providers and researchers.
- Aims to increase the understanding of the value of collaboration among participants from different sectors.

Olga Napoca, RO
- Used simulation game to engage participants from the public health sector, including healthcare providers and researchers.
- Aims to increase the understanding of the value of collaboration among participants from different sectors.

Outcomes:

- Increased awareness and understanding among participants about the importance of evidence-informed policy making.
- Increased collaboration among participants from different sectors.
- Increased understanding of the impact of evidence on public policy making.

What is REPOPA?

REPOPA is a project funded by the European Commission that brings together experts from various sectors to develop and implement evidence-informed policy making. The project aims to increase awareness and understanding of the importance of evidence-informed policy making among policymakers, researchers, and practitioners.

WANT TO KNOW MORE?

This full report can be found on the REPOPA website at www.repopa.org.

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