



New Games

for Education on Standardization

Under the auspices of the Danish Standards body three new simulation exercises have been developed in collaboration with United Knowledge, Jorrit de Jong and DIRoS. The games aim to introduce academic students to standardization in a playful way in areas as diverse as engineering, sociology, economics and law. They aim to raise the

awareness of students on standardization, trigger their interest, and increase their understanding of what standards are, how they are developed and their possible effect. The games take between 1 to 2,5 hours. No prior knowledge is required. They can be played with 8 to 50 participants.





The 3 Games

Good teaching! – On the meaning of standards

The learning goal is to understand what standards are, what they are for, and how they are developed in consensus building processes. Participants work in groups on a standard for 'good teaching'. A framework is used to help understand the conceptual differences between different kinds of standards and different approaches to standardization. 60-90 minutes.

The Sky is the Limit – On standards and innovation

The learning goal is to understand how standards in general – and regulatory standards in particular – can hinder and promote innovation. Participants take on a role and negotiate a few simple rules that would be needed if a new invention – the Autocopter – becomes a commodity. An analytic framework is used to help understand the conceptual differences between prescriptive and performance standards and explore their effect on innovation. 90-120 minutes.

Multistuff Inc. – On standardization and business strategy

The overall learning goal is to develop an analytic understanding of how standards may influence a market. This includes public value as well as how standards impact the business's competitiveness in a market. The participants play the role of members of the board of a fictional company Multistuff Inc. that is active in diverse markets or the managers of an investment fund. In each case the participants discuss a series of business decisions regarding standardization in small teams. Each decision is evaluated afterwards from several perspectives. 180 minutes.

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