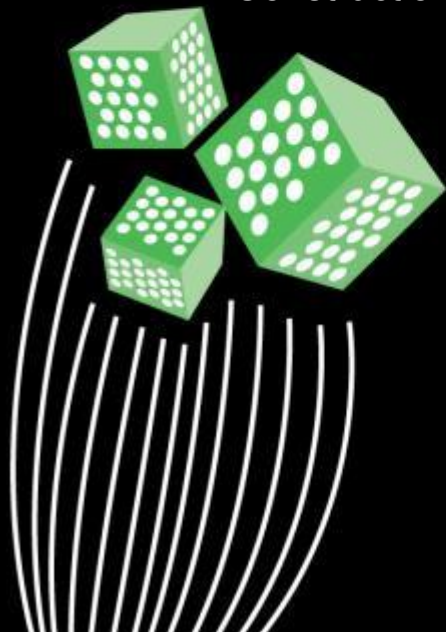




The Expansive Hospital Game

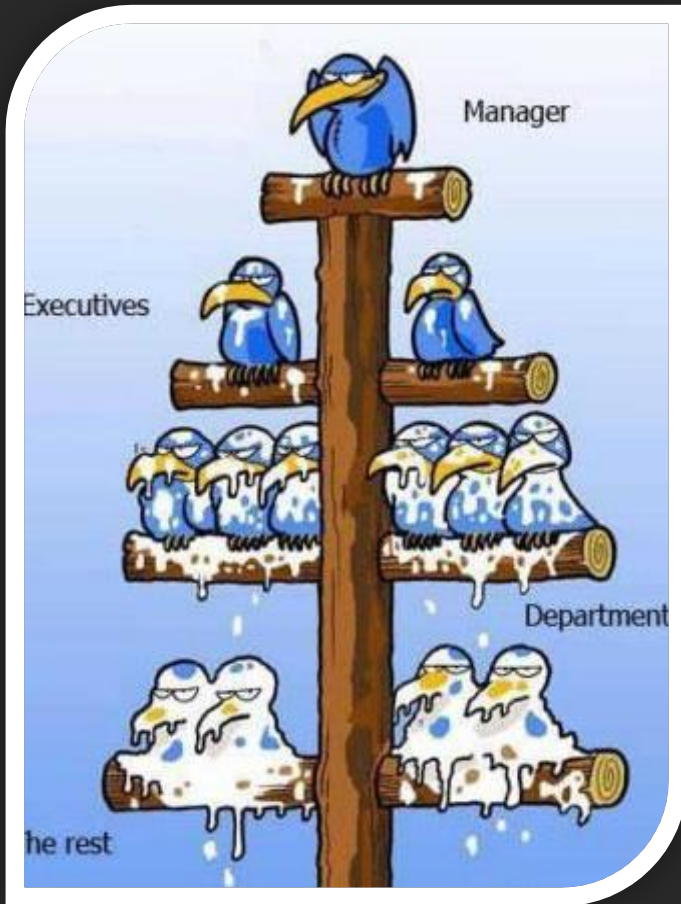
Frederick van Amstel, PhD Researcher

Construction Management & Engineering Dept.

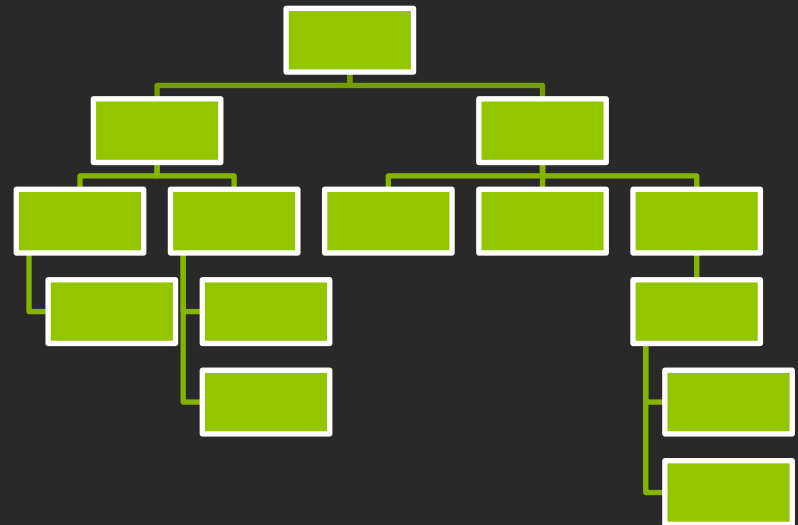


BIM Werkplaats

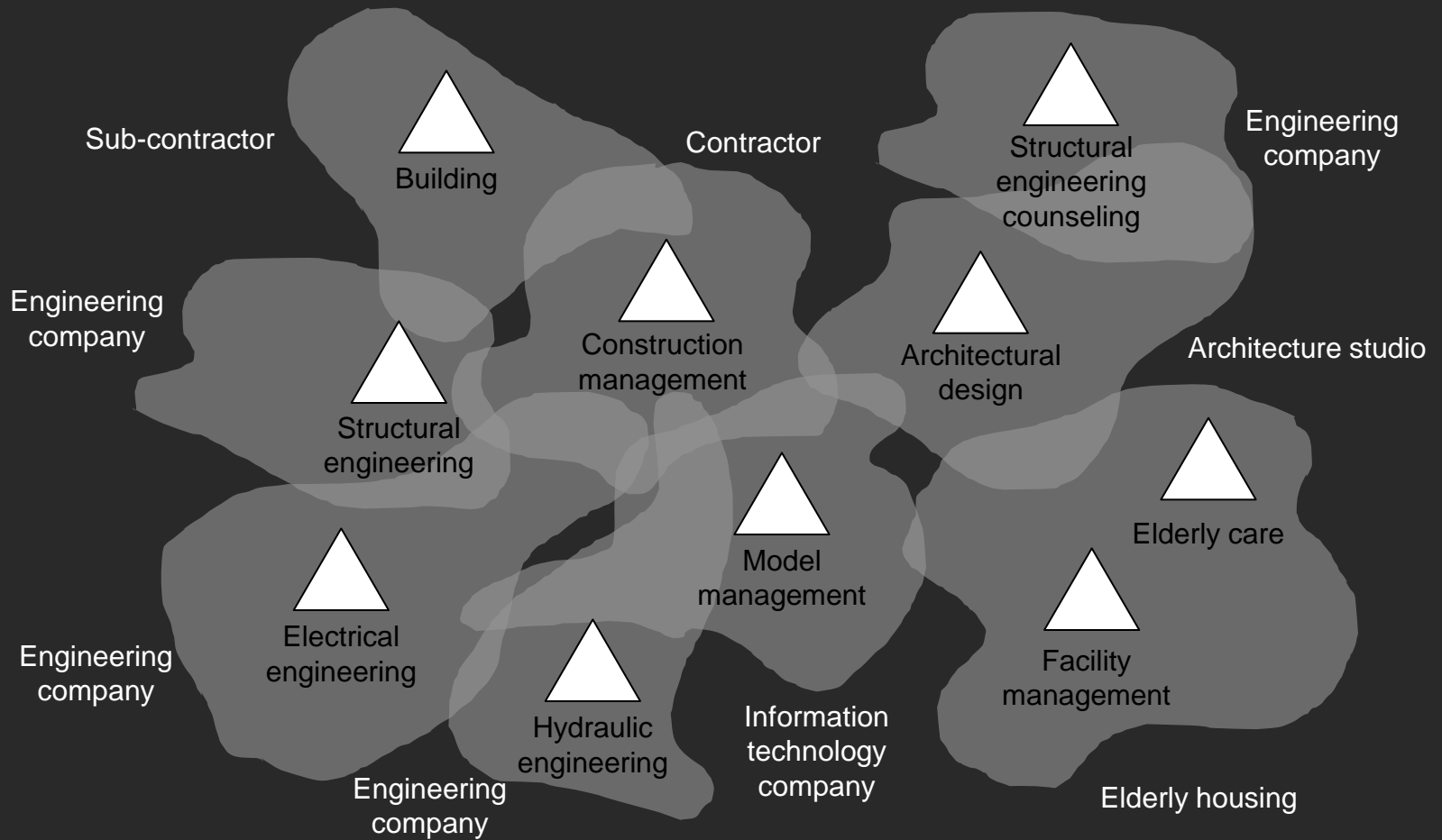
This is not how healthcare construction projects do organize



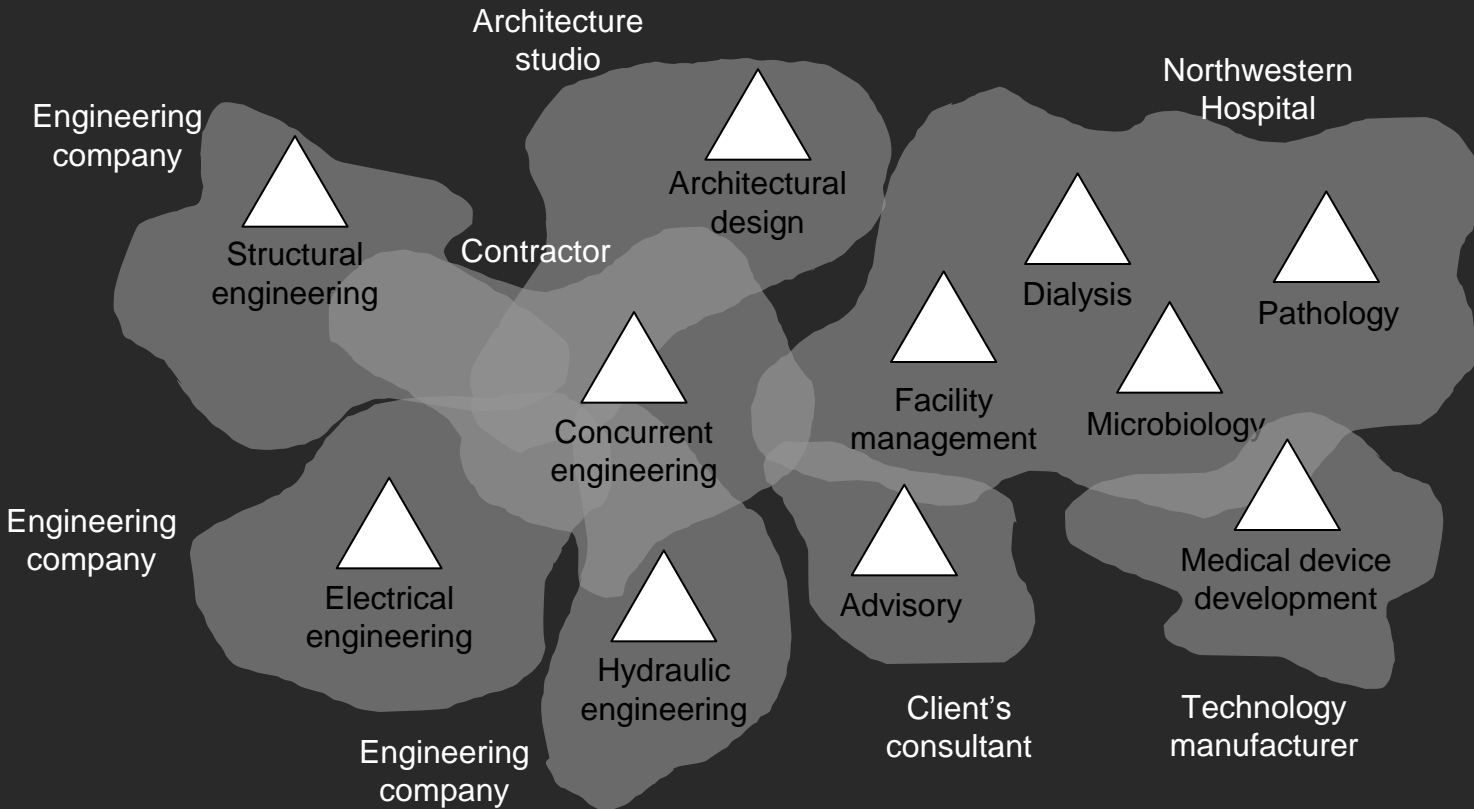
Top-down hierarchy



Healthcare construction projects emerge amidst the boundaries of many organizations



Collaboration across organizations is not easy



How to learn collaboration in multi-organization projects?

Welcome to the Expansive Hospital Board Game!



- Fun and safe way to try
- Simulate long processes (25 years in 2 hours)
- Highlight the consequences of player's actions

Game plot: constant hospital expansion

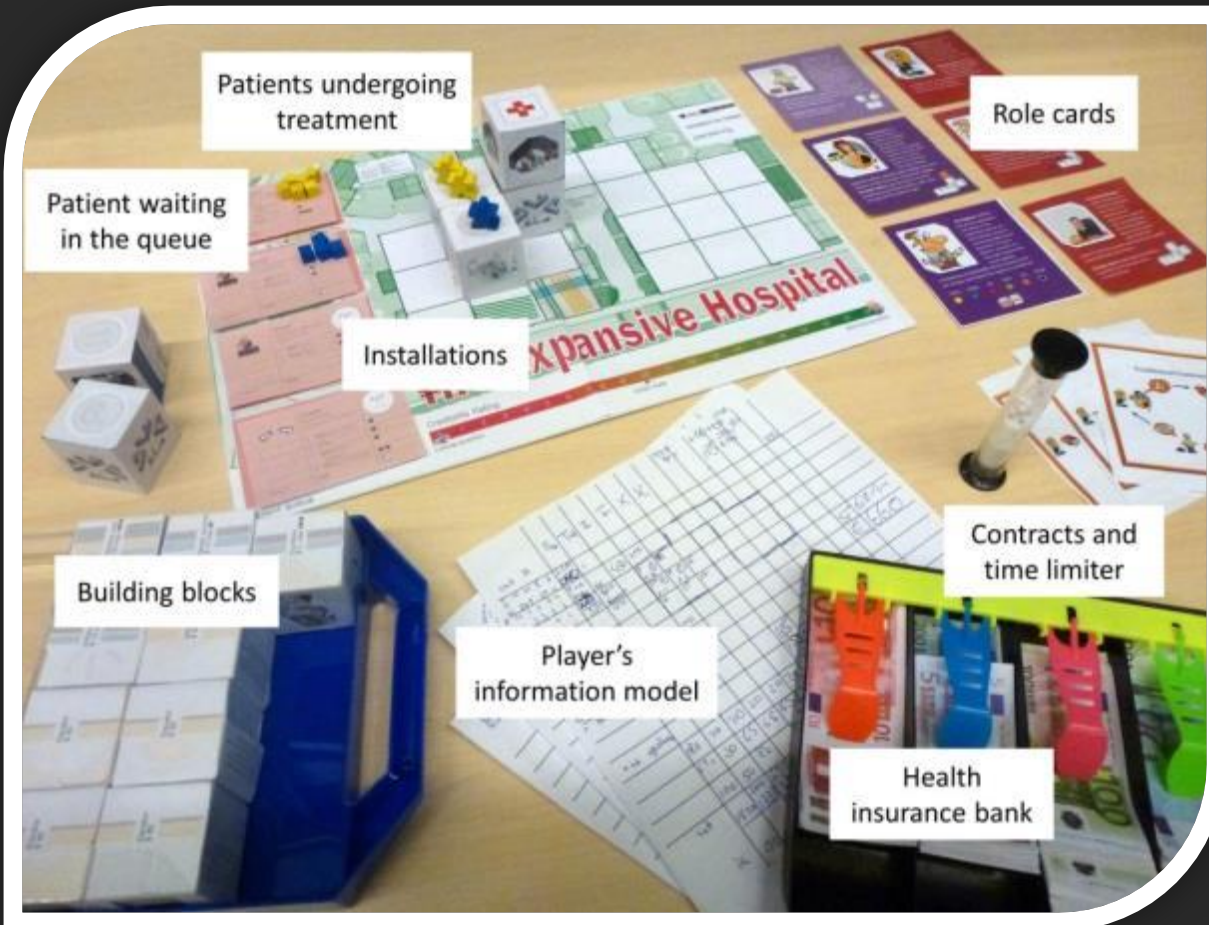




Game plot: constant hospital expansion



Game components





Game roles



The Architect



The Engineer



The Builder



The Director



The Facility Manager



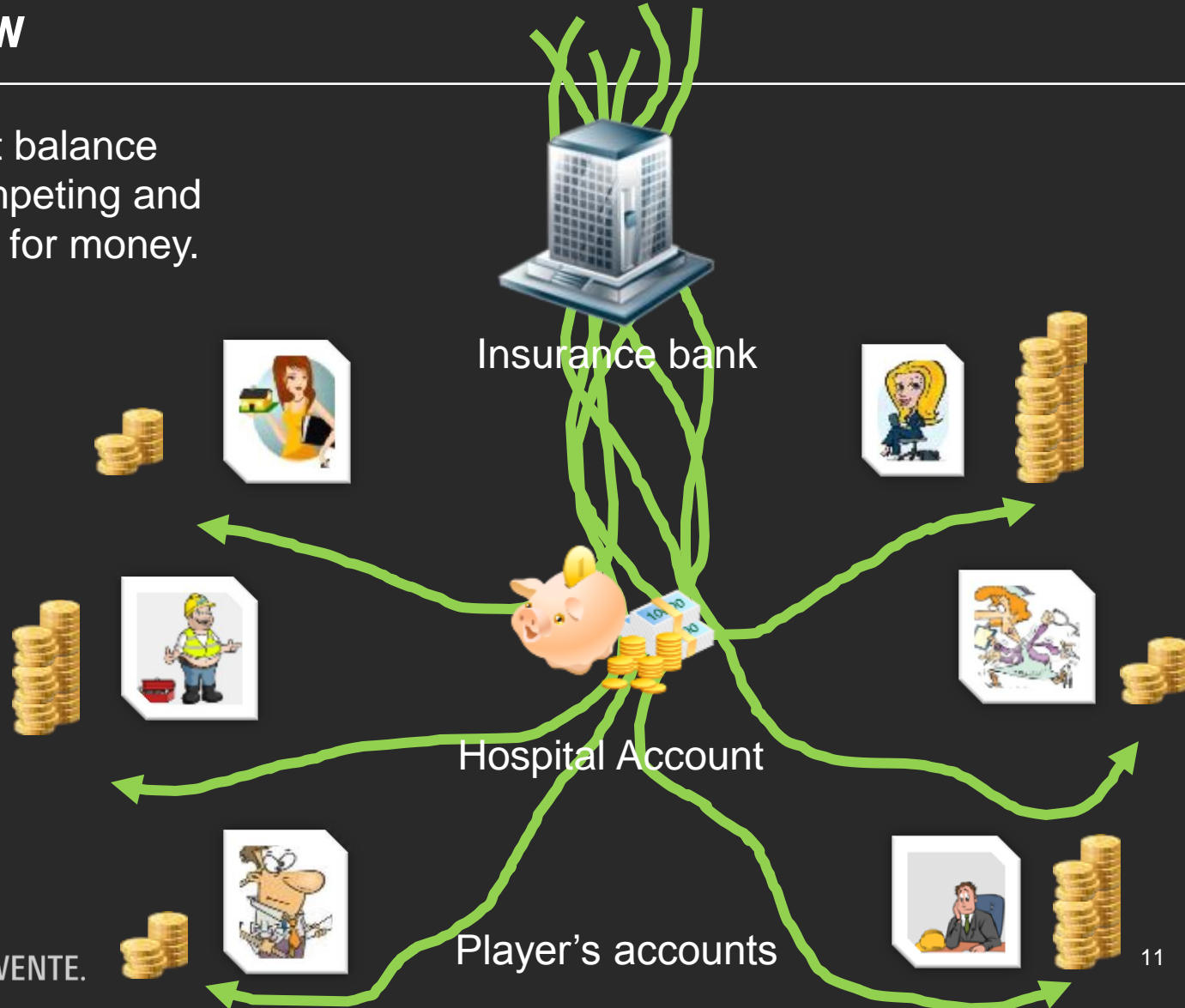
The Nurse



Successfully treated patient

Money flow

Players must balance between competing and collaborating for money.

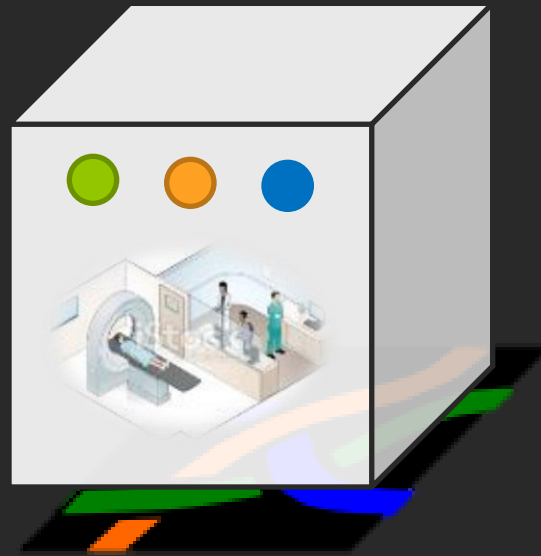


Building rules

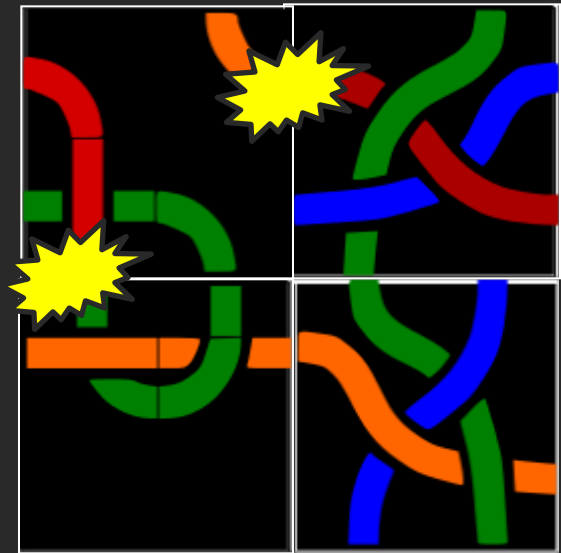


Requirements

Building block









Service layer

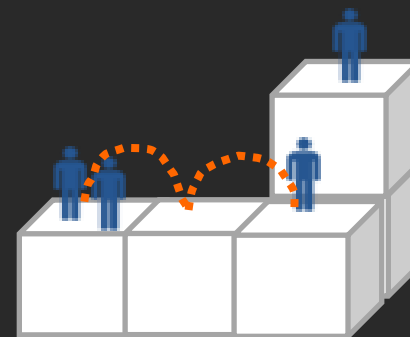


Clashes

Operating rules

	Heart Attack A clot blocks the blood through a coronary artery.	
	1. OPER ation theater	
	2. INT ensive Care	
	3. DOR mitory	
Freq. 3	\$500	

Patient card



Patient pawn



Income

Information strategies



Players must keep information, since it gets easily lost.



Contract types

Moderating the construction guys.



Traditional



Fast-track

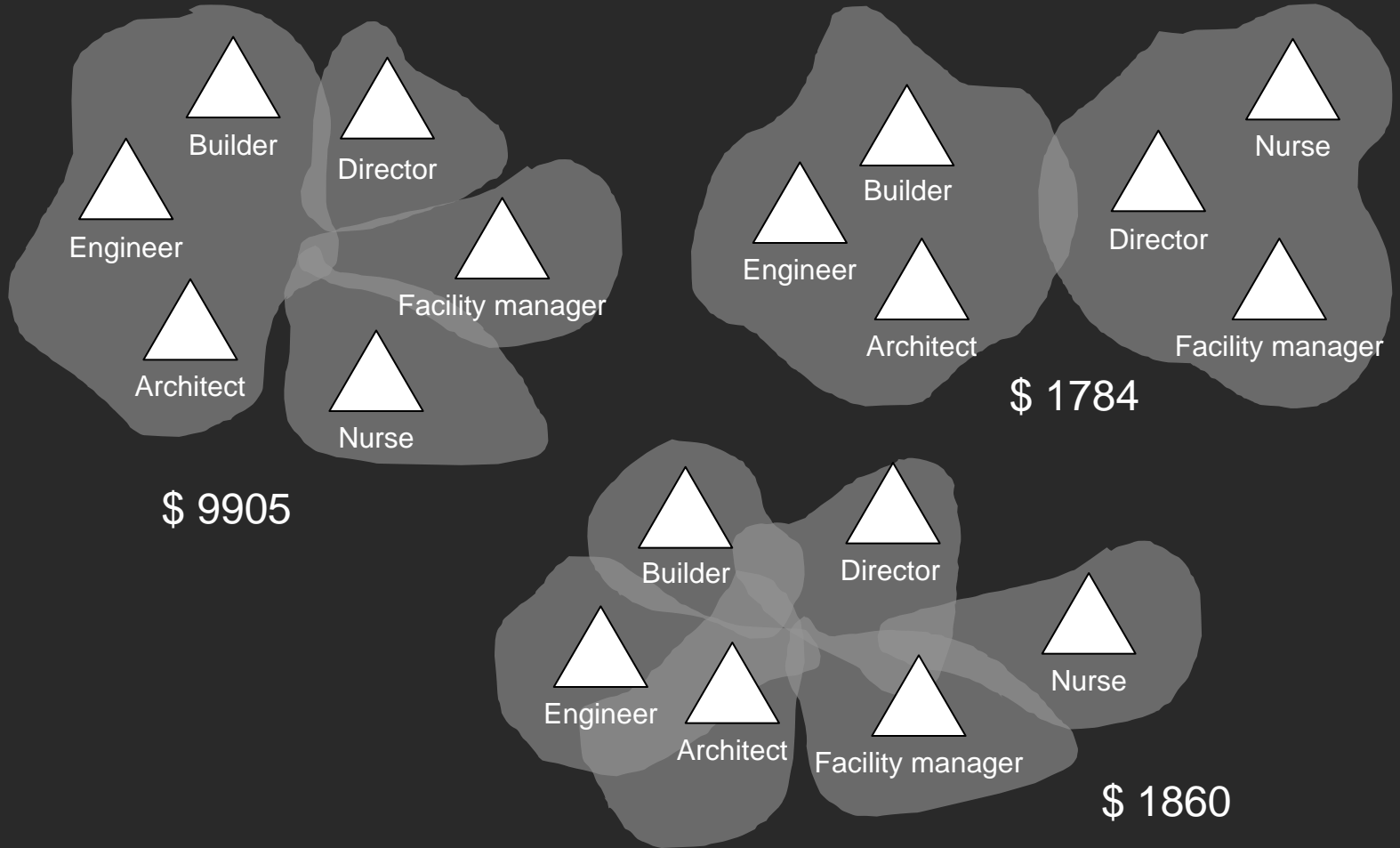


Integrated

Playtesting results



Organization performance



Learning outcomes

- Contracts have a great impact on collaboration
- Collaboration is a free choice
- Tendency to egoistic behavior when the stakes are high
- Players begin to collaborate when they realize the big picture
- Information models help seeing the big picture

The fun test





My Research Interests



- Participatory Design
- Activity Theory
- Cultural Studies
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