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Poster Presentation

The Board Game for "Changing Arctic" as a Tool for Education and Collaborative Research

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ABSTRACT

I have developed a tool for learning "Changing Arctic." This tool is aiming a new type of outreach for Arctic issues, highlighting the needs of scientific knowledge and broad perspective for decision-making. The design of the tool requires close collaboration between natural scientists and social scientists, and the tool itself turned out to be a tool to stimulate interdisciplinary discussions among the researchers. In general, we face challenges in finding effective strategies for the mitigation of environment changes with the good social understanding. One of the major reasons for that is a gap between the views of scientists and societies, or the natural sciences and the social sciences. It is necessary to bridge this gap to enhance the use of scientific knowledge as a basis for decision-making. To communicate and transfer the research result from scientists to the people or decision-makers, I have developed this learning tool for Arctic Science, Culture and Governance in collaboration with Miraikan, a Japanese national science museum. This learning tool is in the shape of a board game, with introductory information of Arctic changes and their impacts on northern societies. By playing this tool, players can seat themselves at the table of negotiation as scientists, business people, diplomats or indigenous peoples, to balance the demand for economic development with the need for environmental protection. This activity is a part of the "Arctic Challenge for Sustainability project (ArCS)," funded by the Ministry of Education, Culture, Sports, Science and Technology of Japan. It is a new attempt for the public relations of a national project.

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