

AN ADAPTIVE SCORE MODEL FOR A POLICY-MAKING EDUCATION GAME

In this work we regard policy making as the process of pursuing the attainment of multiple, often conflicting objectives. Different objective evaluations equal to different policy implementations/measures. This process infuses a notion of subjectivity into policy making which has to be appreciated by the citizens in order to achieve public acceptance and enhance transparency. In order to assist the citizens understand the policies, we propose a web-based game called Poliglob in which citizens learn the objectives and their tradeoffs through interactions and visualizations. This work focuses on the game score model which is counting in both the correlation of the user selection to the various optimal (pareto) solutions but also the user prioritization of objectives' importance.

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