

# P-CUBE

## The game

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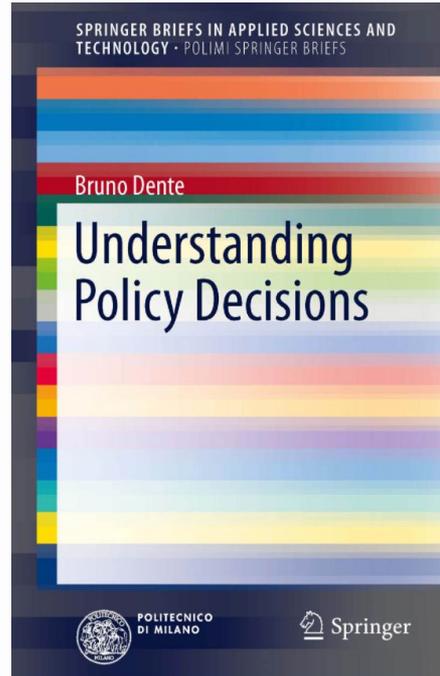
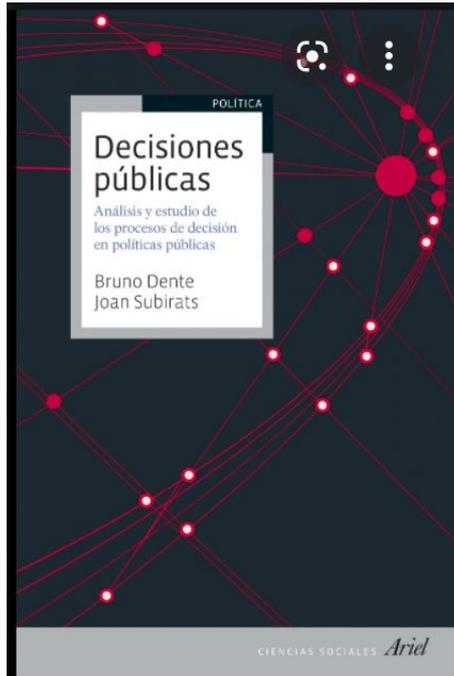
# Premessa:

- Cambiamenti non incrementali delle politiche sono difficili ma non impossibili
- Non avvengono (soltanto) perché esiste un problema da risolvere o perché si sta proponendo una buona idea
- Avvengono perché qualcuno mette in campo una strategia
- Queste strategie non sono un'arte ma si imparano

## Gli elementi del gioco:

- Il *policy entrepreneur*: i giocatori
- La *missione*: il policy change
- Gli *attori*: oppositori, alleati o non rilevanti
- Le *risorse*: politiche, economiche, legali, conoscitive
- Le *strategie*: le azioni da mettere in campo per assicurare il cambiamento

# Riferimenti:



# Come si gioca:

## 1. Studiare la missione:

**SERVICE PROVISION IN CRISIS TIMES: SCHOOL FOOD MEALS FOR VULNERABLE CHILDREN**

School feeding programmes can be crucial for the educational performance and the health of children. These programmes are particularly important to the most vulnerable children. The history of free meals provision to schoolchildren in country X can be traced back to the 1900s, when, after 40 years of implementing compulsory elementary, hundreds of thousands of poor children regularly went to school underfed. Since the very beginning of the policy, Local Entities

REQUIRED RESOURCES

 >0



## 2. Fare una delle seguenti cose:

### A. Scegliere una strategia

- 1 Abandon project
- 2 Try another strategy

### B. Scegliere gli attori (risorse)

EUROPEAN COUNCIL

EUROPEAN COMMISSION

DG REGIONS - EUROPEAN COMMISSION

DG COMPETITION - EUROPEAN COMMISSION

DG ENVIRONMENT - EUROPEAN COMMISSION



### C. Valutare la fattibilità

FEASIBILITY



STRATEGIES:

LEFT-WING PARLIAMENTARY MOTION, PARLIAMENT PETITION BASED ON A CIVIL SOCIETY NATIONAL ADVOCACY CAMPAIGN

ACTORS:

NATIONAL GOVERNMENT, RIGHT-WING PARTY, LOCAL COUNCILS, LEFT-WING PARTY, PUBLIC FIGURE, LEFT-WING MEDIA, SOCIAL RIGHTS ASSOCIATIONS

 -150

 0

 -450

# Gli obiettivi:

- Insegnare analisi e strategie dei processi decisionali
- Insegnare contenuti settoriali e discutere casi complessi
- Far lavorare gli studenti su casi realistici
- Insegnare soft skills
- Dare strumenti analitici ai practitioner
- Migliorare l'esperienza di apprendimento/insegnamento

# Cosa stiamo facendo:

## 30 missioni:

- 15 urban
- 5 EU policy
- 5 Science and policy
- 5 Social policy  
(school meal,  
algorithm, asylum  
seekers, labour  
rights, quality in care)

## Materiali di supporto:

- Stand alone  
Module
- Instructor's manual
- Literature reviews

## Software:

- Content  
Management  
System

# Content Management System:



# Il questionario:

- <https://docs.google.com/forms/d/e/1FAIpQLSe8sACrCJUPE0K0BGZNOQCqP-u8rKVnaQFBudieJkJIDjljw/viewform>



## Tell us what you think!

Hello! We hope you enjoyed the game and we'd like to hear your opinion. We are currently working on this prototype and your suggestions (and critiques) can really help in improving the game. The questionnaire takes about 5-10 minutes.



## Website

For further and updated information  
about this project please see:  
[www.p-cube-project.eu](http://www.p-cube-project.eu)

## Contacts

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## Project partners:



**POLITECNICO**  
MILANO 1863

