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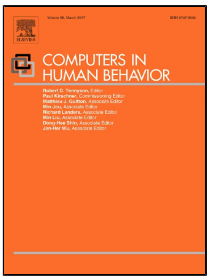

Lessons learned about the development of digital entertainment tools for experiments on Resources Division

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- Games are presented as tools to researches on resources distribution.
- Lessons learned during exploration, ideation, prototyping and development are listed.
- Recommendations are presented, especially for academic teams.
- Examples illustrate the translation of dilemmas into children oriented games.

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