

1-many Teams

3-5 players per Team

Setup time: 5 Min

Unfacilitated: Learn rules on the go

GRANTED™

THE RESEARCH GRANT GAME

ESHIP: Navigating Uncertainty is an award winning educational board game by Rajiv Vaid Basaiawmoit. It simulates uncertainty in an entrepreneurial process. It is being used in over 20 countries.

GRANTED is a contextualisation of ESHIP: Navigating Uncertainty that is more suited to researchers. The focus here is on uncertainty that one may encounter in a collaborative grant writing process.

GRANTED helps teams **construct a skeletal research grant proposal** whilst navigating intrinsic and extrinsic factors that simulate real-world uncertainty.

A **companion digital tool** adds an extra layer of competition and also functions as a documentation tool for the valuable ideas and discussions for easy access later when building on the skeletal proposal developed in-game.

Collaborative grant writing: a key skill in an interconnected world.

Increasing complexity of challenges around us require us to collaborate much more than ever.

The world of research grants is highly competitive and one that is also fraught with high uncertainty.

Uncertainty occurs due to the competitive and complex funding landscape, constantly changing trends, internal pressures, and alignment of objectives and intentions of the collaborating research groups.

KEY OUTCOMES

- Get insight into working styles of your potential collaborators
- Align your project aims
- Rough-test your proposed hypotheses
- Maybe, just maybe, get the funding..

Available as

Stand-alone version

Add-on Expansion for the Original ESHIP: Navigating Uncertainty Game.