

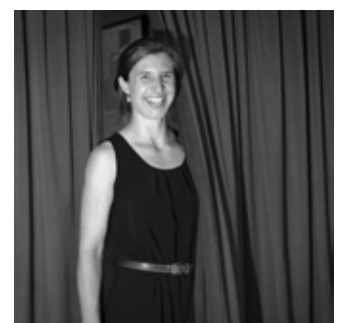
Innovative ideas in the Creative Sector

Barataria, Educational Economic Games

Barataria aims to simulate simple economic systems in forms of real life games, for both adults and children. On the one hand as an enjoyable and hands-on way of doing economic education, and on the other hand in order to simulate and test alternative economic systems for which no data from the real world is available.

Real-life games that simulate an economy have the potential to enliven economic education, and make it accessible to a young age. Furthermore, we are free to tweak any variable in the game to test hypotheses about economic policies that would be unethical to test on real economies. The first question I want to address is whether demurrage has the potential to diminish harmful aspects of capitalism.

The innovator behind this idea, Ellen Maassen, looks at the economy with the perspective of a computer scientist and designs games from her rich experience as an educator.



Ellen Maassen, Junior teacher, Vrije Universiteit Amsterdam