

International Agency for Research on Cancer

in cooperation with

IU Internationale Hochschule

is seeking

members of the public who help design and development a digital game on mobile communication and health

A digital game?

- The game will be about science communication, i.e. how science is communicated with members of the public. Its topic is mobile communication ("5G") and health.
- Its aim is to foster a better understanding of science.
- The game will be designed not only for "gamers", but for everyone.

What is your role?

- Together with 5-7 other people from various European countries, you become part of our **Citizen Advisory Board (CAB)**.
- As a member of the CAB, you advise us, the researchers (details on us on the next pages), in the game development.

What is your contribution?

- As member of the CAB, you make key contributions to the content and functionality of the game.
- You play pilot versions of the game and bring in your own ideas about the game.

What does participation look like?

- You take part in monthly virtual meetings for six months.
- You will take part in a face-to-face workshop (Munich, Germany: January 19 and 20, 2024).

Who are we looking for?

- Several People (18+) from different European countries.
- Academic laypersons, interested citizens, "gamers" and "non-gamers".
- A good knowledge of English is required (workshop language).

If you are interested, please contact us at zupunskil@iacr.who.int by December 10, 2023; further contact details can be found on the last page.

Workshop Munich



January 19 and 20, 2024

Campus of IU Internationale Hochschule Munich
Berg-am-Laim-Straße 47
81673 Munich, Germany

Costs incurred for transportation (including flight and train), accommodation and meals are financed from project funds - you do not incur any costs of your own.

Background information on the project

The spread of wireless communication and its infrastructure has increased significantly in recent decades. The latest 5G mobile communications standard enables higher data transmission rates and lower transmission latencies. The project *Scientific-Based Exposure and Risk Assessment of Radiofrequency and mm-Wave Systems from children to elderly - 5G and Beyond (SEAWave)*, funded by Horizon 2020 (European Union) and SERI (Switzerland), contributes to the assessment of potential health risks, and tries to provide means for an effective communication of the results. The work package “Risk Communication” of the SEAWave project is dedicated, among other things, to the question of how the communication of scientific results is perceived and understood by citizens.

As part of the project, a digital game (serious game) is to be developed in collaboration with interested citizens to enable users playing the game:

- ... to gain information on basic concepts of communicating scientific results in a short time and in an interactive format.
- ... to find out more about the overarching topic, the scientific risk assessment of 5G mobile communications.

The first step is to establish a citizen advisory board, which will work together with the researchers to determine the content and mechanics of the game and provide regular feedback on the current status of the project.

The work package “Risk communication”

The aims of the project are:

- Identify fundamental factors influencing how scientific communication is perceived and understood.
- Development of a framework that can explain the influence of these variables on the perception and understanding of scientific communication.
- **Planning, development, and provision of a suitable measure to foster knowledge and understanding of these influencing factors.**

We see the above-mentioned serious game, which is to be made available to interested citizens, as a suitable measure. The citizen advisory board accompanying the planning of this game will have a significant influence on the content and functionality of the game. For this purpose, we are looking for several citizens of the European Union who would like to get involved in the project.

Your contribution

As part of the citizen advisory board, you will take part in regular virtual meetings (once a month for six months) and a one-off workshop on site (Munich, Germany). You are not located in Munich? All transportations, accommodation (up to three nights included), and meals are financed and provided by project funds. Arrival and departure can be planned individually. For example, it is possible to book your return journey for a later date through us without incurring any costs of your own. In the virtual meetings, you will have the opportunity to participate in the planning and development of the game, to contribute your own ideas regarding the game design, and to discuss the central content of the game together with the research partners. In the aforementioned one-off workshop on site, on the other hand, you will be introduced to the topics of communicating scientific results, the background to mobile communications technology and 5G, and come into contact with the first prototypes of the

game. Game tests and group discussions will be used to work out the advantages and disadvantages of planned game content and mechanics. You will also have the opportunity to exchange ideas with researchers from various areas of mobile communications research and relevant authorities.

Your profile

To participate, you do not need any prior knowledge of 5G mobile technology or science communication. However, you should be at least 18 years old, fluent in English and interested in continuous participation (monthly virtual meetings) over a period of six months and be willing to attend the workshop in Munich, Germany.

Does that sound interesting? If you decide to participate, you will be making a substantial contribution to fundamental research in the field of mobile technology and science communication.

Leading university is the IU Internationale Hochschule, based in Germany, in cooperation with:

- Aristotle University of Thessaloniki, Greece
- French National Frequency Agency, France
- Foundation for Research on Information Technologies in Society, Switzerland
- German Federal Office for Radiation Protection, Germany
- Greek Atomic Energy Commission, Greece
- International Agency for Research on Cancer, France

You can find more information about SEAWave at:

<https://seawave-project.eu/>

More information on the work package “Risk Communication” of the SEAWave project can be found at:

<https://www.iu.de/en/research/projects/seawave/>

If you are interested, please contact us by December 10, 2023 at:

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