



Autumn School 2026

Digital tools and serious games for nature restoration: Bridging science, policy and practice

University of Aveiro, DBIO, Room 18
26 to 30 October 2026

Trainers



Ana Lillebø
CESAM, University
of Aveiro



Christoph Schröder
ETC, University of
Malaga



Anis Guelmami
Tour du Valat



Frederike Tirre
CAU, University of
Kiel



Dennis Nissen
Naymspace Software

Monday, 26 October 2026

Time (WEST)	Session
8h45 – 9h00	Reception and registration of the participants
9h00 – 10h30	Setting the Scene: Nature Restoration Regulation and the digital transformation of environmental decision-making
Coffee break (10h30 – 11h00)	
11h00 – 12h30	Introduction to decision-support systems, serious games and participatory tools Digital tools for environmental governance and NRR implementation
Lunch (12h30 – 14h00)	
14h00 – 15h30	RESTORE4Cs Decision Support Tool: Introduction and Demonstration
Coffee Break (15h30 – 16h00)	
16h00 – 17h30	RESTORE4Cs Decision Support Tool: Introduction and Demonstration (Cont.)

Tuesday, 27 October 2026

Time (WET/GMT)	Session
8h45 – 9h00	Reception and registration of the participants
9h00 – 10h30	RESTORE4Cs Decision Support Tool – Hands on activity
Coffee break (10h30 – 11h00)	
11h00– 12h30	RESTORE4Cs Decision Support Tool – Hands on activity (Cont.)
Lunch (12h30 – 14h00)	
14h00 – 15h30	RESTORE4Cs Decision Support Tool – Hands on activity (Cont.)
Coffee Break (15h30 – 16h00)	
16h00 – 17h30	RESTORE4Cs Decision Support Tool – Hands on activity (Cont.)

Wednesday, 28 October 2026

Time (WET/GMT)	Session
8h45 – 9h00	Reception and registration of the participants
9h00 – 10h30	A-AAGORA Serious Game – Introduction and Demonstration
Coffee break (10h30 – 11h00)	
11h00– 12h30	A-AAGORA Serious Game – Introduction and Demonstration (Cont.)
Lunch (12h30 – 14h00)	
14h00 – 15h30	A-AAGORA Serious Game – Hands on activity
Coffee Break (15h30 – 16h00)	
16h00 – 17h30	A-AAGORA Serious Game – Hands on activity (Cont.)

Thursday, 29 October 2026

Time (WET/GMT)	Session
8h45 – 9h00	Reception and registration of the participants
9h00 – 10h30	A-AAGORA Serious Game – Gameplay session
Coffee break (10h30 – 11h00)	
11h00– 12h30	A-AAGORA Serious Game – Gameplay session (Cont.)
Lunch (12h30 – 14h00)	
14h00 – 15h30	Field trip - Connecting DST outputs and serious-game outcomes to real-world implementation - LIFE22-NAT-PT-SeaGrassRIAwild

Friday, 30 October 2026

Time (WET/GMT)	Session
8h45 – 9h00	Reception and registration of the participants
9h00 – 10h30	Discussion Forum: digital innovation for Nature Restoration Policy (World Café format) • #1 Choosing where and what to restore ◦ How can digital tools support evidence-based restoration planning under the Nature Restoration Regulation? • #2: From science to action ◦ How can decision-support systems and serious games help bridge the gap between scientific knowledge and real-world action? • #3: Restoring together ◦ How can digital technologies support collaboration among researchers, policymakers, practitioners and local communities?
Coffee break (10h30 – 11h00)	
11h00– 12h30	Discussion Forum (Cont.)
Lunch (12h30 – 14h00)	
14h00 – 15h30	Co-creation session and closing • Recommendations for researchers ◦ How should digital tools be designed? • Recommendations for Policymakers ◦ How can digital tools support NRR implementation? • Recommendations for Practitioners ◦ How can evidence be integrated into restoration planning?
Coffee Break (15h30 – 16h00)	
16h00 – 17h30	Co-creation session and closing Certificates