BESIDE
Boosting environmental economics and natural resources

# 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 Sofware



**Dionísia Laranjeiro**
CIDTFF, University of Aveiro



**Pedro Coelho**
CESAM, University of Aveiro

## 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<br>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 – 13h30) | |
| 13h30 – 15h00 | RESTORE4Cs Decision Support Tool – Hands on activity (Cont.) |
| Coffee Break (15h00 – 15h30) | |
| 15h30 – 17h00 | 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 – 13h30) | |
| 13h30 – 15h00 | A-AAGORA Serious Game – Hands on activity |
| Coffee Break (15h00 – 15h30) | |
| 15h30 – 17h00 | 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 – 13h30) | |
| 13h30 – 15h00 | Discussion Forum: digital innovation for Nature Restoration Policy (World Café format)<br>• #1 Choosing where and what to restore |

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|---|---|
| | ○ How can digital tools support evidence-based restoration planning under the Nature Restoration Regulation?<br>• #2: From science to action<br>○ How can decision-support systems and serious games help bridge the gap between scientific knowledge and real-world action?<br>• #3: Restoring together<br>○ How can digital technologies support collaboration among researchers, policymakers, practitioners and local communities? |
| Coffee Break (15h00 – 15h30) | |
| 15h30 – 17h00 | Co-creation session<br>• Recommendations for researchers How should digital tools be designed?<br>• Recommendations for Policymakers How can digital tools support NRR implementation?<br>• Recommendations for Practitioners How can evidence be integrated into restoration planning? |

## Friday, 30 October 2026

| **Time (WET/GMT)** | **Session** |
|---|---|
| 10h00 – 12h30 | Field trip – Leaving from the Rectory Building - Connecting DST outputs and serious-game outcomes to real-world implementation - LIFE22-NAT-PT-SeaGrassRIAwild |
| Lunch (12h30 – 13h30) | |
| 13h30 – 15h00 | Closing and certificates |

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Funded by the European Union