

The Expansive Hospital

The Expansive Hospital is a board game to learn dealing with conflicts of interest among stakeholders. Players have to build together a hospital, selecting the most appropriate technologies for the patients waiting in the queue.

That is not an easy task, since every player has a different role in making decisions and will try to steer up the decision for his own benefit. If players do not collaborate, the hospital is bankrupt.



Developed skills



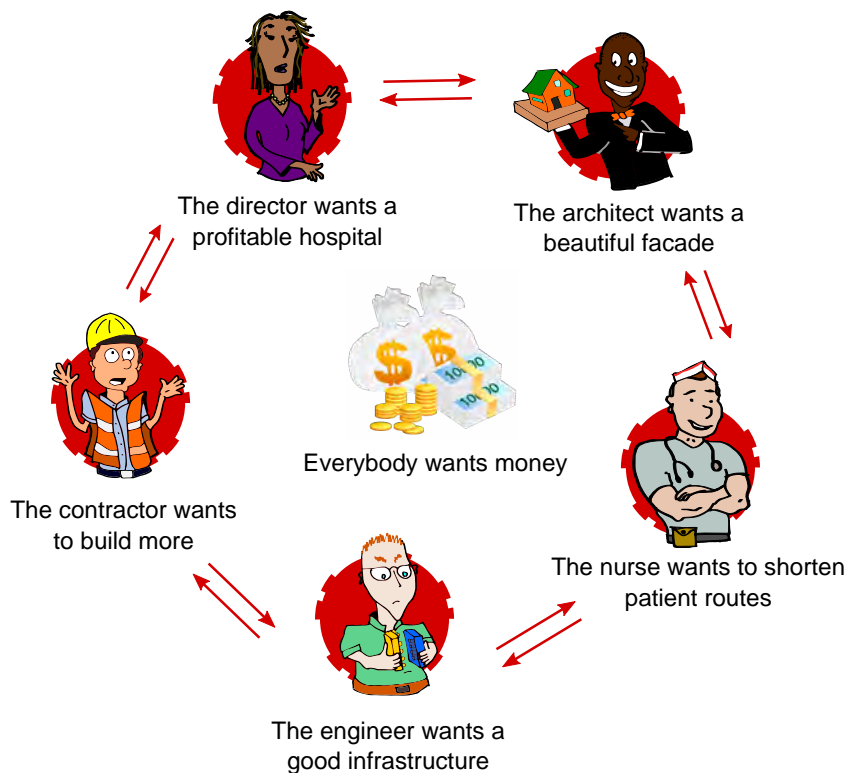
Dealing with multiple perspectives over a single problem.



Making long-term investments which are good for everyone.



Negotiating compromises.



Number of players: 1-8

Duration: 2 hours

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The game is based on a research conducted by the University of Twente with three healthcare construction projects in the Twente Region. The research found out that hospital design is often over the schedule due to the conflicts of interests between the multiple parties involved. The game was commissioned by Pioneering to develop skills in dealing with these conflicts in the construction sector.

As seen at

