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SIMULATION GAMES APPLICATIONS TOWARDS THE EXPLORATION OF ATTITUDES RELATED TO THE FELICITARY POLICIES

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Abstract

In recent decades, among the public debates about the future trends in the society, the Economy of Happiness and the Felicitary Policy (felicity from Latin means happiness) have been widely discussed. Felicitary policy is considered as the tool of the implementation of the economy of happiness. This policy is based on happiness, subjective well-being, satisfaction or dissatisfaction with life and various human life aspects. The researches devoted to those issues are rather general and summarizing.

When changing the direction of the development of the society, the paradigm of knowledge is in the process of inevitable change. The selection of new indicators properly reflecting society's economic and social status is becoming more and more important.

Lithuanian official statistics do not provide the statistical data on the levels of happiness in Lithuanian society as a whole, nor for specific social groups. Thus, it is becoming more important to explore society's attitudes and perceptions towards the indicators reflecting the true reality and achieving the proper balance between them. For this purpose, one can apply the simulation models of reality in order to find the proper set of indicators. The choice of balanced indicators can be justified for the societal needs analysis and for the future development of felicitary policy, as the use of Balanced Scorecard (BSC) systems is becomig more and more applicable in public and business life. One of the proposed balanced socrecard frameworks for the happiness and felicitary policies includes economic, employment, social, environmental, political, physical and mental well-being indicators. The latter balanced set of indicators of felicitary policy was chosen as th*e basis for the simulation game "Towards the happier Lithuania 2020".*

The purpose of this article is to analyze and to present the findings on the attitudes towards the felicitary policy in Lithuania obtained through the simulation game mehods. The simulation game was conducted in January – February, 2014 in Lithuania. Sixty five participants attended the simulation, becoming an active part of the research.

The outcomes of the simulation game "Towards the happier Lithuania 2020" confirmed that the simulation games can be successfully used as the tools for a proper analysis of social issues. The results also revealed that a happier future concept in Lithuanian society was primarily concerned with economic growth, employment and positive social changes. The participants of the simulation game identified and considered the society's mental and physical health as a basis of their personal development rather than the political solution. The environment and its impact on the levels of public happiness were evaluated with some controversy. In addition, the simulation game participants did not associate political matters and freedom rights with the levels of public happiness.

***Keywords**: happiness economics, felicitary policy, attitudes towards happiness, simulation games.*

Introduction

Society goals and development trends are the issues of permanent social debates. In recent decades, the issues of the Economy of Happiness and the Felicitary policies as the means of achieving the happiness (felicity from Latin means happiness) have been widely discussed. More politicians and public influential people have recognized that the Felicitary policies are becoming the key tasks of the nearest future[1].

1 The British Prime Minister D. Cameron has named the country's happiness measurement as "one of the most important political issues" and has announced that in the nearest future the happiness of the population in the United Kingdom will be included into the official State statistics.
The French President N. Sarcozy has stated that the improvement of the economic well-being of the state is not sufficient, as the happy life consists of many more aspects. Mr. Sarcozy has asked the Nobel Economics Prize winners – J.Stiglitz and A. Sen – to identify the most effective ways to measure the happiness of French people.
The President of the European Commission J. M. Barroso has supported the initiative to create the new indicators of wealth that were "more in line with our current needs and challenges and are also better understood then GDP but also allow more accurate assessment of the social aspects of the growth". Bhutanese King Jigme Singye Wangchuk has pointed out that the "Gross Domestic Happiness is more important than the Gross Domestic Product" (cit. Bok, 2010).

During the change of the directions of the development in the society, cognitive paradigms will inevitably change, as well. According to K. Lorenz, the mass delirium of mankind today is the wrong belief that the reality only exists if it is expressed and justified in the precise language of the natural sciences and quantitative methods. It is, therefore, considered that the whole world of emotions, the human dignity and the freedom in short, all that is really valuable is more like the illusion than the reality (Lorenz, 2005, p. 10).

It is increasingly recognized that the existing indicators are no longer satisfying the requirements for monitoring the changes in the society. It is considered that besides or even before the GDP (Gross Domestic Product), the GNH (Gross National Happiness) indicator is even more important. From that perspective, the economic and social policies should be directed towards the increase of the GNH. Therefore, the happiness of citizens is becoming not only the essence of their spiritual development, but it also plays an important part in governmental policies that attempt to achieve the subjective satisfaction of citizens' lifes and their levels of happiness. Accordingly, more and more important becomes the design of new indicators properly reflecting society's economic and social status.

During the last decade, the development of the new concepts for the change of the society has been observed in Lithuania. State's Progress Council prepared the country's long-term strategy "Lithuania 2030", which was approved by the Parliament of Lithuania ("State Progress Strategy Lithuania 2030". Lithuanian Parliament Resolution No. XI-2015, May 15, 2012).

For the first time in Lithuania, among the other goals of the State, the goal for the development of Happier Society was stated. The Strategy indicated the targets for the happiness index growth for Lithuania. It was envisioned that by 2030 Lithuania will be among the 10 happiest European Union countries.

Such a formulation of State goals foresees the scientific and practical investigation of happiness related to the design of reliable indicators, methods and tools of happiness, and stimulates further research of public attitudes towards the Economy of Happiness and the Felicitary policies. Nowadays, the majority of indicators related to the Economy of Happiness are designed in accordance with the objective and subjective dimensions. The latter dimensions are based on various types of surveys, although it has been agreed that this approach is not sufficient. Therefore, the leaders in their countries are inviting the science institutions to design the comprehensive and more detailed measurement systems of the Economy of Happiness and to propose the Felicitary policies and the methods of their successful implementation.

The purpose of this article is to present the results of the investigation of the attitudes towards the Felicitary policies and to analyze the results that were obtained from the simulation game called "The Happier Lithuania 2020". The object of the research is the attitudes towards the Felicitary policies. The method of the research is the simulation game that creates the preconditions for active expressions of opinions and attitudes towards the Felicitary policies. The application of the simulation games for analyzing the attitudes can be considered as the novel method of research.

The issues of research ethics when conducting simulation games were based on voluntariness, confidentiality and the anonymity of the data collected. It has to be noted that the simulation games methodology intensively encourages the participant's self-expression.

1. The conceptualization of the research methodology for the investigation of the attitudes towards Felicitary policies and their definitions

The indicators reflecting the level of happiness in the society. A successful felicitary policy, like politics in general, is impossible without the exact evaluation of the current situation and the assessment of actual and possible changes. For a long time, those assessments were based on financial and material wealth calculation (money supply, the output of steel or coal, cement production, etc.). The balanced growth of those indicators was directly related to the success of the public policy and the increase in public wealth.

The Felicitary policy origins lie not only in philosophers' minds and political insights, but also in the research of the specific happiness levels and subjective well-being, life satisfaction or dissatisfaction in various aspects of life. Those studies confirmed that the aspects of happiness has a long set of parameters. Firstly, happiness was related to the objective aspect, which attempted to analyze the income, life expectancy and other factors. At the same time, it had the subjective aspect that included personal experiences and the circumstances of individual life in a comparison with the social norms and values. According to the opinion of World Health Organization (WHO) experts, the existing methods of measuring the subjective happiness and the subjective factors influencing the status and terms of happiness are applicable when revealing social influences and the results of the communication. However, those methods are limited when exploring person's initiative and freedom of choice. In particular, they are limited when exploring the creative individual's behavior. In view of the fact that the Felicitary policy is targeted to self-actualizing personalities, such methods seem inadequate (Izmerenye, 2014).

World Health Organization indicates that the research on happiness is usually carried out in three ways: the first way is related to addressing direct questions about happiness; the second way is based on the studies of satisfaction in various spheres of life in order to avoid too narrow conception of happiness, and the third way is the investigation based on the measurement of life satisfaction. The first way and related methods are considered as the best method when there is a need to explore national levels of happiness. Studies of happiness at a state or national level have shown that when the income reaches the average income in better developed countries, the further growth of income does not increase the level of happiness of population: in more developed countries, the GDP and the average income over the past decades has grown significantly, but the levels of happiness of the society in the majority of those countries have remained at the same level or declined. For example, during the last three decades of the last century, the income per citizen in Germany doubled, but this income growth affected the levels of public happiness very little. For example, in 1973, the average life satisfaction score in Germany was 2.97 (out of 4), and after a quarter of a century, i.e., in 1998, it achieved just 2.92 points. (Clark, Fritjters, Shields, 2008).

National public happiness studies have revealed significant differences between self-feelings of population in various countries and distinguished the countries, where public happiness levels were constantly high or consistently low. For example, in 2005-2009, the research company Gallup World Poll conducted the global assessment of subjective well-being in 155 countries. During the research, three groups of people in those countries were identified. The first group consisted of people, whose well-being was strong, stable and

increasing. Group's representatives had a positive attitude towards their current situation and towards five year horizon; the second group representatives were the ones, whose welfare was average and volatile, the representatives of this group moderately valued their current situation and forecasted a moderate or negative future; the third group consisted of individuals with low well-being, it's representatives did not expect any positive changes. Researchers have found that the group of the top five happiest countries in the world has not changed for a period of time. Those countries were the Scandinavian countries, Denmark, Finland, Norway, Sweden, and the Netherlands. In Europe, the lowest level of happiness was identified in Bulgaria (137th place). Lithuania, according to the survey, was at the 63rd place. A quarter of Lithuanian citizens were satisfied with their lives, 57 percent felt fighting for their well-being, which was rated as average and had major doubts about their future. The research also indicated that 18 percent share of the population in Lithuania was unhappy (Rath, Harter, 2010).

The generalized happiness assessment allows one to compare the situation in different countries. At the same time, it is not sufficient for designing Felicitary policies and actions directed to specific social groups. Therefore, besides the researches on general levels of happiness, investigations linking life satisfaction with specific spheres of life, where the happiness is represented by objective and subjective indicators, has become more important. For example, E. Diener and R. Biswas-Diener concluded that society members with middle-range incomes were happier than those receiving low or high income (Diener, Biswas-Diener, 2008). S. Lyubomirsky pointed out that there is a strong link between happiness and the number of personal communication lines and their quality (Lyubomirsky, 2010). One can find a number of similar correlations.

It has to be noted that the ideas of Felicitary policies have led to the increase in the researches on happiness. Therefore, many countries among their strategic goals indicate Felicitary policy implementation programs and the need to change or supplement state statistical data with new measurements. British fund for economics (New Economics Foundation) experts claim that the economic sustainability and the increase in human happiness are becoming the main policy objectives with the need to create indicators properly reflecting the actual performance (The National Accounts of Well-being, 2011). Similar tasks paramount The Happiness Manifesto that states that the Felicitary policy is a new political approach expressing the idea of searching for new political solutions and outlining a new course for a higher level of public happiness. According to the authors of Happiness Policy, it is reasonable to start measuring what is really important, i.e., the public happiness (The Politics, 2010).

On the other hand, public happiness levels, while being accurate enough, are the composite indicators of the society. Therefore, in recent decades, new indicators for more comprehensive and more detailed public assessments have been actively developed. For example, the Swiss Statistical Office, when describing the well-being of citizens, analyzed their nutrition, living conditions, education, environmental quality, health, work and leisure, personal safety and mobility. In total, twelve aspects of the society were analyzed that were represented by 80 non-financial indicators that were under analysis and monitoring (Frey, Frey Marti, 2010).

Those new indicators reflect better an objective and multidimensional aspect of happiness and reveal better the social and communicative impact. However, they are limited when there is an attempt to reflect the personal initiative, freedom of choice and, in particular, the individual creative behavior. In view of the fact that the Felicitary policy is oriented to self-actualizing personalities, those methods of attitudes towards the Felicitary policy seem inadequate.

2. The investigation of attitudes towards the Felicitary policy

Lithuanian official statistics do not provide statistical data on public happiness in the society as a whole, nor in various social groups, although measuring of the levels of happiness could be the first step towards the practical Felicitary policy. The opinion that the happiness data collection would be beneficial was expressed nearly by half of the members participating in the Research on the Happiness Economics, carried out in 2011-2012 in Lithuania. This particular study also showed a favorable attitude on the implementation of happiness policy in different areas of public life, i.e., health, family support, public administration, etc. The attitudes on the Felicitary policy in general were less favorable (Navaitis, 2013). Thus, it is appropriate to clarify the attitudes on the indicators reflecting the happiness policy and the possible balance of the indicators of happiness.

With the rapid development of ICT and digital technologies, various reality simulation models are increasingly influencing the modern society. So, the need for detailed psychological, social, economic and other related balanced indicators is evident (Baudrillard, 2002). Therefore, with the spread of the simulation tools and processes, the ways of understanding public attitudes and goals can become viable ways of forecasting and managing.

3. Balanced Felicitary policy assessment indicator system

K. Langfield-Smith, H. Thorne, R. W. Hilton noted that many organizations, especially business entities, are increasingly using the balanced assessment indicators system (Balanced Scorecard), which is considered as one of the most popular management tools in the twentieth century, facilitating not only the organizations strategy design, but also the strategy implementation (Langfield-Smith, Thorne and Hilton, 2009). When analyzing Felicitary policy, the balanced system of indicators is increasingly applied (Luigino, Porta, 2008). The question on the proper selection of indicators and the measuring methods has not been resolved and the consensus has not been reached yet. But usually the following set of key indicators is chosen for the analysis of happiness:

1) The economic well-being indicator based on various economic indicators, such as consumer debt, income distribution, the ratio between the average income and consumer price indices, etc.
2) Environmental well-being indicator based on environmental issues, such as pollution, noise, traffic, etc.
3) Physical well-being indicator based on public physical health surveys, serious disease statistics, etc.
4) Mental well-being index based on the evaluation of mental health, antidepressant dynamics, the number of psychotherapy patients dynamics, etc.
5) Labor well-being indicator based on the workplace research, staff turnover, labor relations, complaints, etc.
6) Social well-being indicator based on social relations assessments, discrimination, divorce rate, the number of public lawsuits, crime levels, etc.
7) Political well-being indicator based on evaluations of the political processes, a number of cases of direct democracy, individual liberty, freedom of the press, external conflicts, etc.

The numerical values of the parameters are commonly used in the National higher level strategies, plans and reports (MacKerron, 2012). It should be noted that all the indicators are of composite nature and rather complex. Thus, the process of identifying the numerical value for each of them becomes a complicated task. The solution of this problem can be the method of detecting the attitudes towards the Felicitary policy by using simple and motivating simulation models.

4. Felicitary policy simulation model

In order to deeper understand the Felicitary policy and to implement it effectively, one must apply reasonably simple methods and tools revealing the content of indicators of the economy of happiness and promoting the public actions towards the improvement of the existing situation. The International Simulation and Gaming Association (ISAGA) experience and practice has proved that properly designed reality simulations can increase the awareness and understanding of the problem and indirectly propose the ways of improvement. Therefore, in order to investigate the attitudes towards the Felicitary policy, the method of simulating the change of indicators for the Economy of happiness has been proposed. The simulation game was used for the empirical investigation of the attitudes towards the Felicitary economy in Lithuania.

The simulation games were organized in January – February, 2014. Four simulation games were held during this period and 65 participants attended the simulation games. The profile of the groups was as follows: the first group consisted of male participants (9 persons), the second group were female participants (18 persons), the third group was younger people, under 35 years old with the group age average of 29 years (20 persons), and the fourth group was the group of older participants over 35 years old, the group age average was 52 years old (19 persons).

The basic requirements for the simulation game "Towards the happier Lithuania 2020" were as follows. The number of participants in one simulation game should not exceed 20 participants. Participants are divided into four groups. The game is led by the instructor who has the basic knowledge of Felicitary policy, the indicators of public happiness together with instructor's capabilities. Usually, the simulation game is organized in a "world café" environment. The basic instructional multimedia tools are required.

5. The scenario of the simulation games "Towards the happier Lithuania – 2020"

An introduction. The concepts of the Economy of Happiness and the Felicitary policy ideas are introduced for the participants. The instructor describes the happiness indicators and measurement methods. The instructor introduces the balanced indicator systems (BSC) and distributes to the participants the simulation data sheets. Those data sheets will be used in order to access and simulate Lithuanian public happiness indicators. The main seven happiness indicators identified above in this article are presented in the simulation data sheets.

The scenario of the simulation game. The essence of the game is the simulation of the indicators of happiness. The instructor gives the task to the teams – to assess the current level of happiness in Lithuanian society in 2013. Based on personal expertise, all team members

have to agree on the set of numerical values for all indicators. The numerical values can vary from zero to ten. Participants act as expert teams and agree on the current numerical values for all 7 parameters. After this task, all teams are asked to share their findings. The instructor arranges a brief discussion in order to find out why teams differently evaluate the current state of Lithuanian happines indicators and to reach consensus among teams for all seven indicators. All teams record the numerical values of indicators in the simulation data sheets. After this task, the instructor invites all groups to participate in the simulation of the happiness indicators for Lithuania 2020. The forecasting simulaton is performed by pulling specially prepared cards with the following numerical values: +4 , -4, +5, -5, +6, -6, +7 , -7, +8 , -8, +9, - 9, +10, -10 (the total set of 14 cards). The instructor invites the participants to pull the cards with hidden numerical values. Then, he annouces that the first card is bundled with the first indicator, the second pulled card is bundled wih the second indicator, etc. The card with a positive value means the percentage improvement of the indicator by the percentage amount indicated on the card. The card with a negative number means the percentage decrease of the indicator. All the data obtained from this simulation is recorded in the simulation data sheets by all teams. This data reflects the forecast of indicators for Lithuania 2020.

The instructor conducts the discussion with the teams whether the changes of the indicators recorded in the data sheets are logical, desirable and feasible. After this discussion, the teams are asked to improve the forecasting, i.e., to improve the set of the changes of the indicators for 2020: the teams are allowed to freely redistribute the existing cards according to their priorities, thus redistributing the increase and the decrease of indicators, giving the priority to those indicators that are deemed to be more important. When redistributing the pulled simulation cards, the teams must seek for the best possible balanced composition of all indicators, which means that when improving the selected parameter some other parameters values will have to be reduced. The teams are asked to record their desirable and feasible changes of parameters in their simulation data sheets in the separate forecast column called "The improved indicators for Lithuania 2020". The instructor records all teams' results on the board and involves the teams in the discussion about teams' choices.

The conclusion of the game. The teams discuss their findings about the different choices in happiness balanced scorecard and analyze the key differences. The simulated changes in indicators of potential public happiness changes followed by the discussion allows the formulation of team and individual approches towards the Felicitary policy.

6. The key findings and the main results of the simulation

At the beginning, the participants were evaluating the current status of happines in Lithuania. None from the team members in all simulation games had the evaluation of any indicator at the maximum value, i.e., 10 points. The participants gave relatively high numerical values to all indicators, which reflected a positive evaluation of the present country's status and the existing level of happiness.

At the same time, there were very few participants, who were giving the lowest point to at least one indicator. Since the team results were based on average or mutually aceptable score, the marginal results had no impact on the overall scores.

During the simulation, participants were asked to complement the existing set of indicators in order to reflect better the concept of happiness and to identify the problem

areas with relatively low numerical values. However, none of the groups presented valuable suggestions towards the improvement of the existing set of indicators. It should be noted that the definition of each indicator induced group discussions about the content, meaning and the purpose of the indicator.

The data presented below reflects the average results from all groups.

Table 1. Balanced Felicitary policy indicators (the simulation data sheet pro forma)

	Indicator	Indicators for 2013	Simulated indicators for 2020	The proposed percentage improvement of indicators for 2020	The score/ rank of the indicator (1 is the highest score, 8 is the lowest score)
1	Economic well-being	**7,5**	**4,5%**	**6,5%**	**2**
2	Environmental well-being	**8,0**	**-8,0%**	**-5,5%**	**6**
3	Physical well-being	**8,0**	**7,0%**	**1,5%**	**5**
4	Mental well-being	**6,5**	**-3,5%**	**1,0%**	**4**
5	Labor place well-being	**6,5**	**-2,5%**	**7,5%**	**1**
6	Social well-being	**7,5**	**6,5%**	**3,5%**	**3**
7	Political well-being	**7,5**	**-8,5%**	**-9,0%**	**7**

When discussing the data in Table 1, it is important to note that no significant difference in choices of indicators' changes was detected between the groups. The female group had a significant distinction on the physical well-being indicator. This group offered the highest value for physical well-being and proposed a higher value than the other groups. It should be mentioned that for the younger group of people the environmental well-being had a higher importance ranked at the score equal to 3.

When analyzing the proposed percentage improvement of indicators, the environmental indicator was unexpectedly devalued, when at the initial assessment the environmental indicator had the highest value among the other indicators. This fact can be explained by the participants' attempt to find a compromise between the indicators where the numerical values had to be improved or kept at the 2013 level and the indicators where the values had to be "sacrificed".When summarizing the simulation outcomes, it is possible to distinguish several groups of indicators: the first group consists of important indicators, with increases in numerical values (labor well-being, economic well-being, social well-being indicators); the second group of indicators is comprised of the indicators with average importance considered as acceptable (mental and physical well-being indicators); the third group of indicators consists of less important and irrelevant indicators with possible decrease (political and environmental well-being indicators). Based on the findings, the environmental well-being indicator could be attributed to the second or the third group of indicators. The relatively

minor differences between the groups leads to the conclusion that the attitudes towards the Felicitary policy indicators and the attitudes towards the Felicitary policy are very similar.

Conclusions

1. Felicitary policy is not yet an issue for Lithuanian public debate, although in a number of more developed contries the re-orientation towards the Economy of Happines has become the main goal. The implementation of this policy is inseparable from the measuring of public happiness levels and the monitoring of the changes in the balanced set of indicators. It is agreed that the indicators have to reflect the subjective aspect of this phenomena.

2. The present existing subjective happiness level research methods are limited when there is a need to investigate the personal initiative, creativity and freedom of choice. Therefore, it is important to look for new methods that disclose better the choice of freedom.

3. The results and the process of the simulation game "Towards the happier Lithuania 2020" have confirmed that simulation games can be successfully used for inducing and increasing the levels of activeness in perceiving, analyzing and solving the social problems. The results have also revealed that the concept of Lithuanian happier future was primarily concerned with economic growth, employment and positive social change. Public mental and physical health for the simulation game participants were more identified with personal development than with public policy solutions. The environment and its impact on the public happiness was evaluated by the participants with some controversy. Political relations and freedoms were not associated with the public happiness levels.

The data obtained allow to broaden the knowledge about the Felicitary policy concept and can become a stimulus for discussions about the new approaches towards the understanding, addressing and solving the social problems.

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SIMULIACINIO ŽAIDIMO PANAUDOJIMAS NUOSTATŲ Į FELICITARINĘ POLITIKĄ TYRIME

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Santrauka

Pastaraisiais dešimtmečiais diskutuojant dėl visuomenės raidos krypčių vis dažniau aptariama laimės ekonomikos ir jos tikslus realizuojančios felicitarinės (lot. felicitas – laimė) politikos perspektyvos. Felicitarinė politika remiasi laimės, subjektyvios gerovės, pasitenkinimo / nepasitenkinimo gyvenu bei atskiromis jo sferomis tyrimais, kurie, nors ir pakankamai tikslūs, bet ir ganėtinai apibendrinti.

Keičiantis visuomenės raidos krypties sampratai neišvengiamai kinta ir jos pažinimo paradigmos, pripažįstama, kad vis aktualesnis tampa ir naujų visuomenės ekonominės ir socialinės būklės rodiklių pasirinkimas.

Lietuvos valstybinė statistika neteikia duomenų nei apie visos visuomenės, nei apie atskirų socialinių grupių laimės lygį, todėl aktualu išsiaiškinti nuostatas į tokius rodiklius, jų svarbą ir subalansavimą. Šiam tikslui galima panaudoti įvairius realybės simuliacijos modelius. Toks pasirinkimas yra pakankamai pagrįstas, nes analizuojant ir planuojant felicitarinę politiką vis dažniau taikomos subalansuotos rodiklių sistemos. Viena iš jų apima ekonominės, darbo, socialinės aplinkos, gamtinės aplinkos, politinės, fizinės ir psichinės gerovės rodiklius. Ši subalansuotų rodiklių sistema buvo pasirinkta simuliaciniam žaidimui „Laimingesnė Lietuva 2020“

Straipsnio tikslas – pristatyti nuostatų į felicitarinę politiką tyrimo rezultatus, gautus vykdant simuliacinį žaidimą „Laimingesnė Lietuva 2020“. Žaidimai buvo organizuoti 2014 m. sausio–vasario mėn. Juose dalyvavo 65 asmenys.

Simuliacinio žaidimo „Laimingesnė Lietuva 2020“ rezultatai patvirtino, kad simuliaciniai žaidimai gali būti sėkmingai panaudoti socialinėms problemoms tirti. Jo rezultatai taip pat atskleidė, kad laimingesnės ateities Lietuvos visuomenės samprata visų pirma siejama su ekonomikos augimu, pozityviais darbo ir socialiniais pokyčiais. Visuomenės psichinė ir fizinė sveikata žaidimo dalyvių labiau sieta su asmeniniu tobulėjimu, o ne su politiniais sprendimais. Aplinkos, jos apsaugos įtaką visuomenės laimei žaidimų dalyviai įvertino prieštaringai, o politinių santykių ir laisvių nesiejo su visuomenės laimės lygiu.

***Reikšminiai žodžiai**: laimės ekonomika, felicitarinė politika, nuostatų tyrimas, simuliaciniai žaidimai.*

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