

PARTICIPEDIA

In Participedia, players take on the role of a representative of a civil society organisation which designs, implements or supports public participation through innovative participative events.

Demogames

The game **Participedia** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

Participedia learning targets in a nutshell:

- ◇ Increase players knowledge and critical understanding of different, less known, types of democratic participation
- ◇ Train players empathy as well as linguistic, communicative and plurilingual skills through role playing
- ◇ Exposes players to cultural otherness through real world examples of civic engagement from Europe and the Global South

About Demogames:

Demogames was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

Participedia is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:
www.demogames.eu



**DEMO
GAMES**



**DEMOCRACY
GAME BOX**

demokrative
Initiative für Politische Bildung

GIGA
German Institute for Global and Area Studies
Lehrstuhl für Globale und Regionale Studien



dare
Democracy and
Human Rights Education
in Europe





Idea and objectives

In **Participedia**, players take on the role of a representative of a civil society organisation who designs, implements or supports public participation through innovative participative events. It is the ambition of each player's organisation to get citizens involved in politics beyond voting in elections every few years. Each player aims to further the reputation of their organisation, by implementing participatory activities (cases) and researching new ways to support public participation (methods). Throughout the game players can use different strategies to increase the reputation of their organisation, e.g. through focusing on activities with local or regional scope, organising activities using specific methods, or researching different types of participatory methods.

Who can play?

- ◇ Group size: 3 - 7 players
- ◇ Level of difficulty: medium

Timing:

Introduction and reading/ explanation of the rules:	15 min.
Gameplay:	45 - 60 min.

Game material

81 cards:

- ◇ 50 yellow cards (30 cases & 20 methods)
- ◇ 30 blue cards (30 cases)
- ◇ 1 green card (press conference)
- ◇ Score-sheet
- ◇ Set collection overview
- ◇ Participedia rulebook
- ◇ 6 Organisation boards

Overview: Cards

Set icon

Every colour set of cards has its own unique set of icons and a different collection rule to score victory points. These are explained in the set collection overview.

Card Colour

The colour of the card indicates the card's colour set. Cards of the same colour set are grouped together once played.



Case icon

Every case comes in two versions, one on each colored card (yellow and blue). This is indicated by a common case icon.

#Hashtags

Every card shows two #hashtags that indicate its focus.

Overview: Organisation boards

Organisation

These boxes show the Logo and give a short description of the organisation a player represents in the game.

Game Round (3x)

An overview guides the players through all phases of a game round.

Card space

This card space is used, when players place one of their cards face down in phase 1 of the players turns.

Cards dealt

This overview shows how many secret hand cards are dealt out to each player at the beginning of every game round.

GIGA
Globe Institute for Global Analysis

The GIGA is an independent social science research institute based in Hamburg, Germany. Its mission is to analyse political, social, and economic developments in Africa, Asia, Latin America, and the Middle East, as well as global issues.

Organisation Focus

#education #knowledge exchange #global south

GAME ROUND (3x):

- Deal out secret hand cards to each player.
- Players Turns (simultaneously):
 - Place one card face down
 - Pass remaining cards to your neighbour (left in round 1+3, right in round 2; discard your last card)
 - Play your card face up next to your organisation board (group cards of same colours)
 - Pick up cards for next turn from your neighbour

Repeat 1. To 4. until hand cards are gone.

- Score your victory points.

PLACE YOUR CARD HERE (face down)

Cards dealt per player:

- 9
- 7
- 6
- 5

Organisation Focus

These three #hashtags represent the organisational focus. Matching #hashtags can be found on cards.

Type of scoring

Each row is used to score the victory points of a certain card set using its specific scoring rules. Some sets have two different scorings. The white box's row is used to note the victory points for identical case icons.

Subtotal victory points

The boxes in the diamond's row are used to note the subtotal victory points of each game round.

Total victory points

The boxes are used to note the total victory points from adding up all subtotal victory points.

Player names

Use these seven boxes to write down each player's name. This helps to keep track of their victory points shown in the columns beneath.

	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	Round 1	Round 2	Round 3	
●=●																						
●≠●																						
●																						
←●																						
●→																						
●																						
◇																						
Σ																						

Victory points

These boxes of a column are used to note the victory points of the above player in a specific game round for each type of scoring.

Gameplay

Sequence of play

The game is divided into three consecutive game rounds. After the third round is over the game ends and the player with the most victory points wins.

Game round

Each of the 3 game rounds follows the same three phases:

- ◇ Preparation
- ◇ Player Turns
- ◇ Scoring

Preparation

At the start of each game round one player takes all cards from the draw pile and deals out cards face-down to each player based on the table below (also see the overview „cards dealt per player“ depicted on the organisation board). Not dealt out cards form a new draw pile. In case the draw pile runs out of cards, just shuffle all cards from the discard pile and use them to deal out the remaining cards. At the end of the preparation phase all players take up their cards to form their secret hand.

3 Player each 9 Cards	5 Player each 6 Cards
4 Player each 7 Cards	6 Player each 5 Cards

Player turns

The phase 'player turns' always follows the same 4 steps. During each step all players play simultaneously. Once the players finished step 4, they start again with step 1. This proceeds until the players hands are empty because all their cards were placed. Then the phase 'player turns' ends.

1. Choose a card

All players simultaneously choose 1 card from their hand and place it face down in their 'card placement area'.

2. Pass all remaining cards

Then they pass their remaining handcards as a face down card stack to the player on their left (round 1 and 3) or their right (round 2). Nobody is allowed to look at their new cards yet! When the players start this phase with only 1 final hand card, then they discard it face up on the discard pile.

demokrative
Initiative für Politische Bildung

Demokrative - initiative for civic education is a Swiss-based non-profit association committed to action-oriented, scientifically sound and democratic civic education. It develops teaching formats, material, and promotes innovative approaches to civic education by cooperating with national and international partners in projects and networks.

Organisation Focus
Action Knowledge Exchange Association

GAME ROUND (3x):

- Deal out secret hand cards to each player.
- Players Turns (simultaneously):
 - Place one card face down
 - Pass remaining cards to your neighbour (left in round 1+3, right in round 2; discard your last card)
 - Play your card face up next to your organisation board (group cards of same colours)
 - Pick up cards for next turn from your neighbour

Repeat 1. To 4., until hand cards are gone

- Score your victory points.

Cards dealt per player:

3	5
4	6
5	7
6	8

PLACE YOUR CARD HERE (face down)

Set colour

3. Play your card

All players reveal their card placed face down in their 'card placement area' and play it face up in their 'display area'. Cards that share identical set colours are grouped together as follows:

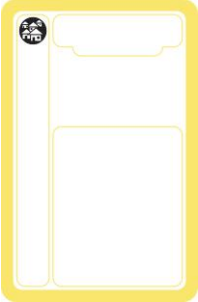
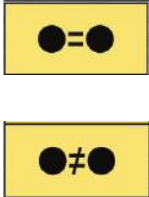
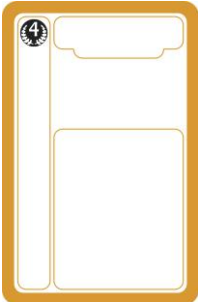

4. Pick up new hand cards

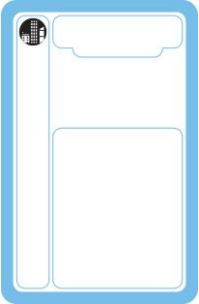
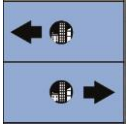
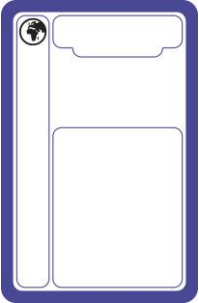



In the fourth step players pick up the cards they received from their neighbour. These cards are their new secret hand for the next step 1. In case all hand cards were placed the phase 'player turns' ends.

Scoring

In the 'scoring' phase all players score victory points for cards in their display area and note them on the Score-Sheet. In the third game round an additional phase 'press conference' is played before the final scoring phase.

Hashtags: If you play with the #hashtag side of the player board, before every scoring phase all players count the number of #hashtags on the cards in their display area matching the #hashtags on their player board. The player with the least matches must discard one card of their choice from their display area.

Card set	Score-Sheet	Detailed explanation
		<p>These yellow set cards show various icons in the top left corners. They represent the general types of methods that were used. Players try to collect sets with as many different and/ or identical icons to score in each scoring phase.</p> <p>In each scoring phase each player's biggest set of identical icons scores victory points depending on the number of identical icons: 1/2/3/4/5/6/7 identical icons score the player 0/3/9/16/20/36/42 victory points.</p> <p>Their biggest set of different icons scores victory points depending on the number of different icons: 1/2/3/4/5/6/7/8 different icons score the player 0/1/3/5/9/16/25/36 victory points.</p>
		<p>Each orange set card shows an icon in the top left corner that depicts a victory point value. Every single card scores the depicted number of victory points in each scoring phase.</p>

Card set	Score-Sheet	Detailed explanation
		<p>The blue set cards all show between one and three numbers of the same icon in the top left. The icons represent the cards local scope. In every scoring phase all players count the number of local scope icons on the cards in their display area. Every player compares their number of icons with their left and right neighbour. The player with the higher number scores victory points depending on the game round. The player with the lower number always loses 2 victory points. In case of a tie nobody scores:</p> <ul style="list-style-type: none"> ◇ Round 1: +5/ -2 victory points ◇ Round 2: +10/ -2 victory points ◇ Round 3: +15/ -2 victory points <p>Note the victory points with the left and right neighbour separately in the corresponding box of the score-sheet.</p>
		<p>These purple set cards all show between one and four numbers of the same icon in the top left. The icon represents the cards regional scope. In every scoring phase all players count the number of regional scope icons on the cards in their display area:</p> <ul style="list-style-type: none"> ◇ The player with the most icons scores 20 victory points. ◇ The player with the second most icons scores 10 victory points. ◇ The third player scores 5 victory points. <p>In case of a tie all involved players score the victory points of their rank and the following rank is skipped. Players without icons cannot score any victory points.</p>
		<p>All case cards have a case icon in the top right corner. Each pair of cards sharing the same case icon in a player's display area scores them 8 victory points in each scoring phase.</p>

Press Conference

To spread the word about their cause, it is important for civil society organisations to communicate their activities and successes to the broader public. Therefore, after the last cards have been played in game round 3 and before the final scoring phase happens, all players hold a press conference:

Each player gets 2 minutes to present their organisation and their portfolio (cards in their display area) in a press conference to the other players. Therefore players should use the information and descriptions given on their cards and organisation boards. After the last press conference players decide, which of

the organisations was the most efficient/consistent/influential/creative in their activities. This player and their organisation will be awarded with the press conference card, as a reward for a good publicity strategy. This card's symbol functions as a joker and can be added to any set of cards in their display area and thereby increases that card sets scoring (If the card is grouped together with the orange set cards it adds 5 victory points!).

At last, the final scoring phase is executed: Score all victory points for the game round 3 (including the press conference card).





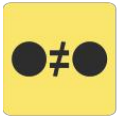


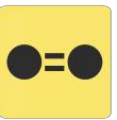


End of the Game

After 3 game rounds the game ends. One player adds up all the players subtotal victory points on the score-sheet and calculates each player's total score. The player with the highest victory points score wins the game. In case of a tie there are multiple winners.



Game Variant: Special organisation abilities

Players can choose not to play with #hashtags, but rather with special abilities for each organisation. Just flip the organisation boards to the appropriate side which shows the special abilities in the box “organisation focus”:

	<p>This organisation starts with a permanent icon of “experiential and immersive education”. In every scoring phase the player can add it to the icons on their yellow set cards.</p>
	<p>This organisation scores 7 victory points in every scoring phase.</p>
	<p>This organisation starts with a permanent icon of “local scope”. In every scoring phase the player can add it to the icons on their blue set cards.</p>
	<p>This organisation starts with a permanent icon of “regional scope”. In every scoring phase the player can add it to the number of symbols on their purple set cards.</p>
  	<p>This organisation starts with two different permanent icons of “deliberative and dialogic process” and “experiential and immersive education”. In every scoring phase the player can add both to the icons on their yellow set cards, but only to score their biggest set of different icons (not identical icons).</p>
  	<p>This organisation starts with two permanent joker icons. In every scoring phase the player can add both to the icons on their yellow set cards, but only to score their biggest set of identical icons (not different icons).</p>

Appendix

Pictures on cards were taken from www.participedia.net, if not indicated otherwise in the following list. When required, licence information for pictures is structured as follows "card title" / license holder:

"El-kfoor Village Communities Committees (El-Minia, Upper Egypt)" / <https://goo.gl/QhVzAo> – Credit: Tadamun; "Somaliland Constitutional Referendum" / Reuters/ Feisal Omar; "#FightPinkTax" / Pink Tax: <https://i.ytimg.com/vi/CyLE3j0aiGI/maxresdefault.jpg> - Credit: YouTube; "Deliberative Polling in Marousi (Greece)" / Anders Kristensen/Pexels (free use license); "Civic Engagement and Urban Co-Creation in Bologna" / <https://www.flickr.com/photos/iperbole-bologna/34860643044/in/album-72157689025098931/>, Comune di Bologna Rete Civica Iperbole; "Black Lives Matter" / https://s3.amazonaws.com/participedia.prod/6b76db8a-7496-493f-99d9-0e142d0b7761_28476745294_3f9e28e373_b.jpg, Johnny Silvercloud; "Youth Participatory Action on Gender Inclusivity at the San Francisco School" / <https://goo.gl/H1wekF>, Winnie; "Germany's Citizen's Assembly on Democracy" / <http://bit.ly/2EtZ1Dk>; „Youth Participatory Budgeting 2 in Cluj-Napoca (Romania)" / <https://goo.gl/dw9zfo>, Romania Insider; "Watchdog Clubs: Students Monitoring School Health in El-Recreo (Ecuador)" / <http://tinyurl.com/y24tqlt2>, Nutricion Conciente; "GANA Pienso: An Online Bridge Between Citizens & Government" / <https://gana.xn--nario-rt.a.gov.co/>; "Youth Participatory Budgeting in Colle di Val d'Elsa (Italy)" / <http://www.comune.colle-di-val-d-elsa.si.it/it/amministrazione/partecipazione/progetto-giovan>; "Airport: Let's Talk About It ("Aeroporto Parlamone)" / <https://open.toscana.it/documents/238650/0/Rapporto+finale+del+percorso/05da0274-68e8-4a73-85bb-d0225c246341>; "World Wide Views Citizen Partizipation Project on Global Warming" / https://s3.amazonaws.com/participedia.prod/d21b9c9d-2a4f-471f-b85c-1b58c169c8d3_WWViewsPolicyReportFINAL-Webversion.pdf, The Danish Board of Technology; "Madrid Decide: Online Participatory Planning" / <https://decide.madrid.es/>; "Referendum on the 36th Amendment of the Constitution of Ireland" / <https://www.oireachtas.ie/en/bills/bill/2018/29/>; "Community Engagement and Participatory Planning (Heyford Reserve)" / <https://oidp.net/en/experience.php?id=699>; "The Vancouver Bubble" / © Jared Korb; "Stories That Make a Difference: Climate Narratives for a New World" / SFU Faculty of Environment; "Social Media" / <https://www.rmafed.com/5-things-your-firm-should-be-doing-on-social-media-right-now/>; "Sciencewise" / <https://sciencewise.org.uk/>, Sciencewise; "Protest" / <https://goo.gl/qzJnat>, NSHS Denebola; "Heart to Heart Summercamp for Jewish and Palestinian Israeli" / <https://s3.amazonaws.com/participedia.prod/ea6a0616-267c-4162-8e07-9c54f2dca956> - Jewish and Palestinian Youth Work Together to Create a Shared Constitution for Israel, CBC News: The National/YouTube; "Participatory Budgeting" / Image Credit www.ParticipatoryBudgeting.org; "Risky Business Youth Engagement on Climate Change" / <https://webarchive.nationalarchives.gov.uk/>

20170110143234/http://www.sciencewise-erc.org.uk/cms/assets/Uploads/Risky-Business-Final-Report.pdf, Robert Workman; "Town Hall" / <https://goo.gl/r8iVxp>, Jonathan Hayward/The Canadian Press; "Asset-Based Community Development" / <https://goo.gl/NCac7o>; "Wisdom Council Process" / <https://www.plays-in-business.com/wisdom-council/>; "Citizens' Assembly" / https://www.irishtimes.com/polopoly_fs/1.3148542.14996147171/image/image.jpg_gen/derivatives/box_620_330/image.jpg, Maxwell's/The Irish Times; "Focus Group" / <https://goo.gl/Cf2ezW>, Queen Mary University of London | YouTube; "Referendum" / <https://goo.gl/6fDxJv>, Christopher Furlong/Getty Images; "European Citizens' Initiative" / <https://www.democracy-international.org/european-citizens-initiative-forum>, Democracy International; "Social Auditing" / <http://bit.ly/2Wj9Peo>, OneWorld Foundation India; "Community Scorecards" / https://options.co.uk/sites/default/files/styles/newsheaderimg/public/img_20170529_110830.jpg?itok=1CPWdl0O, Options UK; "Civic Education" / <https://goo.gl/hN9qUW>; "Gamification" / <https://www.google.com/url?sa=i&source=images&cd=&ved=2ahUKewj2ieS0kojkAhVYJzOIHWuaCgwOjRx6BAgBEAQ&url=https%3A%2F%2Fwww.salesforce.com%2Fhub%2Fserve%2Ftake-your-customer-experience-to-next-level-with-gamification%2F&psig=AOvVaw2eGbIFy54sdRS5WY5XwmyS&ust=1566070647736080>; "The World Café" / <http://www.mspguide.org/tool/world-cafe/>; "Conversation Cafés" / <https://uwaterloo.ca/grebel/events/global-mennonite-peacebuilding-conference-and-festival/reflective-learning/conversation-cafes>, University of Waterloo; "Participatory Arts" / <https://goo.gl/V5twyP>, Naomi Kendrick; "Photovoice" / <https://goo.gl/qE8k2y>, Photovoice/Facebook;

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Game details and Acknowledgement

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Demogames visual design concept and support:
Francis Stieglitz



Core team Participedia

Game Development: Robert Lovell, Saskia Ruth-Lovell, Laura Junglas, Johanna Flach
Graphic Design: Robert Lovell

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This game uses icons from <https://game-icons.net/> under the creative commons licence and pictures from <https://participedia.net/>. Acknowledgments to their licences and authors are listed in the Appendix of this rulebook. All other graphics and illustrations are designed by Robert Lovell.

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Thanks for playing!