



February 2021

DEMO GAMES

DEMOGAMES

Democracy and Games: Analog and Digital
Game-Based-Learning Tools for Youth Work

The Project

DEMOGAMES is a project of six partner organisations from five countries. It is co-financed for the by the Erasmus+ programme of the European Union (2019-2022). The main outputs of the project are a Democracy Box (D-BOX) with analogue and digital games for educational purposes, and a manual for trainers, teachers, and youth workers with ideas and background information for a fruitful use of the games.

Game based learning tools are suitable for creating interactive learning environments for young people. The games being developed in the course of DEMOGAMES are intended to be used for civic education and in particular to promote competences for a democratic culture, which are described in the Council of Europe's reference framework.

The Games in Development

Several analogue and digital democracy games are currently in development; every game is developed by an international and interdisciplinary team of democracy experts, youth workers and game developers. As game-development is ongoing, selection and description of the games is provisory.

Demodice: dice-based storytelling

From 1 to 10 players reflect and exchange their experience with democracy, as well as their desires and ideas for a more democratic future. The standard set includes 9 dice with six symbols each. Three dice on democracy as a political system (participation, rule of law, basic/human rights), three dice on individuals and interactions (actors, emotions, power relations). Three dice on contextual factors (social policy areas, places, challenges and threats to democracy). Special dice are available on sustainability and the pandemic. The game can be played with or without more detailed information about the symbols and its various meanings.

Observers: riddles about democracy and politics

Observers is a game based on dark stories. Instead of detective stories, it contains stories about democracy and politics. Players have to find out the stories behind the riddles by asking the riddle master questions that can be answered with yes or no. It can be used for fun, as an introduction to specific topics or as a round-up exercise after a more theoretical discussion about the elements and principles of democracy.

Participedia: set-collection game about democratic participation

Participedia is a card game about innovative ways to participate in democratic processes beyond elections for 3 to 6 players. Players become familiar with examples of innovative local, regional and national instruments for democratic participation from around the world. Participedia is a set-collection game; the player who collected most sets wins.

Deckmocracy: card game about democratic events

Deckmocracy is an analogue 15 minutes long card game for 2 to 6 players. The player's aim is to complement democratic events, such as the fall of Berlin Wall, the introduction of the Euro or the organisation of a referendum. To complete an event, players compete, individually or in teams, for the concept cards that belong to an event. Concepts are elements of society and democracy such as a parliament, civil rights, or European integration. The player or team who gains more points completing events wins the game.

Island Utopia: collaborative game about democratic institutions

Island Utopia is a collaborative card-based game for 4 to 8 players, which makes the players experience and reflect value and interest dilemmas inherent in many democratic institutions and rules. The players form the Utopia Council, are in charge of the establishment of the Utopian democracy as well as everyday decisions for the society of Utopia. Players directly experience value controversies and conflicts of interest as they all represent a group of current inhabitants of Utopia. The game is based on the 'building blocks of democracy' learning module with the same name.

Covert influence: investigation on corruption

Covert Influence is a proposed single player, digital game about corruption. Players take on the role of someone working at an anti-corruption NGO who needs to assess evidence and work with others to explore and expose a case of political corruption. Eventually, they can submit this case for investigation and potential prosecution, and then see the results of their actions.

DEMOGAMES partner organisations

German institute for
Global and Area
Studies (GIGA)
www.giga-hamburg.de

European network on
Democracy and
Human Rights
Education (DARE)
dare-network.eu

CGE Erfurt e.V.
www.cge-erfurt.org

DA2 Trucados
da2trucados.com.es

Intercultural Institute
of Timisoara (IIT)
www.intercultural.ro

Demokrative –
Initiative für politische
Bildung
www.demokrative.ch



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Contact and more information: Demokrative – Initiative für politische Bildung, office@demokrative.ch