AFTER THE FALL

OFFLINE GAME

After the Fall is a team-based tactical game that aims players to role-play in order to facilitate discussion surrounding the topic of environmental change and activism. The game is for minimum 4 players and 6 non-player participants, acting their roles (this group must be trained by facilitator before the game).

Focus
The primary goal of this game is to focus participants' attention on the devastating effects of climate change can bring if left unaddressed. Another important element is the significance of teamwork. Seeing the bigger picture and being courageous prove to be valuable throughout the course of the game and will be reinforced throughout this game in hopes not only to raise awareness about climate change, but also contributing to building young leaders.

Plot
The narrative sets participants to explore a devastated facility created to mitigate the dramatic effect of a crisis that occurred in late 2040 as the sea levels began to rise. Players will wander through the remnants of barricades and destroyed science facilities to recover the last project of the last scientists working within the facility, which was never completed. During their exploration, they will witness a terrifying story of our species in the form of artifacts from before the fall of civilization.

Participants role
Participants of the game are a part of an elite recon group exploring the remnants of after Civilization collapsed. Tensions on racial, societal and religious grounds reached their peak, as human concentration went beyond its critical mass. The entire world plunged into anarchy, civil unrest, and war for dwindling resources. Participants will be bonded by the experience and forced to rely on each other despite their differences. They will have to work out a common way of communication as the external pressure will work in them. The sense of comradery would later be translated into involvement in the project and standing against radicalization.

AGE GROUP
10-13 (with experienced facilitator),
14-17 or 18-29

NUMBER OF PLAYERS
4 to 26, the more the better
(plus 6-9 with specific roles/responsibilities

LOCATION
Game played in the darkness with flashlights.

Preferably: indoors - location with a stairwell, 4 rooms, corridors and cell service or wifi access (fi. empty school building). Game can be played outdoors, but a facility with corridors is still required.

REQUIRED STAFF
1 game facilitator

TIME
4 hours game + 30-45 min. debriefing

UNCHARTED

OFFLINE GAME

Uncharted is a team-based exploration game that utilizes roleplaying to focus on the problem of hate speech and negative views towards people with different backgrounds, beliefs, culture, etc. that often results in the development of polar and extreme ideology. Besides 15 to 30 players the game requires 2 additional participants acting their roles in a plot that must be trained by facilitator before the game.

Focus

The main goal of this game is to draw the participants' attention to social problems rooted in cultural differences and show the benefits of breaking cross-cultural borders. Game players actions will effect whether or not they fail or succeed, which surface during the post-game debriefing and address gameplayers actions and bias surrounding these topics.

Plot

The narrative introduces participants to a world, in which space colonization has already soaked into human consciousness. A StarCorp corporation sent a group of researchers to the moon of a big blue planet and a geological expedition that resulted in the discovery of a habitable planet with sentient life-forms. Just beneath its' surface are a vast array of mineral deposits. These minerals are rare and valuable because they are needed for interstellar journeys.

Participants role

Researchers will face an unknown territory in which they must find a way to survive and lay the foundation for a future human colony. In order to achieve this, they must first overcome the communication barrier with natives and create an infrastructure that allows them to transport goods. Besides the malfunctioning supercomputer with incomplete data left by the first expedition. Researchers will only have their wits, empathy and patience to accomplish the mission at hand. Participants will learn that violent and radical tendencies are embedded in our human condition, and it takes tremendous insight and strength to identify them in themselves and speak out against them when others exhibit such behavior.

AGE GROUP
10-13 (with experienced facilitator),
14-17 or 18-29

NUMBER OF PLAYERS
15 to 30

LOCATION
For best gameplay: building with at least 4 rooms.

REQUIRED STAFF
1 game facilitator,
2 additional non-player participants

TIME
4 hours game + 30-45 min. debriefing

THE KEY OF WHISPERSTEEL

OFFLINE GAME

The Key of Whispersteel is a narrative based role-playing team game set in an urban space, inspired by the popular youth series Locke and Key. It is a modern reality mixed with the themes of a dark, broken fairy tale in which there is a magic of high and unspecified power coming from demons. Besides 4 to 40 players the game requires additional participants (1-2 for 20 players, 3-4 for up to 40 players) acting their roles in a plot that must be trained by facilitator before the game.

Focus
This game focuses on building relationships, bonds and love as the main characters in the game are intentionally given gender neutral names, which allow participants to paint their own pictures in their heads (through their potential bias). During the debriefing participants discuss their views on these topics and address how people of the same (or different) gender, race, religion, etc. create bonds and how the picture they painted in their head may be bias and less inclusive.

Plot
The Locke family are famous demon tamers who for centuries, have produced whispering steel from their bodies and from the steel – the keys with extraordinary features. The world exists on border of realism and dark fantasy, which brings about discussion surrounding the topic of love, openness to other lifestyles and ideals while requiring participants to interact and communicate to successfully complete the game.

Participants role
The central premise of the game is to allow the participants to experience the process of creating bonds between people. Most importantly, they learn how some bonds can result in negative views and even some radical behavior. They are also made aware of how a lack of knowledge about relationships may radicalize sects of society that are against less traditional bonds in a way that escapes the understanding of the majority (such as the LGBTQIA++ community).

AGE GROUP
14-17 or 18-29

NUMBER OF PLAYERS
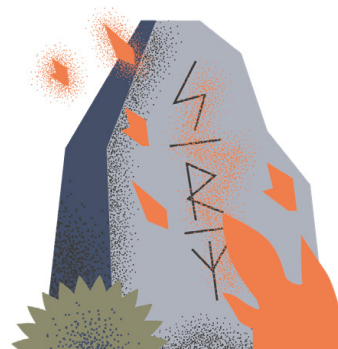4 to 40 (groups of 4 required)

LOCATION
For best gameplay: Urban space preferably near a street or promenade.

REQUIRED STAFF
1 game facilitator,
1-4 additional support

TIME
4 hours game + 30-45 min. debriefing

WORDS LIKE DAGGERS

OFFLINE GAME

Words Like Daggers is a freeform actor game that simulates an online environment to help reveal roots of hate speech and other negative behaviours online. Game players will play as either a streamer or audience members and experience a catastrophic event caused by their actions (or lack thereof).

Focus
The central game premise show how radicalization has roots in online communities and conveys a message to participants that the wellbeing of others is their collective responsibility's on social media and their actions online can heavily influence the behavior and mood of others. It can serve as a way to discourage young people from hate speech or other negative socio-linguistic behaviors on the Internet.

Plot
The purpose of the script is to simulate an online environment centred around the creators of the YouTube content. "Youtubers", who are confronted with a tragic event, which affects how they perceive themselves, their films and the world of fans.

Participants role
Game players are divided into 2 groups: "Youtubers", who stream their materials and the rest, "Audience" whose comments exist live (via phones) of what Youtubers posted. Both groups are affected by the plot, which unravels as the game continues on by the game facilitator.

AGE GROUP
13 and up

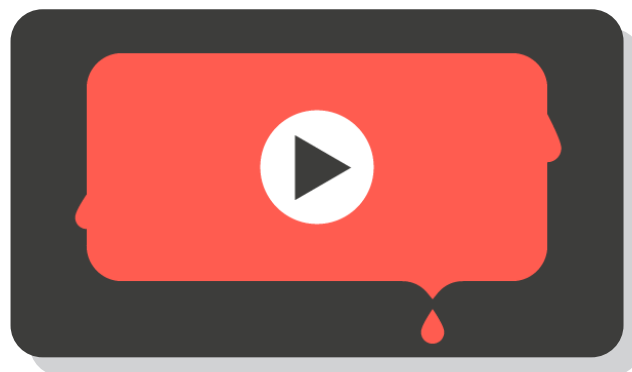**NUMBER OF PLAYERS**
14-37 players

LOCATION
Room divided into two private spaces: stage and place with seats for the audience (30-40m2) and wifi access (or participants with solid cell signals).

REQUIRED STAFF
1 game facilitator,
1 additional support

TIME
4 hours game + 30 min. debriefing

OUT OF THE BOX

ONLINE GAME

Out of the box is an online negotiation game that shows polarisation mechanisms, which effectively is one of the biggest factors in the radicalisation process. The rules of the game are easy to learn and also the game's setting is easy to tweak for players' needs, as it can easily be modified to tell the story of designing a school, a library, a university campus etc. The game offers an interactive game board on Roll20 and voice channels for discussion on Discord.

Focus
The game emphasises the need of communication and cooperation and highlites the importance of the democratic inclusive decision-making process. The game includes multicultural elements to sensitise and educate the player base on different needs of people of various cultural backgrounds.

Plot
The game is set in local community, divided into different groups of interest who discuss and argue over new-to-build community centre in their local area. The mission of each group is to choose facilities for the new centre. The players will have to negotiate with members of other teams to find a common ground and get their dream facility.

Participants role
The game can be run with 16 to 48 players, the optimal number of players places between 24 to 36 participants. The participants are playing in teams of 3. Each of group will communicate internally and 6 times during the game negotiate with other groups externally.

AGE GROUP
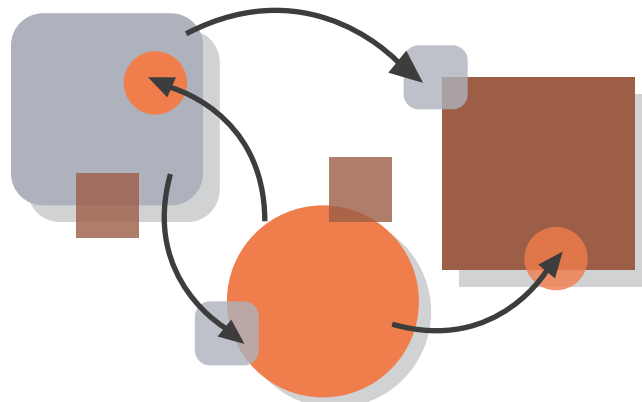12-29

NUMBER OF PLAYERS
12-48

ONLINE PLATFORMS
Roll20 map, Discord

REQUIRED STAFF
1 facilitator

TIME
70-90 min game + 30 min. debriefing

AFTER THE FALL

ONLINE GAME – for more advanced online-participants

After The Fall is an online game that takes place in the world after huge catastrophy. It aimes to show the importance of cooperation for common good. This game is designed for more advanced internet users, since in order to play participants need to use simultaneously 3 different online platforms: to communicate (Discord), to watch videos (Watch2Gether) and to make their moves(Rol20 map).

Focus
Participants will be bonded by the experience and forced to rely on each other despite their differences. They will have to work out a common way of communication as the external pressure will work in them. The sense of comradery would later be translated into involvement in the project and standing against radicalization.

Plot
The game starts in the world after Civilisation collapsed. Big cities are gone, drowned under waves, covered by sand or radioactive snow, abandoned and blasted to shreds by war. Players are exploring a facility that was a hub of previous life, searching for any piece of equipment or information in order to understand why the Civilisation collapsed. By entering this facility the players take a huge risk.

Participants role
Participants play in squads of 4. Every squad has different resources: oxygen, ammunition, health, sanity and energy. Every squad has also 3 objectives to gain during the game and a leader who is the only one who can communicate with other squads.

AGE GROUP
14-29

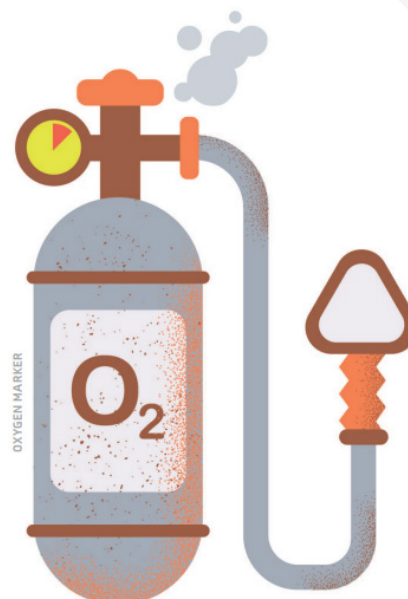**NUMBER OF PLAYERS**
8-48

ONLINE PLATFORMS
Roll20 map, Discord, Watch2Gether

REQUIRED STAFF
1 experienced game master (hired by org)

TIME
3,5-4 hours game + 30 min. debriefing

SOCIAL MEDIA CAMPAIGN

Training to support young Ambassadors of Change

Methodology

Game Changer believes that young people and aspiring young leaders can both be incredibly influential as well as susceptible to outside influences. That is why we believe they have the power to inspire positive change in their peer networks to help address issues that can result in the development of polar and/or radical ideologies and/or behavior.

Our training will go through all steps necessary to: identify reasons why people turn to polarising and radical thoughts and opinions; understand how narratives play a large role in radicalisation; formulate alternative narratives and stories and; build attractive campaigns with credible messages and measurable impact.

One unique element about our youth-led social media campaigns is that our trainings and material are intended to be platform neutral. We believe in supporting our

Ambassadors of Change on the platform they believe to be the most impact and that they are also the most comfortable on. This means you do not need to be an expert on TikTok or Instagram or Facebook, rather you just need to work with your Ambassador of Change on fine tuning, reflecting and guiding their campaign to reflect a strategy and messaging that can inspire meaningful discussion and change regarding issues they choose.

We understand that no campaign is perfect, each and every campaign is different and the hardest part is getting that first post out there! We encourage you to take the leap and run a campaign as they can either exist as a standalone activity aimed to create social or it can be paired with a Social City Game (or Social RPG) as a recruitment tool or to enhance your messaging and reach

Focus

Youth led-social media campaigns serve as a tool that adds the knowledge and skills necessary to support youngsters in creating a social media campaign(s) designed at tackling social issue(s) that are defined and determined by the young people you support. In Game Changer we call these aspiring young leaders/influencers Ambassador of Change.

Training & Support

Our training aims to provide you with the necessary tools and knowledge to support the young people you serve in conducting a social media campaign addressing social issues most relevant to them. Our training will take you (and your Ambassadors of Change) from start to finish and help highlight key elements of campaigns designed to create the most impact possible. Understanding and improving your knowledge of a campaign's target audience, messaging, branding and call to action allow for more meaningful evaluation and time to reflect each step of your campaign to make changes and understand what impact your campaign may have..

AGE GROUP
12 and up

NUMBER OF YOUTH NEEDED TO CREATE A CAMPAIGN
1-10

LOCATION
Anywhere

REQUIRED STAFF
1 person to train and support