Out of the Box

Online game training
Agenda

01. What is Out of the Box

02. Out of the Box Rules

03. Out of the Box Gameplay

04. Out of the Box Technical Preparation

05. Out of the Box Debriefing

06. Out of the Box Handouts
Lost? You will find all the necessary information in Out of the Box Design Document.
“Polarization affects families and groups of friends. It’s a paralyzing situation. A civil war of opinion.”

—Mick Jagger
What kind of game it is?
Who can play it?
What is the game’s setting?
What the goals are?
Out of the Box

- An online negotiation board game
- Can be played with 12 to 36 players (with 24 being the optimal number)
- For players aged 12 and up
- 1 game takes up to 3 hours (debriefing included)
Out of the Box

- Played with 1 game master and 4 teams of players
- Played using free online tools – Discord communicator and google docs suite
2 QUIET ROOM

1 THEATRE STAGE WITH A CINEMA SCREEN

0 INTERNET TV STUDIO
What this game is really about?

Point 1
Realizing that we all are susceptible to polarization mechanisms and we all function in the world of unequal privilege

Point 2
Working in teams to achieve teams’ goals

Point 3
Finding the most utilitarian solution seeing all teams as one
**Game goals**

**Primary Goal**
This game is about learning to **notice** privilege in real-life situations.

**Specific goal**
Participants **build awareness** of privileged and non-privileged groups in real-life. Having experienced the power of privilege in the game, they **understand inequalities** stemming from it.
Game goals

**Primary Goal**
This game is about learning to **notice** privilege in real-life situations

**Secondary Goals**
- **Teach players** to see the bigger picture
- **Teach players to think** in a more utilitarian way
- **Improve players’** discussion and negotiation **skills**
- **Experience** advantages and disadvantages of the **democratic system**
- **Experience** the power of **privilege**
- **Sensitize** players to needs of different **ethnic groups**
More straightforward?

- Immerse in a mood of rivalry
- Experience polarization in a relatable but safe setting
- Encourage to care about more than their own team’s benefits
- Have fun!
Narrative and Game setting

What you will tell players this game is about?

Four groups of students from a local school are asked to choose (from the options available in the game) six facilities for a new cultural centre that is being erected in their neighbourhood.
**Player groups**

**Gifted Students**
Traditionally understood ‘good students’. Their school marks average is the highest, which gives them a mechanical advantage in the game.

**Artists**
A group of artists. Their grades average doesn’t provide them with any advantage.

**E–sport Players**
A team that wants to become professional e–sport players. Their average is second highest, which might give them a mechanical advantage in the game.

**Sports Players**
A team of sportsmen and sportswomen. Their average doesn’t give them an advantage.
Axis of Polarization

Privileged teams

Gifted Students  
Artists

E-sport Players  
Sports Players

Non-privileged teams
What the board looks like?
How to use it with Discord?
How does voting work?
The game board resembles an architectural design of a three-story building.

On each floor, there are 2 empty rooms (6 in total) which purpose players will have to agree on during their gameplay.

Each floor is surrounded by the pictures of 6 choices the players have for each floor.
Each team (Gifted Students, E-sports Players, Artists, Sports Players) gets a pdf file that contains their team’s ranking of each room that can be chosen in the game.

Each room’s description contains a picture, a colour coding, a number (1 meaning completely useless and 6 being extremely valuable for a team), and a short written characterisation of the space.
<table>
<thead>
<tr>
<th>Floor</th>
<th>Room name</th>
<th>Gifted Students</th>
<th>Artists</th>
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<td>debate room</td>
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</table>
There are three committees (one for each floor) that decide on rooms that are going to fill in the empty space on the board.

Every member of each team takes part in all meetings of one and the same committee throughout the game.
Committees

There are three committees (one for each floor) that decide on rooms that are going to fill in the empty space on the board.

Every member of each team takes part in all meetings of one and the same committee throughout the game.
Voting happens **twice** during the gameplay.

Only **one person** from each team in a committee can vote.

All votes are **open** (known to the rest of the committee members).

Each team has to cast **two votes** in each committee.

You are the one who **initiates the vote** in each committee and **displays the results** for the players’ use.
Privilege mechanics

When there is no agreement in a committee on a room to be chosen (the votes are 2:2), the privileged groups of GS and ES (in that order) choose from the rooms that received the equal amount of votes.
Game moderation

During the gameplay, you are responsible for keeping track of the **length of the meetings** (both in teams and in the committees).

You are the one who **informs players** about the beginning and ending of each phase of the game. Make sure you give your players **clear instructions**.

You are the one who initiates **votings** and gathers their results.
The rules for the players

- There are four teams working in three committees on three floors
- Each player knows the values of all rooms to their team
- Players can’t share the number values of their rooms with other teams
- Each committee decides on two rooms on their floor
- All committee members from one team have one vote
- Votes are open
- GM is the one who initiates voting
- The game finishes after the third committee meeting, after the final vote
- GS (and ES) are the privileged teams and can decide in case of a draw
Game flowchart for players

Briefing

Team Meeting 1 → Floor Committees Meeting 1

Team Meeting 2

Floor Committees Meeting 2
polling vote

Team Meeting 3 → Floor Committees Meeting 3
final vote

Debriefing

Remember to **take notes** from the meetings! They are going to be very useful :)}
The game goal for players

Make sure you create the best cultural centre
What are the parts of the game?
What is the order of things happening?
How long does each part last?
Gameplay

Briefing
- Preparing your players for the game

Playing the game
- Actual gameplay

Debriefing
- Where the magic happens ;)

Game Changer
Powered by Youth
Gameplay

Briefing
Preparing your players for the game

Playing the game
Actual gameplay

Debriefing
Where the magic happens ;)}
Briefing checklist

Make sure all your players are ready for the game.

Make sure your players know how to join and use your Discord server. Explain how switching voice channels and text channels work.

Paste and pin the game flowchart and game board to the general Discord chat.

Explain the game goal, rules and game flow to the players. Ask the players to prepare something to take notes with during the game.
4 teams
separate text and voice channels
team-building
Gifted Students,
E-sports Players, Artists and Sports Players
Rename

Briefing checklist

Allow players to divide themselves into **4 teams** of a similar number of members or divide them yourself.

Assign a **separate text and voice channels** for each team.

Ask your players to mute text channels of other teams.

Engage your players into the **team-building** activity.

Randomly name the teams **Gifted Students, E-sports Players, Artists and Sports Players**.

**Rename** the voice and text channels of each group accordingly to the team’s names they were labelled with.
Team building

If your players **don’t know each other**, it’s best to run a short team building game in their teams.

Our suggestion is for the participant to play **“1 truth & 1 lie game”**.

Each player, one player at the time, tells two facts about themself, one of which is true and the other is false. On the count of three, the rest of their team vote on their team’s text chat with the number of the story that was true.
Gameplay

Briefing
- Preparing your players for the game

Playing the game
- Actual gameplay

Debriefing
- Where the magic happens ;)

Game Changer
Powered by You
Team Meeting 1

What Happens?

Players meet in their teams (Gifted Students, E-sports Players, Artists, Sports Players) for the first time. They use assigned team voice channels on Discord for that purpose.

Give each group access to the proper leaflet that contains the goals for their group.

Each player of each team decides which Floor Committee they want to join.

The teams discuss their needs and expectations.

That probably is the point, where they realise that if they don’t act smart, the GS group is going to have more power than other groups.
GS, ES, A and S delegates meet in the Floor Committees for the floors 0, 1 and 2. They use assigned committee voice channels on Discord for that purpose.

They get to know other teams’ needs and expectations and try to negotiate primary agreements.

At this point, players should take notes of what they have learned about other groups’ agenda.
Players meet in their teams GS, ES, A and S for the second time. They use assigned team voice channels on Discord for that purpose.

They discuss what they found out during the previous committees’ meetings.

They should talk about the first alliances they made and discuss potential trade-offs on different floors.

GS will probably try to figure out how to achieve exactly one draw on each floor since that gives them an opportunity to use their privilege. The other teams on the other hand will probably discuss ways to prevent it.
**Floor Committees Meeting 2**

**What Happens?**

GS, ES, A and S delegates meet in the same FC 0, 1 and 2 for the second time. They use assigned committee voice channels on Discord for that purpose.

They try to push their agendas, create strong alliances, fight the opposition and suggest trade-offs they discussed in Team Meetings 2.

The meeting finishes with a **polling vote**.

Make sure to update the game board and **display the results** on the general text channel in Discord.

10 to 20 minutes
Team Meeting 3

What Happens?

Players meet in their teams GS, ES, A and S for the last time. They use assigned team voice channels on Discord for that purpose.

They discuss poll votes results. They decide on the final actions they are going to take in the last committee meetings.

At this point polarization between teams should be very apparent.
Floor Committees Meeting 3

What Happens?

GS, ES, A and S delegates meet in the same FC 0, 1 and 2 for the last time. They use assigned committee voice channels on Discord for that purpose.

Each player has a chance to make a short (up to 1.5 minutes) speech to convince other teams to vote in their team’s favour.

Players team representatives cast their final votes.

Make sure you type up all votes and present the results to all players before you move to the debriefing part.

Ask the teams to sum up their points and prepare a bar graph with them.
Gameplay

Briefing
Preparation your players for the game

Playing the game
Actual gameplay

Debriefing
Where the magic happens ;}
What is necessary to run the game?
What do players need?
How to set up Discord server?
Necessary equipment and software

- Computer with a stable internet connection
- Headphones and a microphone
- Timer
- Discord app
- Discord account
- Google Chrome
- Our google sheet for presenting voting results
- Pdf reader
- Our google sheet game matrix
- A simple graphic editing tool (e.g., for Windows Paint 3D or for Mac SketchUp)
Preparation checklist

Discord:
- download app
- set up discord server
- share server link with the participants
- create voice and text channels

Downloadable materials:
- game board and tokens
- rules list
- gameflow chart
- players leaflets
- google sheet for bar chart plotting
Necessary equipment and software for players

- Computer with a stable internet connection
- Headphones and a microphone
- Discord app
- Discord account
- Google Chrome
- Pdf reader
Setting up Discord

This is your brand new, shiny server. Here are some steps to help you get started. For more, check out our Getting Started guide.

- Invite your friends
- Personalize your server with an icon
- Send your first message
05
Out of the Box Debriefing

Why is debriefing the magical part? What topics should you talk about? How to engage players into finding the utilitarian solution?
Why is debriefing so important?

Allows the reflection on and the sharing of the game experience to turn it into learning.

Gives space to players who were in the experience to share and exchange feelings and ideas and to generalize their learnings, from and between all participants.

Some learning often occurs while a game is being played, but deeper lessons are learned in a good debriefing session.

If your players had their cameras turned off during the game, ask them to show their faces. It helps with establishing a human connection and returning to their true identities.
Stages of debriefing

1. Hype
2. Feedback
3. Inception
4. Discussion
Relieving the best and most exciting moments of the game with the players and graft common feeling of mutually beneficial experience on them.

Keep your energy high and be excited even if your players are not, it is contagious ;)
Time for the participants to **share** their emotions and opinion about the game, and talk about their experience.

**Encourage** all the players to speak. Remind them there are no right or wrong ways of experiencing the game and everything they want to share is important.
Inception

Integrating a **wider context** for the players, which serves the purpose of starting a discussion on social matters.

This is the moment we tell our players what Out of the Box is **really about**.

**Ask** your players **questions** to lead them to the realisation of what happened in the game. Try not to put it bluntly.
Inception topic examples

- Who won the game?
- Are you all happy with the scores you achieved?
- What was your strategy in the game?
- Did any alliances form during the game?
- Did you try to play against another group rather than for your own group?
- How do you feel after the game? Do you feel you would happily visit the culture centre you designed?
- Did you notice any ‘hate’ going on in the game?
Inception topic examples

- Did you notice the power invisible privilege of GS and ES teams?
- Show them the point distribution graph. Ask them if they think that was the best possible score to achieve.

- What is polarisation? Do you think it can lead to radicalisation?
- Do you think radicalisation happened in your game? Give an example.
- Do you think polarisation happened in your game? Give an example.
Inception topic examples

- ‘Make sure you create the best cultural centre’ was your goal. Do you think you achieved it?
- Did you try to achieve the goal which was the best for the whole community?
- Point to the human tendency of focusing on their own benefits rather than the whole community’s gain.
- Show players the value of the utilitarian solution either by letting them find it themselves (recommended) or by showing it.
Out of the Box provides material to discuss aspects of living in a **multicultural community**. The gameboard and the rooms cards contain elements you can discuss with your players.

- Ecumenic chapel
- Separate sex swimming pools
- No room numbers 4 and 13
- Banquet room with traditional instruments
- Kitchen with separate stations for preparing kosher, halal, vegan and vegetarian food
- Separate sex toilets and a unisex one
- Bidets in the restrooms
- Shoe boxes and raised vestibule
Let them **talk and exchange ideas** but moderate the discussion and try to keep them on track.
Welcome to the Matrix

Game matrix is the **skeleton** of Out of the Box.

It determines how the teams value each room.

It is designed in such a way, that polarisation appears.

It allows you to **show** the players **the most and the least utilitarian solutions** to the problem.
Generating bar charts

In the bars generator you can easily create graph bars that present:

- final voting results
- Teams total number of points
- Teams total number of points and all Teams’ and points sum
<table>
<thead>
<tr>
<th>Floor</th>
<th>Room name</th>
<th>Gifted Students</th>
<th>Artists</th>
<th>E-Sports Players</th>
<th>Sports Players</th>
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**In-game solution**

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<th>Gifted Students</th>
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Utilitarian solutions

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What do I get from you?
What do I need to prepare by myself?
Downloadable Handouts List

Downloadable from: https://gamechangereu.org/games

- game board and game tokens graphics set,
- game flowchart,
- rules list,
- pdf leaflet for each Team with rooms scoring,
- copyable google sheets file for plotting graphs with voting results and team points,
- copyable google sheets file with game matrix and points for different game solutions,
- Out of the Box webinar recording,
- tentative game schedule.
thanks!

Do you have any questions?

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