SCHEDULE

00:00  Start of the workshop before the game
       Teaching individual behaviours and movements.
       Explaining the rules.
       Dividing participants into groups.

00:30  A guided tour of the game area
       Explanation of safety rules.
       Distribution of materials for reading and use.
       Marking groups and time to take on the roles.
       Preparing the costumes.
       Training the customs and activities.

01:10  Beginning of the first day on the moon-garden
       First meeting of people and natives.

01:30  Second day on the moon-garden
       Start the first challenge (each group on their own).

01:50  Third day on the moon-garden
       Continuation of tasks in groups.
       First Supercomputer Log.
       Oracle’s first vision.

02:10  Fourth day on the moon-garden
       Start the second challenge (each group on their own).

02:20  Fifth day on the moon-garden
       Continuation of tasks in groups.
       Second Supercomputer Log.
       Oracle’s second vision.

02:50  Sixth day on the moon-garden
       Start the third challenge (each group on their own).

03:10  Seventh day on the moon-garden
       Continuation of tasks in groups.
       Third Supercomputer Log.
       Oracle’s third vision.

03:30  Eighth day on the moon-garden
       Final decisions of the participants.
       A summary of their achievements.

03:50  Debriefing and discussion