Words like Daggers
offline game
Game organisation training
What will you learn?

- Structure of the game - What is this game all about?
- Technical preparation for the game - What you need to prepare for the game?
- Debriefing for the game - How to sum up the game with your participants?
A word about our beloved design document
Structure of the game
THE PREMISE OF THE GAME
OVERVIEW

What is this game really about?

- Simulating an experience of cyberbullying in a controlled environment
- Allowing participants to witness their own involvement in the process
- Exposing threats of anonymity
- Learning more about themselves through shared experience
Structure of the game

PRIMARY GOAL
What do we want to achieve using this game?

This game is about RESPONSIBILITY

SPECIFIC GOAL
Participants take responsibility for radical and toxic behaviors online.
Structure of the game

More straightforward?

We want participants to:

- Immerse in a certain mood / emotional state
- Simulate anonymity and expose carelessness that it instigates
- Show the inevitable consequences and handle them
- Encourage responsible behaviour
SECONDARY GOALS

What do we want to achieve using this game (as well:P)?

- Learn more about our group
- Strengthen the fortitude of participants in an online environment
- Introduce knowledge about cyberbullying and “mob mentality”
DISCLAIMER!

As this game relies on already existing social bonds within the group, and requires at least a modicum of performative ability from participants, organising an acting workshop beforehand is highly recommended.
NARRATIVE

What you will tell players this game is about?

- A freeform performance meant to emulate the online experience.
- They will be an audience and performers at the same time.
LORE OF THE STORY

Modern

The setting assumes that all the occurrences in the game take place in our contemporary world with all its cultural and social framework left recognizably without a change.

Online space

The entirety of the game will be assumed to take place in form of multiple videos posted on Youtube. Even though no actual videos will be recorded, and all the interactions will be acting.
PREMISE

What you will tell players this game is about?

- A small selected part of participants will act as Youtubers/Streamers creating their own channel and producing thematic content.
- The rest will act as audience, actively interacting with those channels in their comment sections.

NOTE

Technically most of their interactions will be conducted through a closed and private Facebook group set up for the game and deleted afterwards.
DISCLAIMER!

While deciding upon the subject who will play as Youtuber/Streamer please bare in mind that this will be stressful and experience that may result in emotional discomfort.

With this in mind choose participants that are in high standing among their peers and generally liked.
The starting point

It tells the story of YouTubers/Streamers, who were connected by the media outlets with the teenager’s suicide. You are presented as his highest authorities and filmmakers, with whose content he spent the most significant part of his free time.

Scandal ensues and audience reacts.
DISCLAIMER!

The game goal isn’t trying to answer the question of whether the teenager committed suicide because of the content that he hit on the web.

The main storyline of the game is an excuse to simulate the situation in which tension grows; opinions get radicalized, and interaction transits into hate.
Structure of the game

Technical issues

1. Game should be conducted by TWO facilitators of which one is a counselor trained in observation of people emotions and appropriate actions in case of emotional emergency.

2. The Facebook group must be prepared earlier, for the participants only to log on.

3. Fluent internet connection is crucial.
Structure of the game

Gameplay

- Workshop
- Briefing
- Four scenes which will be the main driving factor of the story
- In between the scenes participants playing as Youtubers/Streamers will have an opportunity to make a “Reaction video”
- Debriefing
Workshop

If you do not have Youtubers chosen upfront this is the moment.

Make sure you create a situation in which every participant speaks out loud in front of the group, and observe their behaviour as well as groups reactions.

1. Participants all should say a few words about themselves

2. Participants should at this point be logged on to the facebook group by one of the facilitators

3. One of the facilitators should than make a presentation of example case of “Content Video”
Structure of the game

Facebook group
DISCLAIMER!

Make sure that this facebook group is terminated after the game.

It is done thru every participant leaving the group and than the facilitator deleting it.
Structure of the game

Briefing

1. Explain the rules
2. One of the facilitators prepares the Youtubers/Streamers
3. Second briefs and hypes the audience

The Briefing ends with presentation of the Chanels!
Briefing for Audience

1. Participants first react to the example “Content Video” performed by the facilitator.

2. Participants are given rules of conduct:
   - No content created during the game may leave the game.
   - They may react to the videos in any way (memes, reactions, comments) provided it will be in a form of an online activity - they do not speak to the Youtubers.
   - They may be asked to participate in one of the scenes.
   - They should react strongly and may go over the top. Their personal opinions on the subject are secondary to the show.
Briefing for the Youtubers/Streamers

1. Participants choose the subject of their channel from the list
2. They are supposed to create a nickname for their character
3. They are supposed to create a name for their channel
4. They choose one relationship from the list and give it to ANOTHER Youtuber/Streamer
5. They are given some time to prepare their first “Content Video”
6. The videos should not be long and show what participants imagine as a regular content of their channel
The Tragedy

Youtubers/Streamers are informed upfront about the situation, as they will enact their “Content Videos” right after news “hit the publick”

They can; if they so choose; comment on the current situation in the media (the tragedy of a family, attack of the news outlets), then bear in mind that those videos are their primary source of revenue.

However, they have been elected to the position of prominence due to their regular content, and the Audience may require from them the carefree escapism from grim reality.
DISCLAIMER!

References in the design document are designed to be used for Polish edition of the game; henceforth, Game Organiser may have to find relevant examples in their language, or participants may propose the subtitles.
Structure of the game

Scenes

As mentioned, scenes will be an improvised acts.

All the Youtubers/Streamers take part in every scene (the last one is the exception).

Few of the scenes require additional characters which may be played by participants (volunteers) or one of the facilitators.

Facilitator informs everybody about the subject of the scene and gives them time to prepare.

Every Scene is a separate Video (post should be prepared beforehand) which can be commented.
Structure of the game

Scene I: Teenager's Suicide
Scene I: Teenager's Suicide

Additional character – Journalist

The scene requires the journalist talks at least for a moment with each of the YouTubers.
Structure of the game

**Scene II: Weird Funeral**
Structure of the game

Scene II: Weird Funeral

Additional characters
- Journalist harassing the Youtubers
- Grieving parents of a teenager

The scene requires all the Youtubers to express their condolences to the parents of the deceased.
Structure of the game

Scene III: Influencers under the siege
Scene III: Influencers under the siege

The scene is a press conference, where one of the facilitators enacts the role of a moderator, and all the participants from the audience play as journalists that may ask questions.

The audience should state the media agency they represent.
Structure of the game

Scene IV: One Year Later
Structure of the game

Scene IV: One Year Later

As this is the Epilogue every player should be asked to perform a short speech about what happened with they’re online career

It is crucial that the facilitator animates the whole ordeal to make it as impactful as possible.
Structure of the game

Shortly about the videos

1. Commentary concerning up to date occurrences in the game.

2. Part of the typical content of the channel.

3. Drama video which is a response content concerning activity on another channel or channels, offline activity of another streamer or streamers. The tone of that drama video needs not to be offensive, but it can.
Structure of the game

Debriefing

More on that later.
Technical preparations for the game
Debriefing for the game

Facilitator roles

- **Actor**
  This will be a person responsible for running the entirety of the game.

- **Counselor**
  This will be a person responsible for running the debriefing after the game, as he will have the opportunity to monitor the activity on the Facebook group as well as view the participants’ behavior in real life.
Debriefing for the game

Actor tasks

- Prepare technical aspects of the game.
- Convey information to the participants.
- Reenact characters necessary for a given scene.
Debriefing for the game

Counselor tasks

- Conduct acting workshops in the beginning.
- Observe participants.
- Chose people from the Audience to take part in the scenes, where the script requires it.
- Brief and prepare participants from the Audience for their role in a given scene.
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A word about the hardware

- Necessary equipment
- Game area
A word about acting

- Suspension of disbelief
- Engagement
- Facilitators example
- Previous analysis of possibilities
Preparations

1. Choose a place to organise the game (preferably about 5 to 6 weeks prior)

2. Choose with special care for requirements the Counselor and the Actor (preferably about a month prior)

3. Inform the players about the game – you can start the facebook group to communicate with them and hype them (preferably about 2 to 3 weeks prior)

   DISCLAIMER! This will not be the same FB group you will be using during the game

4. Print all the materials and prepare all the items, remind participants about the game and especially its place and time (preferably 1 week prior)

5. Remind about place and time of the game to the participants again (1 day prior)
Debriefing for the game
A moment fresh after the storm

Allowing participants to vocalise their opinions and feelings

“What moved you during the game?”

“What was the experience of audience?”

“What was the experience of Youtuber/Streamer?”

Should any “bleeds” occur, the counselor ought to resolve them on the spot.
INCEPTION

Integrating wider context for the players intended to instigate a discussion on social matters

“What do you think – which part of this situation is actually consequence of your actions?”

“What difference can you see between this simulation and real online experience?”

“Do you think that you could be an instigator of hate in real life?”
Debriefing for the game

DISCUSSION

Interactions between participants moderated by the facilitator
Re-bonding

A part of the debriefing concentrated on improving the emotional state of all the participants especially those that were under the most pressure – Youtubers/Streamers.

It should be conducted based on realistic needs of the group and at counselors discretion.
roll credits!

Thank you for your attention

Do you have any questions?

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