Let's play!

Mobility is a serious game



4 worlds

WELFARE

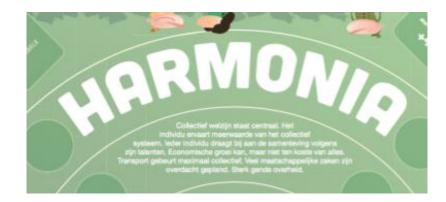
SILICON Collectief welzijn staat centraal. Het individu ervaart meerwaarde van het collectief systeem. leder individu draagt bij aan de samenleving volgens

EU

subservient to the collective system. The system sets the guidelines. Self-development is allowed if it contributes to the whole. Strong focus on efficiency and productivity. Everything revolves around

COLLECTIF

INDIVIDUAL





WELL BEING

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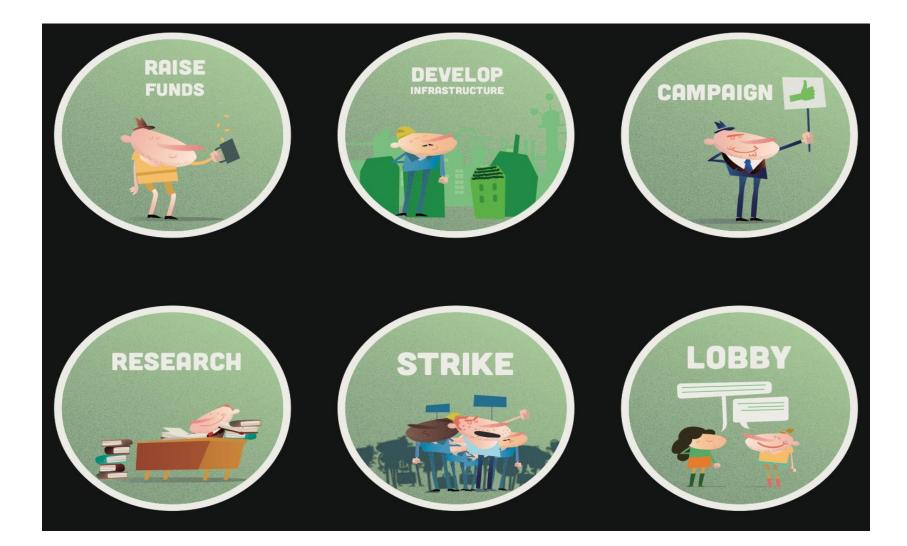
OBILITY IS A SERIOUS GAME Experience of a second se

+5 YEAR

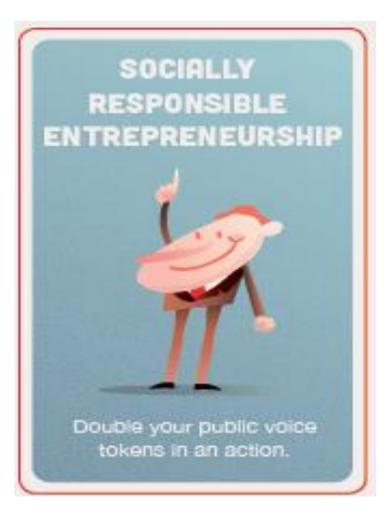
+10 YEAR

+30 YEAR

Action cards



Disruptive cards





Rules of the game!

2. Choose a role

- 3. Give everyone the corresponding number of tokens
- 4. Each player takes 2 disruptive cards
- 5. Introduce yourself and your organisation as well as your long-term goals
- 6. Throw the dice to see who can start and start the game clockwise
- 7. Place 3 at random variables (as inspiration)
- 8. Everyone chooses an action by means of an action card, presents the arguments about the action, arguments it and stakes tokens
- 9. When everyone has played, each player can stake an extra token on cooperation
- 10. Public voice assesses and stakes tokens to support the actions
- 11. It is possible to stake a disruptive card
- 12. Add up the scores of this round:

-the tokens of your own action multiplied by the tokens of the public voice

-the tokens on the action with which you have cooperated multiplied by the tokens of the public voice

Debriefing

- Counting of the points
- Evaluation: role, werold, positions: did you reach your goal? Did you learn something?
- Choose a new world and repeat!

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