

## Game script (for Moderator)

### Game Introduction (15 min)

Welcome to the region of Cultouria! A fictional place that shares many challenges and opportunities with our actual region. Over the course of this serious game, we will learn the value of collaboration, the pain of compromise, and the strength of our creativity as we come up with ways to collectively address Cultouria's cultural tourism challenges using circular, human-centred ideas.

I ask you now to metaphorically step out of your own shoes and into those of a different stakeholder. Before I randomly give you each a role, is there anyone who would like to adopt the Observer role? You will not actively participate in the game but rather observe the process and share your thoughts with the group later on.

*[Select one volunteer, and give them the Observer nametag and role sheet]*

I will now randomly hand each of you a name tag with your new role within Cultouria.

*[Pass out pre-filled name tags so that there are between 2-3 people per role]*

Please find and stand together with others who share your role. I will now give your group a role sheet that explains your new identity and your allocated budget.

*[Pass out one role sheet and one game worksheet to each group]*

I have also given you a game worksheet, please ignore that for now. Take a moment to locate and read your role on the role sheet. Your role may be unfamiliar, but that is ok - embrace it for this game!

*[Gather the group around the whiteboard/flipchart with the displayed challenge cards]*

As you can see, Cultouria is faced with these challenges. They may seem familiar.

*[Read out challenge cards]*

We need to solve these to help our region thrive, but this comes with a cost. Each challenge costs money. Let's take a moment to look at them together.

How will we address these challenges? It's up to you! In general, each role team is to select a challenge and come up with an action idea that addresses it. Your action ideas could be a new

product or service, a training program, a networking activity, physical or digital infrastructure, or anything else you dream up. To ensure that you have enough budget, you will likely need to combine your idea with other role teams who want to address the same or additional challenges. Collaborative partnerships are important for addressing challenges since most of you have a fairly low budget. At the end of the game, we should have a batch of action ideas for the challenges.

Let's take a look at our program.

*[Worksheet 2.2.1 - GAME FLOW]*

Generally, there will be two rounds of planning and negotiation, each followed by a community meeting.

*[Read through the game flow]*

Throughout these stages, all role-teams should keep notes on their game worksheet.

*[Give participants a few minutes to review their game worksheet]*

Be creative and bold with your ideas - push "beyond" typical notions of cultural tourism by including elements of circular and human-centred design.

I will notify you when to move on to the next round and provide more instructions at each stage. Are there any questions?

## Round 1 - Internal planning (20 min)

Please now find a table and start discussing it with your role team. You have 20 minutes to pick a challenge, come up with an initial idea for how your role team could address it over the next 1 year and 5 years, and think about what other teams you may need to partner with. Write your thoughts in your game worksheet. Do not stress about having a perfect idea, it can evolve throughout the game!

*[Give a 5-minute warning once 15 minutes have passed]*

## Round 1 - Negotiation (20 min)

The time is up for your first planning round. Now you should take the next 20 minutes to mingle with other role teams, discuss your ideas and form partnerships. You may join and adapt another team's idea or convince others to join yours, or perhaps combine your ideas! In general, partnerships should allow you to have a sufficient budget to address your challenge. But this will require collaboration and compromise by combining or adapting each role team's initial ideas.

If teams partner and create an idea that addresses two challenges, the cost is that of the more expensive challenge plus half of the cost of the less expensive challenge. (e.g. If challenge A costs 4 and challenge B costs 8, it would cost 10 to address them both together). If the different challenges have the same cost, their combined cost is 1.5 times the original (e.g. if A costs 8 and B costs 8, then AB costs  $8+4=12$ ). Each team

should keep their own records by updating its game worksheet accordingly.

*[Give a 5-minute warning once 15 minutes have passed]*

## First community meeting and event (15 min)

The first negotiation round is over. Please all return to this part of the room.

*[Gather the group around the whiteboard/flipchart with the displayed challenge cards]*

Welcome to the community meeting. Let's see what our different role teams have done so far. I would ask one representative of each role team or partnership to briefly present their selected challenge and their action idea in 60 seconds. Listen closely to each other - you will have another round of planning and negotiation where it is possible to alter your ideas and partnerships.

*[As teams report, make notes beside the challenge cards on the whiteboard/flipchart. Ensure that each group does not take too long. If there is no event, they can take more time. Afterwards, ask the Observer for their impressions. Then summarise any trends you observed and point out any challenges that are not being addressed.]*

Thank you for your updates. I will now make a special announcement. The National Ministry for Environment and Climate Change has announced new funding for any initiatives that apply circular economy principles! Each role will receive 4 additional budget points, but only if they use it for an action idea that promotes circular economy principles.

*[Write +4 budget amount visibly on the whiteboard/flipchart]*

What will your next move be? Will you come up with new ideas for your challenge, or pick a new challenge, either on your own or with another role team, or will you continue working on your ideas from Round 1?

The community meeting is now over. You have 10 minutes for a break. Informal planning and negotiation are permitted, and try to stay in your roles - like an actor!

## Active Break (10 min)

*[Encourage participants to stay in their roles over the break. Give a 5-minute warning]*

## Round 2 - Internal planning (15 min)

The break has ended, please rejoin your role team. You now have 15 minutes for discussion with your team.

What you discuss is up to you. Do you want to take advantage of the new circular economy funding? This could involve adapting your old idea to include circular economy concepts, deciding whether you should remain in a current partnership, enter a new partnership, or work on a new idea by yourself. Feel free to disregard the funding and continue to work on your



previous idea. Remember to record any updates in your game worksheet.

*[Give 5-minute warning]*

## Round 2 - Negotiation (15 min)

The time is up for your second planning round. Take the next 15 minutes to mingle with other role teams, discuss your ideas and form or leave partnerships. This is your last chance to do so! Remember, to address your challenge, you must have a sufficient budget to cover the challenge cost. Each team should keep their own records by updating its game worksheet accordingly.

## Second community meeting (10 min)

The final negotiation round is over. Please all return to this part of the room.

*[Gather the group around the whiteboard/flipchart with the displayed challenge cards]*

Welcome to the second and final community meeting. Let's see what the results of our planning and negotiation are. I would ask one representative of each role-team or partnership to briefly present their selected challenge and their final batch of action idea(s) in 60 seconds.

*[As teams report, make notes beside the challenge cards on the whiteboard/flipchart. Ensure that each group does not take too long. Afterwards, ask the Observer for their impressions, summarise any trends you observed and point out any challenges that are not being addressed.]*

## Debrief (10 min)

The game is now finished, please "step out" of your roles and take a seat. I hope this game was fun and gave you some food for thought. Keep your action ideas in mind throughout this workshop, perhaps take a picture of your sheet if you wish. Let's have a short discussion about lessons from this serious game and see how it connects to the reality of our region.

*[Discuss the following questions with the group. Ensure that all voices, not just the loudest, are heard.]*

- 1) What similarities have you observed between the game and the situation in our region?
- 2) What are the challenges and benefits of using a circular economy approach in our region's tourism efforts?

*[Conclude session, collect all Game Worksheets from participants. Perhaps pin them on the whiteboard/flipchart for the remainder of the workshop.]*