

BOARD GAMES DESIGN AND DISCOVERY OF
INTERNATIONAL SOLIDARITY

TRAINING BOOKLET



INDEX



BOARD GAMES DESIGN AND DISCOVERY OF INTERNATIONAL SOLIDARITY

Welcome to this training !

Probably you are wondering what is the purpose of this training? And what is the link between board games and International Solidarity (IS). To understand let's start by understanding what is the definition of IS.

Solidarity is the act of being supportive or doing something **with** someone else because we want to help them in certain situations, especially in difficult ones. Put special attention in the bold letters! We said **with** not **for**, because everyone participates and every one can benefit in an extent dimension of solidarity. Being supportive is the practice of giving and receiving.

Supportive people act by different means, by different actions of different durations, according to their skills and abilities and of course everywhere. If we extend solidarity to another country, we are already at an international dimension.

Where does the game fit into all of this? To being supportive, you need to observe, to develop critical thinking, to do actions, to propose creative solutions, to be available for sharing; all of these are skills that you develop by playing. Furthermore, games allow us to discover, practice and acquire the skills we think we do not have to participate of IS. For example, by creating and making a game together, we can highlight our common problems and give us ideas for solving them. Additionally, Terre Ludique believes that it is through pleasure of playing that the IS can be built.

Finally, participating of International Solidarity means most of the times that we are actors on situations that fight against injustices and inequalities which in turn allow us to collaborate with others and build creative solutions together to given common problems.

Often children and teenagers think they don't have the means to act. Despite increasing exemples of inspiring young people. Maybe it is a question of being impressive for the dimension of their impact but little things can change big problems. But during this workshop we will offer you some tools and clues that will boost your skills and will convince you that you can change your world and have a great impact even the other side of the world.

Welcome again to the International Solidarity training !



Goals of the workshop

As we have already said, the game is a tool for getting into IS but also a tool for fitting out oneself or developing skills and then contributing to your personal and professional development as well as for International Solidarity.

Here are our objectives to succeed in this solidarity adventure:

- Understand International Solidarity.
- Observe our influence in our surroundings and on the world.
- Collaborate to achieve common goals.
- Discover basic digital tools (a tablet, canva, procreate) and practice some stuffs (print, scan and edit) to create prototypes of homemade board games.
- Create a board game with its elements and animate it.

To achieve our objectives, the training takes place as follows:

1. Welcoming you
2. Know better each other by a brain storming around our believes of IS
3. Learning what is a game
4. Playing games for developing cooperation, communication, etc.
5. Learning Procreate and Canva
6. Knowing games from other countries
7. Creating while playing

We hope you will be very happy with your experience.

About The booklet

This booklet is a support of our animation developed by our International Solidarity Projects Manager Israel VERGARA and our volunteer Billal SAIDI who is 17 years old by the way! The booklet contains all the material that we will use and information that will be useful to you, however, the most important thing is your attention, your imagination and your participation!



WHAT IS INTERNATIONAL SOLIDARITY?

Animation sequence 1: What is giving?

In this animation sequence, the facilitator must first explain the rules of a "swaying" debate: the facilitator reads one of the suggested sentences and the participants must express their agreement, their disagreement or their doubt.

Start by forming a line with all the participants, then, the facilitator designates the side for "pros" and the side for "cons". The middle will be the river of doubt or undecided participants.

Read one of the sentences (see proposals below). The participants have to choose one camp. Once it has been chosen, everyone must take turns expressing their choice and arguing the reasons for their position. The goal is to exchange to bring the undecided in their camp or convince the participants in the other camp to join them.

It is important to reflect and express their notions of giving and its importance in their daily lives and in the workshop. Keep it in mind to avoid to turn around unlinked subjects. Support participants and help them to construct and/or deconstruct their opinion on the subject to mature in their posture. But don't take part of the debate.

Important: as a facilitator, you only have to moderate their exchanges, arguments (which have to be respectful and as comprehensible as possible) and time. Do not influence the participants. When participants are a number of odds, discuss previously with one of them who will take a position contrary to the other participants in the case of a tie or a unanimous position.

It is also important to summarize the sequence at the end.

Estimated time: 60 mins.

Suggested statements :

- Giving is an act of solidarity.
- It is better to give than to throw away.
- Giving my time to an association is an act of solidarity.
- Giving a coin to a homeless is an act of solidarity.
- What really matters is not what we give but the manner we give.
- You have to be rich to give.
- Children can not participate in solidarity.

** These are suggestions! Profile your audience to create tailored questions.



TEAM WORK

Animation sequence 2: The importance of integration and teamwork.

Start by asking the question: What is cooperation and what is collaboration? Is it the same thing?

You can clarify the difference in cooperation and collaboration using Table 1.

In this animation sequence, the facilitator asks the participants to trust him, close their eyes and allow him to stick a colored sticker on them. You will have to do it in such a way that you have odds. One or two participants will not have a pair. Then the participants will be able to open their eyes and look for their pair without speaking. They have about 15min to succeed.

Once everyone has found their pair, the facilitator can start the discussion on:

- The type of task developed (collaborative or cooperative).
- How the participants managed to find their partner.
- The feeling of being with a unique sticker (positive, negative).

Once these questions have been addressed, you can bounce back to more complex questions such as:

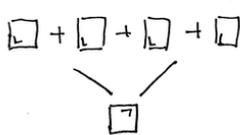
- In the world, there are people who are excluded?
- How can I integrate them?
- How can we integrate them?
- Discuss about human rights
- Discuss about children rights
- How we can contribute to children rights or other topics.

Expected time: 40min

Table 1: Difference between cooperation and collaboration

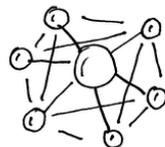
COOPERATIVE V. COLLABORATIVE

By John Spencer @spencerideas



COOPERATION

- Mutual respect
- Transparency
- Shared goals
- Independent and dependent
- Loose network
- Short-term
- Sharing of ideas as a group
- Engagement



COLLABORATION

- Mutual trust
- Vulnerability
- Shared vision and values
- Constant state of interdependence
- Tight culture
- Long-term
- Generation of new ideas as a group
- Empowerment



WHAT IS A (BOARD) GAME AND ITS ELEMENTS

Animation sequence 3: Working on the representations of games and board games.

In this animation sequence, the animator uses the Dix-it board game. He places all the images in a visible way for the participants then he asks to look carefully at the images and to remember at least two of them.

Participants will take turns expressing their choices.

It is important to cover the following topics:

- What is a game.
- The usefulness or futility of the game.
- The usefulness of the game in social issues.
- Identify the elements of the game: dice, pawns, board, cards, boxes, rules, atmosphere, characteristics, game mechanics, animation
- The importance of the elements of a (board) game such as its rules.

In the context of IS, it is important to keep in mind that a game aims to discover interculturality, citizenship and international solidarity, but there are other subjects that can be addressed such as the sustainable development goals. Therefore, it is important to assert the value of cultural elements and to be open to integrate all kind of propositions.

Once this questions have been addressed, you can start creating the draft of the board game with the tools we propose you into the next pages.

Expected time: 60min



PRINT & PLAY KIT !

The print & play kit is a set of elements that we will use during training. It is composed of :

- Activities to be carried out during the training.
- An outline or a model: This model is created on the Canva®, the free-to-use online graphic design but you can use the same outline from another software like Microsoft® Powerpoint® or just by drawing it. The purpose it's to facilitate the process of creation. In Canva®, we can put images in the model but in a physical support you can just stick images in the spaces predetermined for that: the gray squares (see the model).
- Cleats (pieces of wood) to create your pawns and color them at the end.
- A guide to use cheap or free apps easily: Procreate® and Canva®.

Important: Tools needed to work with such as sprays and glues are not dangerous but the facilitator has to put attention to their use.



THE JOURNEY OF SOLIDARITY & BOARD GAMES

We use playing as a practice to learn how to create board games. Some people prefer to do it by a sequential process. Here we suggest you a path to kick off the creative process.

	Instruction	Tool
KICK OFF 10 minutes	Participants have to integrate smaller teams according to the size of the groupe. Establish the objectifs and the instructions of each subsequent step.	
COLLECT INFORMATION 20 minutes	Explore options to create the game according to the topic Identify the players of your game, the games you know and than can be adapted, the possible interactions between the elements you can use in the game and the subject. Adapt the information and the language you want to communicate to likely players and then keep the useful information.	Use the suite case of solidarity and board games design.
DRAFT 15 minutes	With all this information you can start to chose an strategy of conception which can be: adapt your game to an existing one, use the sheet of imagination or use some other tools like Mecanicartes®.	<ul style="list-style-type: none"> • "Reverse engineering" • Sheet of imagination. • Mecanicartes® • Other strategies
BUILD 15 minutes	Sketch your game by using your hands, software or materials you want to recycle.	<ul style="list-style-type: none"> • Canva® • Procreate® • Professional tools • All kind of materials
PLAY AND IMPROVE 20 minutes	Present your game to peers and play. Write the suggestions of changes and things that doesn't seem to work within the adaptation process.	None



THE SHEET OF THE IMAGINATION

In this sheet participants write the subject they want to tackle and they discuss about the way they want to transmit the informations. Ideas of games, strategies or anything that can contribute to your game should be integrated. Use the **brainstorming technique** for manage this sequence of animation.

Remember that this is an introductory training, therefore, we **suggest you to play some board games** before this part of the training. It is possible that participants have never played board games. By playing previously some board games, participants will integrate and understand the necessary elements to create a board game and later create more complex games.

We suggest you to use ESAR classification system to discover the skills you can train and the sequential order they may be approached. In other words, the skill of "association" is the basic skill to learn when playing rules games (board games), the next skill in complexity is "sequence", etc... The degree of complexity of skill games is followed in this order:

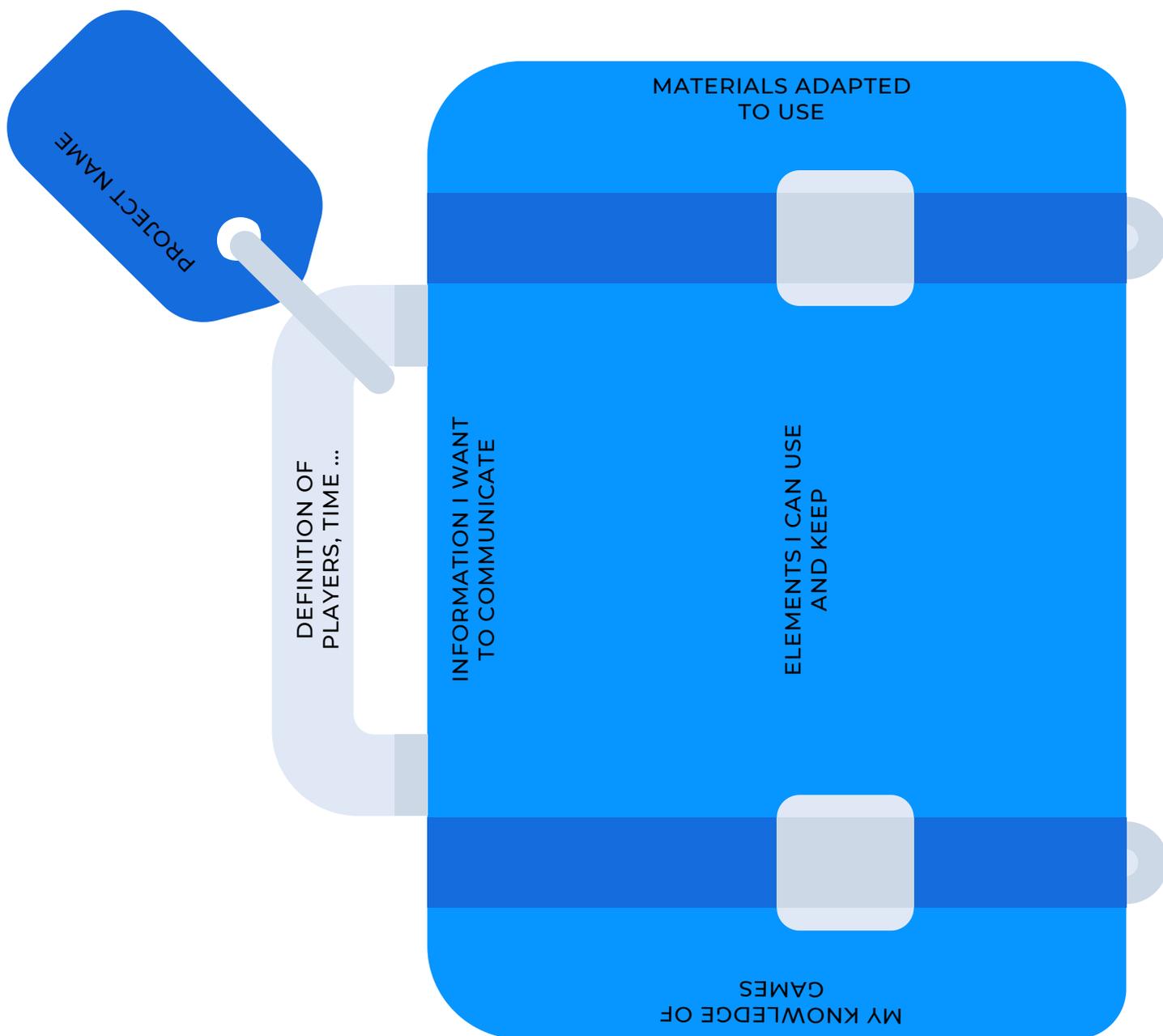
- 1.Association
- 2.Sequence
- 3.Circuit
- 4.Dexterity
- 5.Sports and motor skills
- 6.Strategy
- 7.Chance
- 8.Questions
- 9.Mathematics
- 10.Language and expression
- 11.Enigma
- 12.Virtual games

Because this is not a training of the ESAR classification system, we suggest you to buy the book to go deeper into the subject. The basic idea is that you must start creating games by using basic skills and not the highest ones.

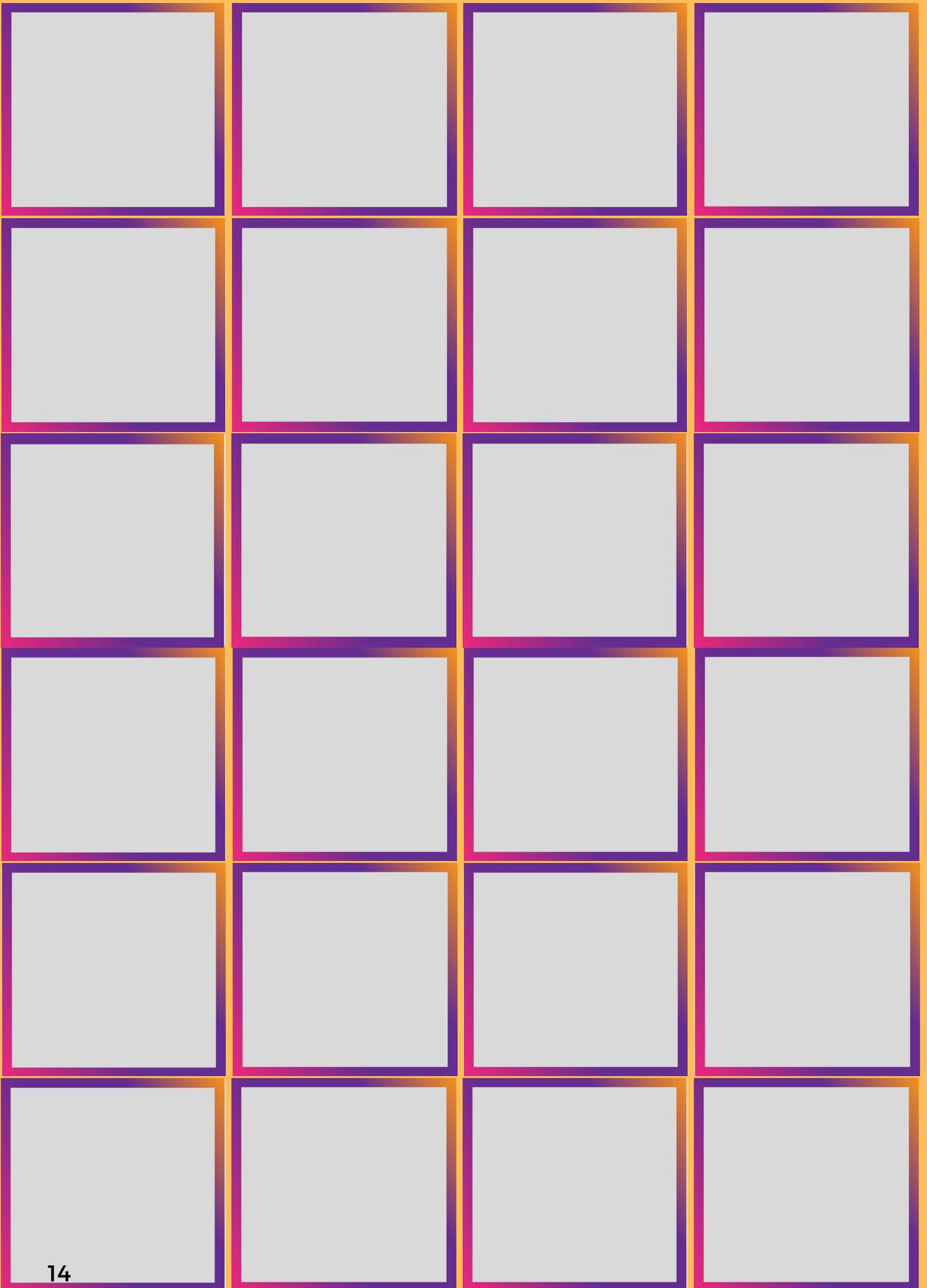
The result of our first creation training was an "association" game (see below). Colors or images are very present and are also a good element to use in intercultural games, then you can start by that skill. As you can observe, the game is a loto and it was useful to discuss of culture and rights.



THE SUITCASE OF SOLIDARITY & BOARD GAMES DESIGN







DESIGN OF BOARD GAMES PROTOTYPES AND
DISCOVERY OF INTERNATIONAL SOLIDARITY TRAINING

Available in english the end of march 2023

Guide d'utilisation de Procreate ®



1) Qu'est-ce que Procreate® ?

Procreate® est une application disponible sur les appareils mobiles Apple®.

2) A quoi sert Procreate® ?

Procreate® est une des applications d'édition d'images les plus avancées jamais proposées pour un appareil mobile.

3) Pourquoi l'utilisons-nous ?

Parce que Procreate® est une application très complète et intuitive. Elle nous permet d'associer le dessin et la puissance de l'art numérique.

Pour commencer :

Pour lancer l'application, il suffit de cliquer sur le logo  des applications de la tablette.

Figure 1. Écran d'accueil

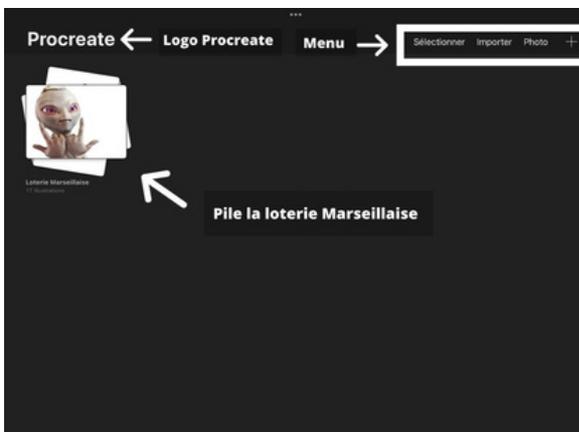


Figure 2. Aperçu des menus.

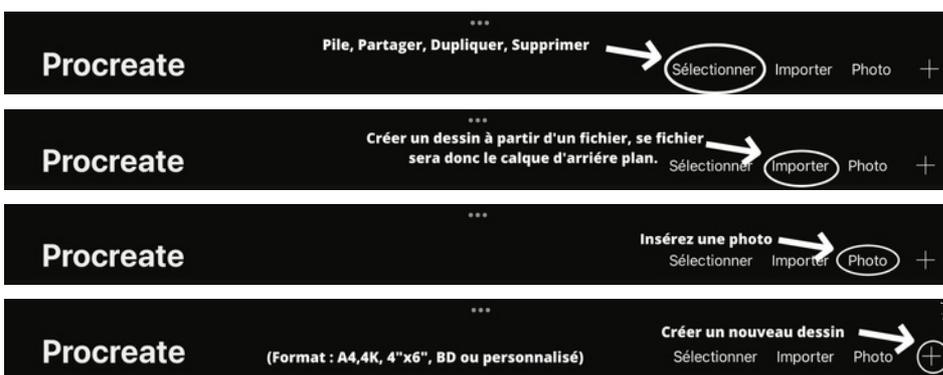
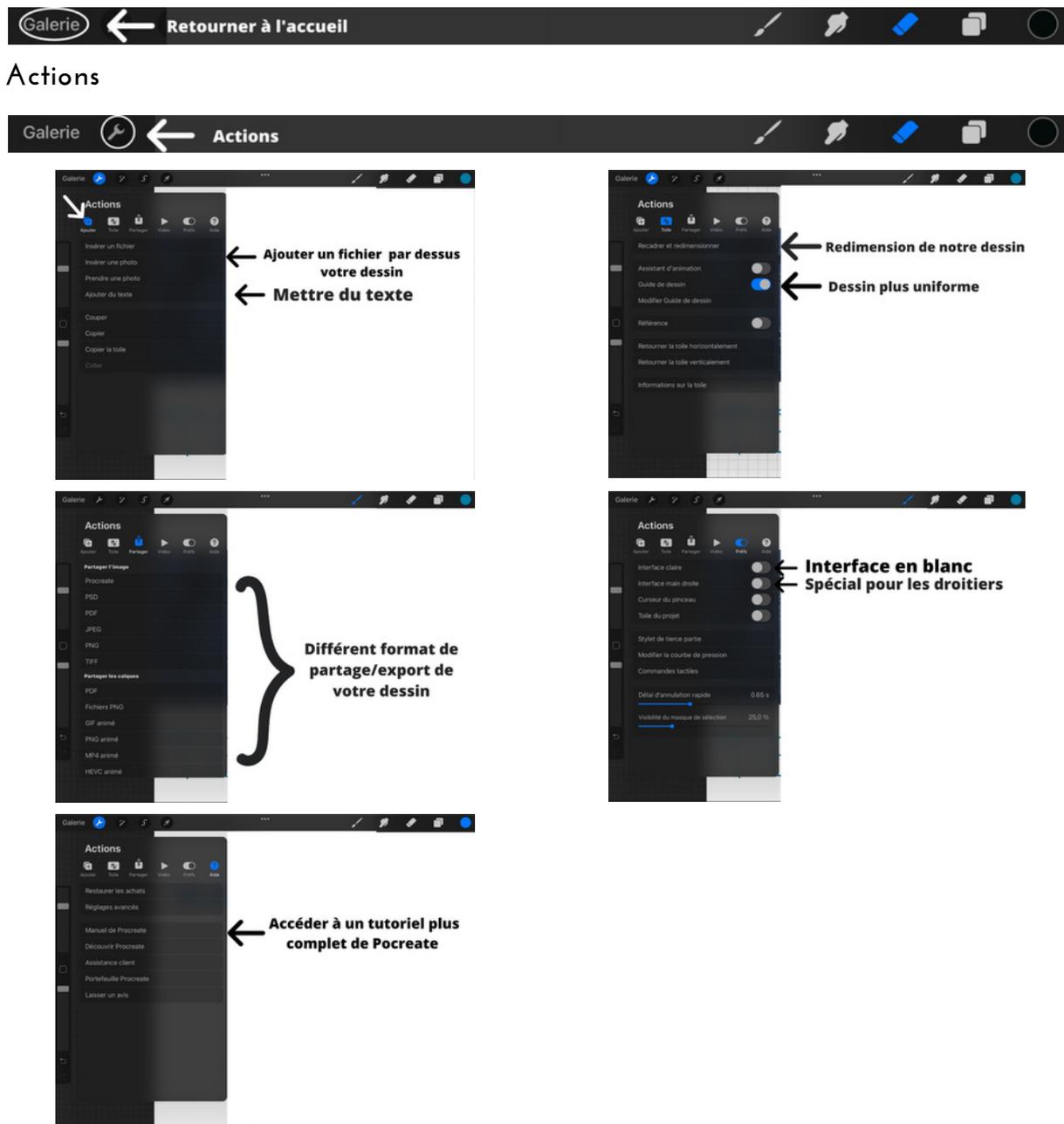


Figure 3. Interface de dessin.



Modifications d'éléments isolés



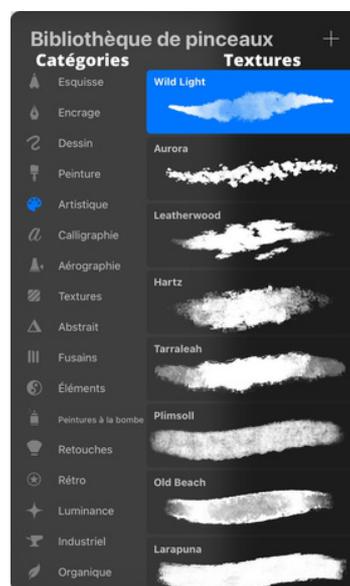
Figure 4. Outils de dessin.



Pinceaux



Pour les pinceaux tout comme pour la gomme, nous avons des bibliothèques de textures. Les textures sont classées en catégories qui sont censées vous indiquer leur utilité. Les voici ; ici votre imagination sera votre meilleure arme pour faire les dessin les plus riches.

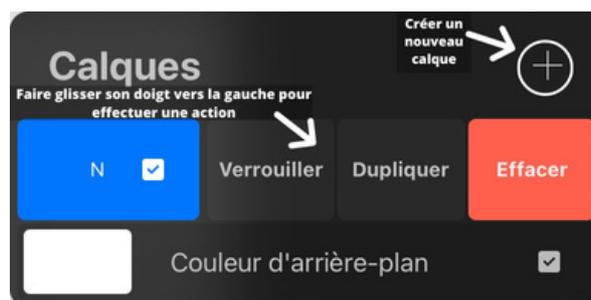


La gomme dispose des mêmes textures que les pinceaux afin de pouvoir réaliser des effacements plus cohérents entre les deux outils.

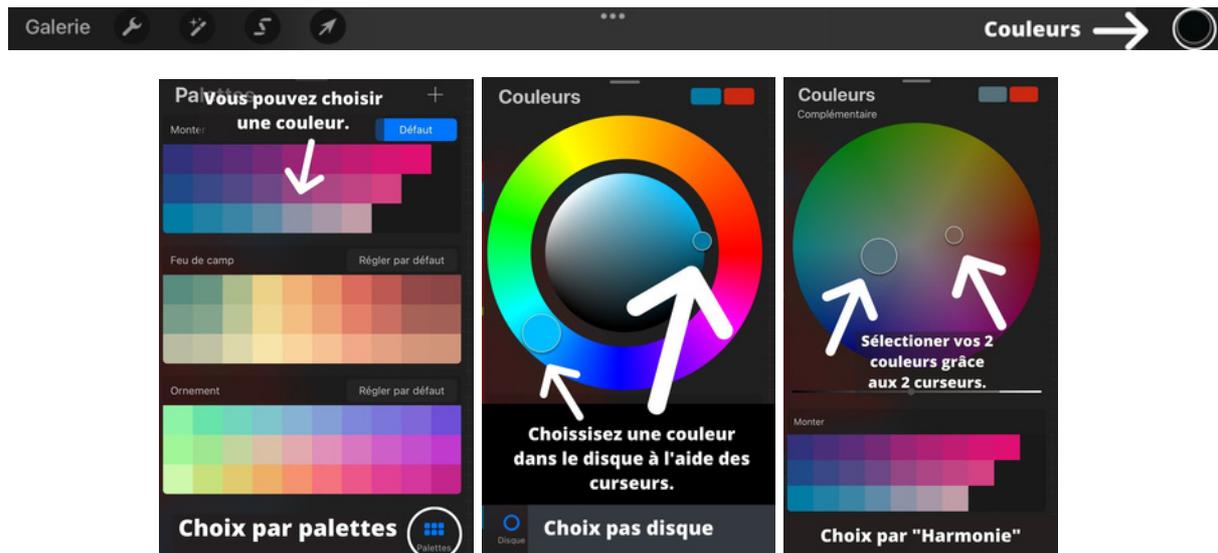
Calques



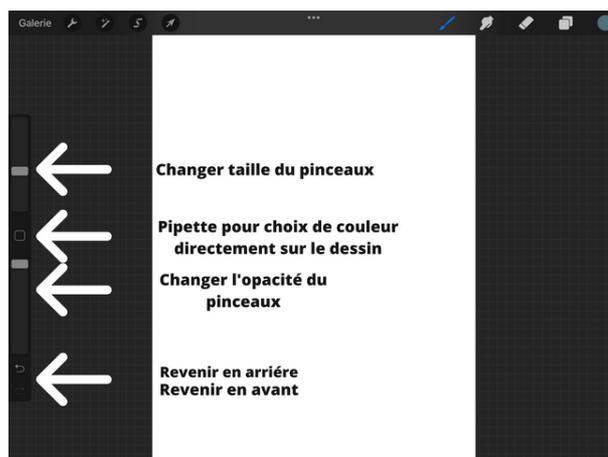
Un calque est un ensemble de couches superposées entre lesquelles sont répartis des éléments de dessin.



Couleurs



Barre latérale



Pour dessiner il suffit de prendre le pinceau et de s'en servir comme un crayon. Il existe une technique qui nous permet de tracer des formes géométriquement "parfaites". Pour cela il faut tracer votre forme avec le pinceau, puis appuyer avec votre doigt sur l'écran et normalement la forme est "justifiée" géométriquement.

NOTES



ACTIVITES A FAIRE AVEC PROCREATE ®

Exercice n°1:

1. Créer un dessin en format A4.
2. Dessiner un rectangle vert.
3. Dessiner un bonhomme dedans.
4. Insérer le texte "Solidarité".
5. Sauvegarder.

Exercice n°2 :

1. Créer un dessin en format A4.
2. Importer "la carte de Marseille".
3. Dessiner les contours et remplir avec des couleurs différentes.
4. Sauvegarder.

Exercice 3 :

1. Importer une photo.
2. Faire des modifications dessus en utilisant des calques (créer un calque pour
3. les contours, créer un calque pour colorier).
4. Sauvegarder.
5. Exporter en format PNG dans le dossier iCloud Drive.



CREATION DE PROTOTYPES DE JEUX DE SOCIETE
ET DECOUVERTE DE LA SOLIDARITE
INTERNATIONALE

Available in english the end of march 2023

guide d'utilisation de Canva®



-Qu'est ce que Canva® ?

Canva® est une plate-forme de conception graphique qui permet aux utilisateurs de créer des graphiques, des présentations, des affiches, des documents et d'autres contenus visuels.

-Pourquoi utiliser Canva ?

Canva® est en ligne et gratuite pour sa version classique et très complète. Il existe une version pro qui te permet d'avoir plus d'outils. Les contenus sont libres de droits sur certaines conditions.

Pour commencer :

Il faut soit ouvrir la plate-forme Canva® sur un ordinateur, l'application sur un mobile ou une tablette. Nous allons travailler sur un ordinateur à cause de la facilité de manipulation avec une souris.

Figure 1. Présentation de l'écran d'accueil de Canva® sur un ordinateur.

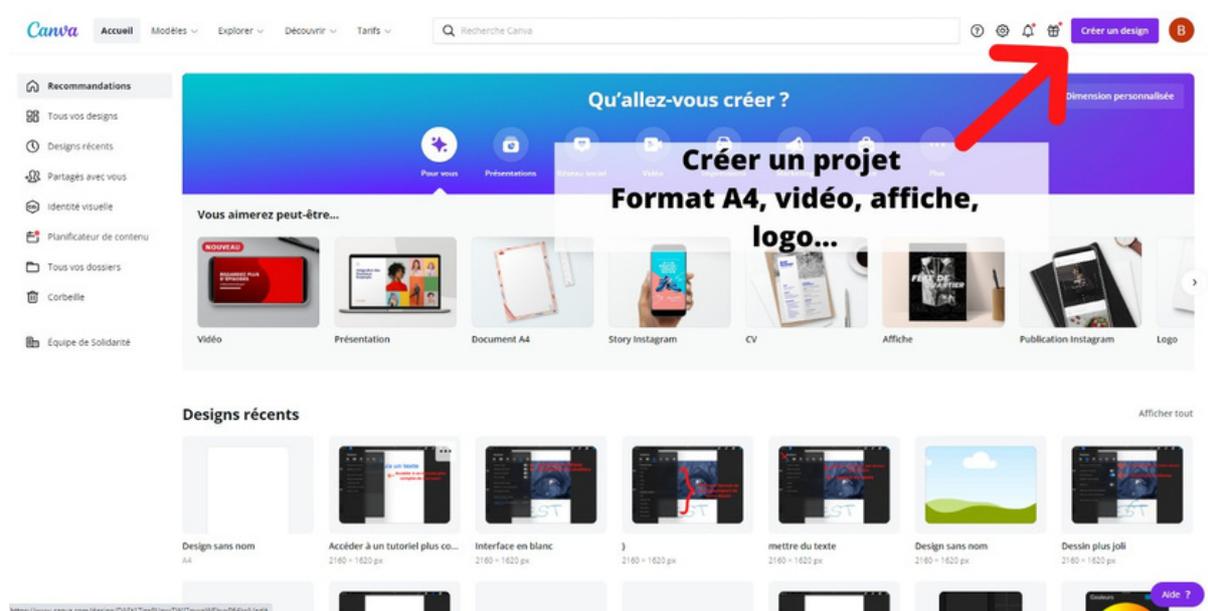
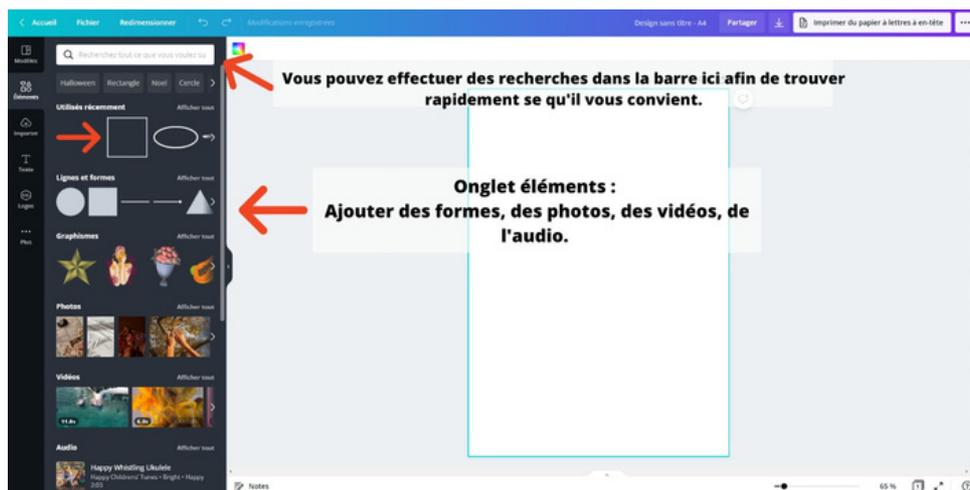


Figure 2. Éléments et Menus de la plateforme.

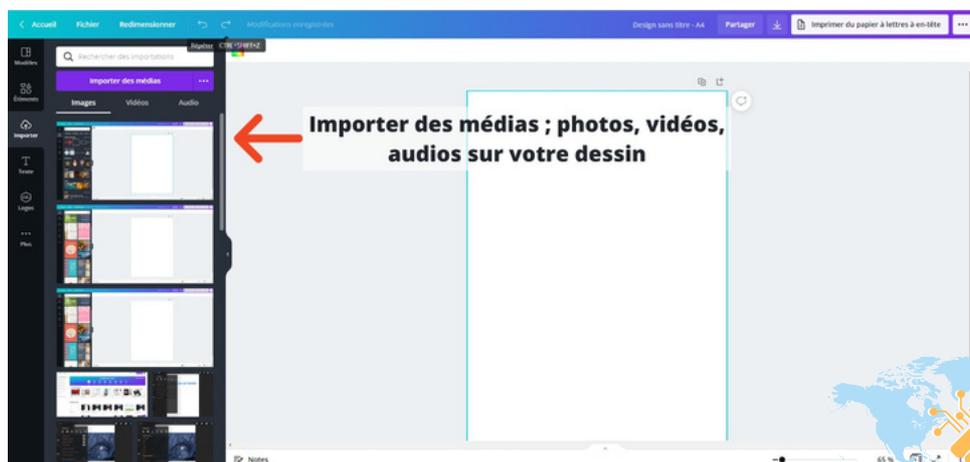


Figure 3. Barre d'édition.

Outil Éléments



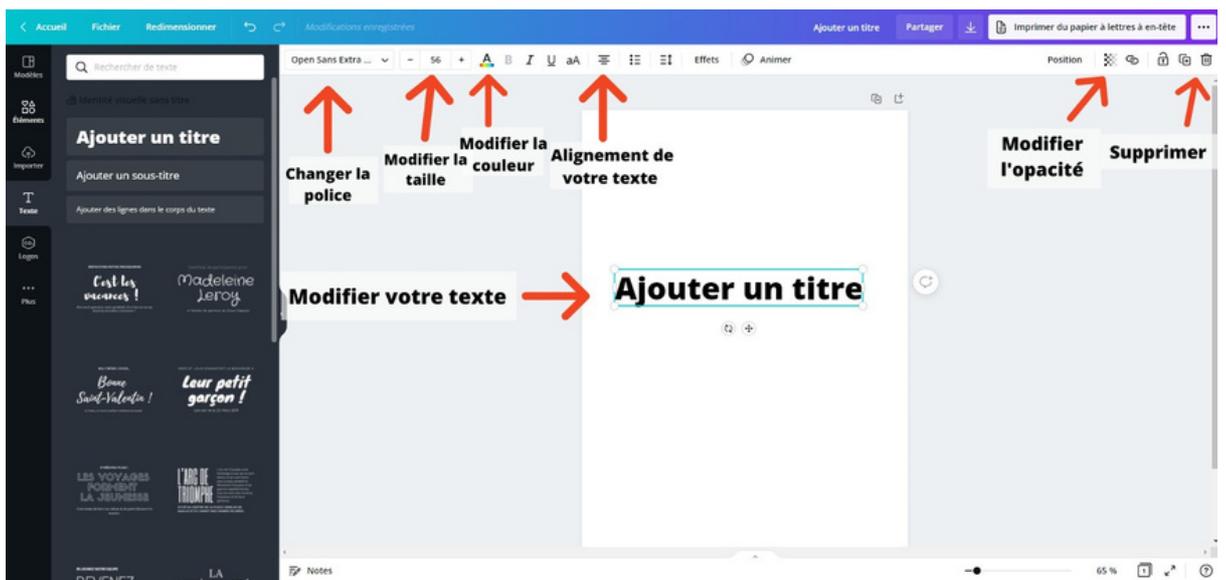
Outil Importation



Outil Texte



Paramétrage de l'outil Texte



ACTIVITES A FAIRE AVEC CANVA ®

Exercice :

- 1) Importer les images de ton jeu.
- 2) Redimensionner les images de ton jeu et les adapter dans les cases grises.
- 3) Créer du texte où il le faut.
- 4) Créer les règles du jeu.
- 5) Exporter sur le iCloud Drive





I GOT A FEELING...



EXHAUSTED



CONFUSED



ECSTATIC



GUILTY



SUSPICIOUS



ANGRY



HYSTERICAL



FRUSTRATED



SAD



CONFIDENT



EMBARRASSED



HAPPY



MISCHIEVOUS



DISGUSTED



FRIGHTENED



ENRAGED



ASHAMED



CAUTIOUS



SMUG



DEPRESSED



OVERWHELMED



HOPEFUL



LONELY



LOVESTRUCK



JEALOUS



BORED



SURPRISED



ANXIOUS

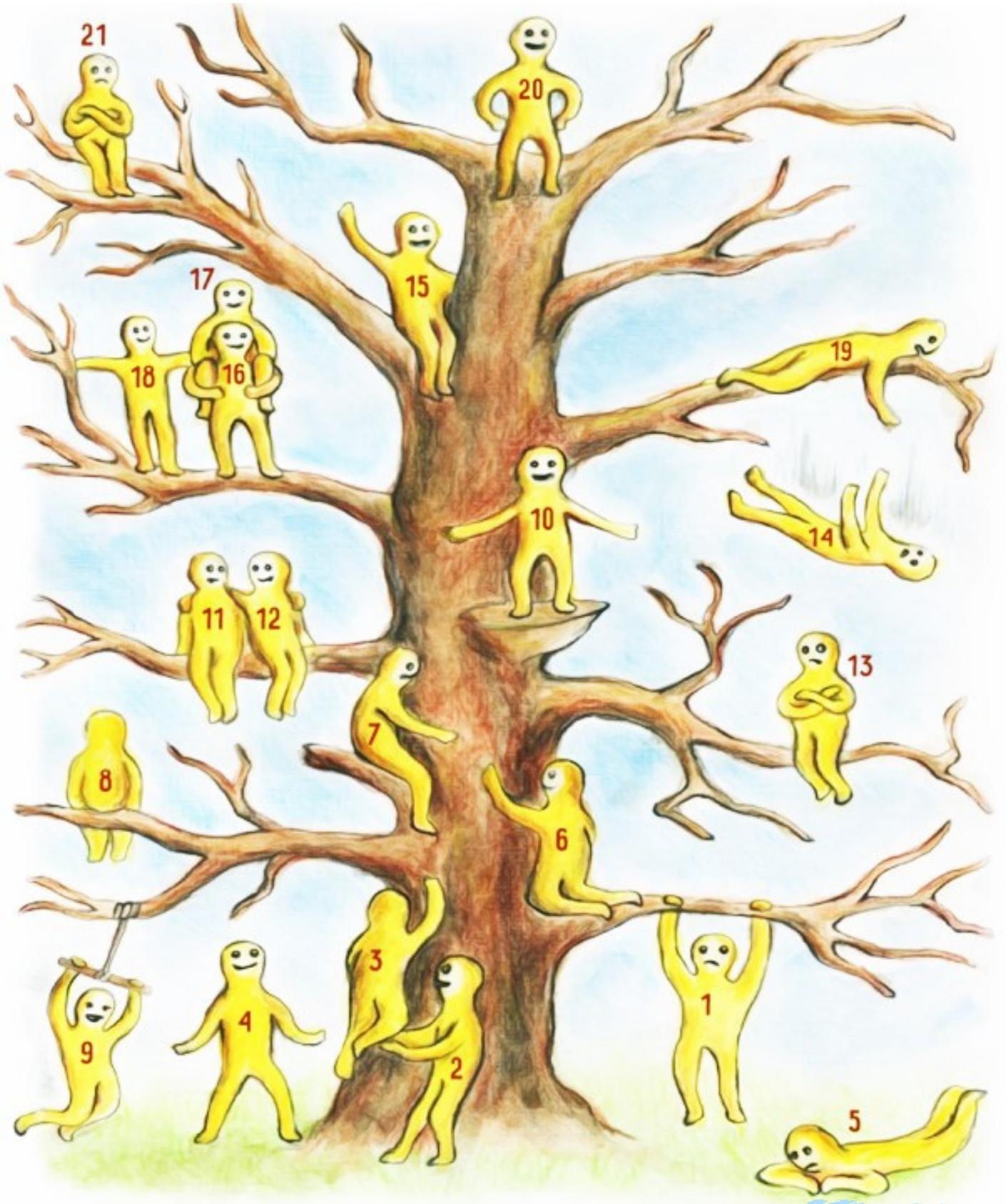


SHOCKED



SHY





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