

Challenge at the University



Let's play together! This game was developed as a tool for a facilitated discussion and is not meant to have a winner or a loser. The aim is to engage people in discussion of how to approach various challenges from different perspectives. The game is available in two versions:

- as a pre-made game with the topic of Higher Education Institutions and Mental Health
- as a template for you to create your own challenge which you would like to solve. The environment is always an educational institution

Material

- 1 Board
- 5 role cards
- 5 playing figures
- question cards
- 1 dice
- 1 clock



Preparation

Choose one moderator who will facilitate the game. He/She will not take part in the game as a player. The other participants find their places around

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HEISE

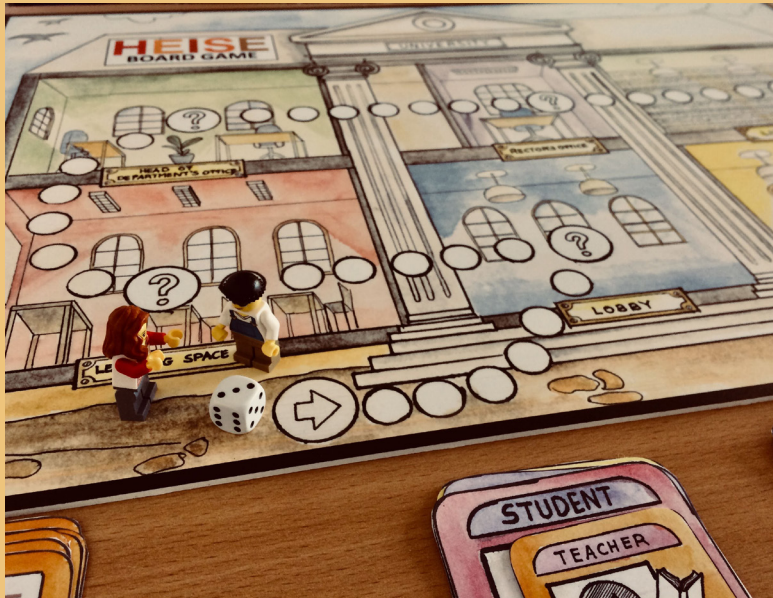
the table (max. 10 people). The tables should be prepared with the board, dice, the question cards divided according to the appropriate rooms, and the role cards upside down. The moderator welcomes the players, and divides them into two teams which play "against each other"

in the board game. Each team member picks a role card, which describes his/her role throughout the game. And now we are ready to start...



Aim of the game

Each player should consider the questions they face during the game from the perspective of the role assigned, but they are also encouraged to express their own ideas and thoughts. The questions posed in each room should be the basis of a facilitated discussion. This is not a competition, but rather a platform for exchanging thoughts. The aim is to have a fruitful and respectful conversation in a fun environment.



How to play

The youngest person is the first one to roll the dice and proceed accordingly. The teams roll the dice alternately. When one group reaches a room (the space with a question mark has to be reached), the other team can follow.

Now you are in the first room, the question can be found on the question cards. First, there are six minutes for players to discuss the topic within their teams. After that there is a joint discussion between the two teams. The team who reached the room first gets to share their outcomes first. There are four minutes for sharing the outcomes of this room. After ten minutes in total, the game continues and the teams try to reach the next room.

End of the game

In the last room, you are about to leave the HEI and head out into society. What are the insights/thoughts/discoveries that you would like to take with you into the outside world? (Here you have 15 minutes.)

Moderators should encourage the players to consider the questions from the perspective of their role, but not to actively take the role

Discussion should focus on “ideal” solutions and constructive solutions, not on the existing situation. Interrupt when one person has been talking too long.

Pay attention to timing—let the teams know when the time assigned for discussion is coming to an end.

