



PLAY MAKING

Co-design is a game

PLAY MAKING

This game was crafted to run MUV co-design workshops in the six Pilot Cities and all around the world.

The game is made of 4 linked mini games you should play in the order that we propose here.

Please provide us feedback if something can be improved at: info@mov2020.eu

We hope you enjoy the game, have fun and start up a community that will improve your city.

GAME 1

GAME 2

GAME 3.1

GAME 3.2

GAME 4

WE BELIEVE IN NUMBERS

aka division into teams

WHO'S WHO IN THE HOOD?

aka identity of teams

→ AVATAR

definition of the players' representation

V.I.P. VERY IMPORTANT PLACES

aka division into teams

→ POIs

identification of the most significant points in the neighbourhoods

SPIN THE WHEEL & STEAL THE VIP

aka division into teams

WHO'S YOUR TRAINER?

aka training session design

→ TRAINING & BADGES

definition of gaming experiences at neighbourhood level

GAME 1

WE BELIEVE IN NUMBERS

aka division into teams

duration: 10 - 15 minutes
category: individual quiz game
given materials: quiz form, Coat of Arms
extra materials: 1 pen, post-its, bucket

Aim of the game is to **give a correct answer.**

Aim of the activity is just to choose the 4 leaders that will create **4 teams made by 5 or 6 participants.**

According to the number of participants, **moderators define a set of questions** (related to the topic of mobility, whose answer is a numerical data) that are meant to identify the team leaders.

Moderators ask a set of questions and each **participant writes down her/his answer** in a post-it. Moderator says the corrects answer and **who comes closer** is appointed as team leader. In case of a tie, a play-off shall be made.

Repeat the quiz 4 times, one for identify each leader.

At the end **team leaders randomly extract**, from a bucket of post-it with all the names of participants, **their team members.**

*As an example in Palermo we had about 30 participants and we created 4 teams.
Some questions from the workshop in Palermo:*

how much does a monthly subscription for the local public transport system cost?
€ 31

how many car parking spots are available in the 10 car-sharing stations of the Old Town?
74

in the old town, how many streets or squares are completely pedestrianized?
9

the new proposal by the French transport minister to improve mobility includes an incentive for those who go to work by bike. How much (€/Km) does it amount to?
€ 0,25

GAME 2

WHO'S WHO IN THE HOOD?

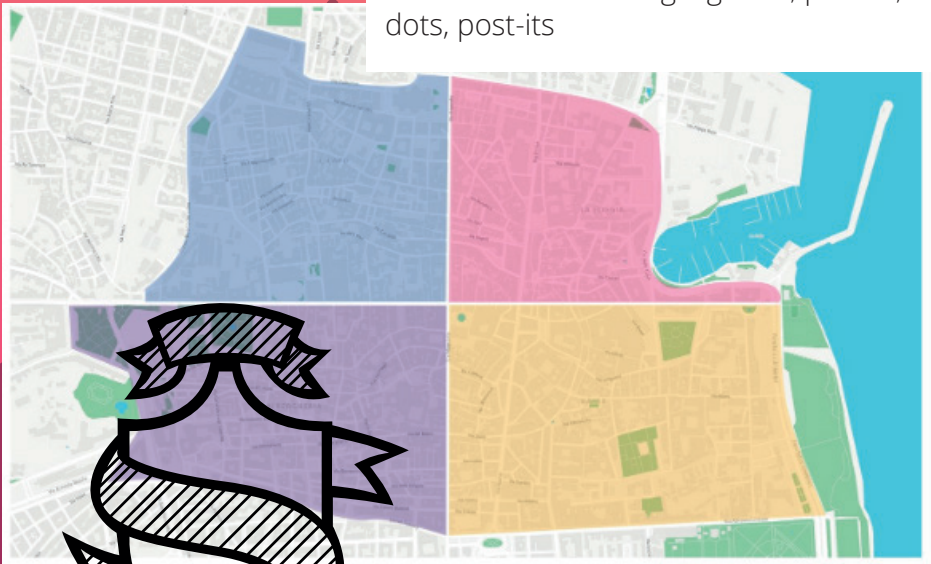
aka identity of teams

duration: 30 - 45 minutes

category: creativity

given materials: maps, avatar card

extra materials: highlighters, pencils,
dots, post-its



definition of the players' representation

Aim of the game is to **identify the best characters** to represent the neighborhood and **chose an area** of the hood.

Aim of the activity is to **assign to each team a smaller area of the neighborhood** and define **local avatars characteristics**.

Teams are challenged to point out **the most representative character of the neighbourhood**.

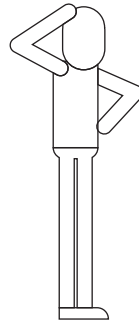
These characters might be by people from the neighborhood's **history, the present day or even from the imagination**.

Each team have to candidate **2 characters**.

Characters can be sketched or described on the given form.

For both they have to describe a **graphic evolution** divided into the **four Level of Experience of MUV**.

At the end, each participant have two dots to vote the characters they liked most (excluding his/her own team characters). The team who scored more dots can **choose for first the area** and has a Jolly for game 3. To help them make this choice, Moderators should introduce first the **aim of game 3**.



Moderators have to divide their neighborhood in smaller areas by filling them with different colors on the given map. These areas should be homogeneous.

Moderators might help the brainstorm by giving 3 minutes to brainstorm individually, then 5 minutes to debate internally in the team and select two characters and finally 10 minutes to define the evolution features.

GAME 3 Part 1

V.I.P. VERY IMPORTANT PLACES

aka POIs definition



N° 1
Mondello Square

QUESTION:

What does the statue represent?

ANSWERS:

- ☐ A a fisherman
- ☐ B a mermaid
- ☐ C the Genie de Palermo
- ☐ D Giuseppe Garibaldi

duration: 20 minutes

category: creativity

given materials: POI cards

extra materials: pens, dots

identification of the most significant points in the neighbourhoods

Aim of the game is to prepare **the most interesting set of Points of Interests.**

Aim of the activity is to identify **6 Points of Interest (POIs) for each team area.**

The POI can be a public place, a monument or even a shop, as long as it is widely considered “of interest”.

Teams must formulate a question for each POI using the template cards provided.

Specifically, each question must be **multi-answer with four answers.** They must also mark the correct answer.

Each team must place their **cards visible on their own table.**

Moderators can make examples about different areas of the city to better explain how this phase of the game works.

GAME 3 Part 2

SPIN THE WHEEL & STEAL THE VIP

aka Let's talk about the POIs



duration: 30 minutes

category: team quiz game

given materials: MUV wheel

extra materials: 20 seconds alarm

Aim of the game is to **collect opponents' cards**.

Aim of the activity is to let participants **debate about the POIs**.

As an example let's pretend that "Team A" won game 3, they start by **choosing a card from an opponent**, "Team C".

"Team C" reads the question and the "Team A" leader, in behalf of the team, has 20 seconds to answers: if the answer is **correct they earn the POI**, if it doesn't the card stays with "Team C" and it's not pickable anymore from any other team.

To make this activity **less monotonous and more engaging**, a team member spin a wheel at the beginning of his turn. The actions described on the wheel can lead to **a benefit, a disadvantage** or they can be **irrelevant** to the team. The game goes on until all the cards are assigned.

The team who has more cards wins and it has an advantage on the final game: it can choose to exchange one of its POI cards with the one from another team.

In order to be prepared for the following game session, each team should have 6 POI cards. The moderator will require each team leader to pick their favourite 6 POI cards and to put the extra ones at the center of the table.

The moderator will randomly redistribute the extra cards among the teams.

The "Jolly" (won in the previous game) allows to turn the wheel twice but it's usable only one time.

*Above the wheel there are:
in green 4 different kinds of advantages;
in red 4 different kinds of disadvantage;
in orange 4 different ways to cheer players but irrelevant for the game dynamics.*

GAME 4

WHO'S YOUR TRAINER?

aka Training Session Design

duration: 40 minutes

category: creativity

given materials: action cards,
constraints cards, training events layout

extra materials: dots

RED CONSTRAINTS CARDS are:

1. move by a **specific** sustainable mobility mean
2. share a trip with a **specific** mobility mean with a friend
3. move in a **given** timespan
4. move in a **given** weather condition
5. move with a **specific** frequency

BLUE ACTION CARDS are:

1. answer the **POI questions**
2. **find** POI/POIs
3. post **something** on social networks

→ TRAINING & BADGES

definition of gaming experiences
at neighbourhood level

The game aims to prepare the
most interesting Training Session.

The activity aims to identify events
to be implemented inside the APP.

Training Session is made of:

- 4 training events
- 1 bonus question

Training events are made by
combining creatively the POIs cards
with two different card decks:

RED - 10 cards with **5 constraints**
repeated twice

BLUE - 6 cards with **3 actions**
repeated twice.

Each column of the Training Session
Layout represents a training event.

The bonus question is related to
local mobility. It should have the
structure of a **multi-answer with
four answers** and should concern
the team's neighborhood.

Each group has to design one
Training Session writing on the
given Training Session Layout.
Teams have to give a theme to the
whole training session.

First teams will set up the training
session by placing on the Layout
POI, Constrains and Actions cards.

After customization Constrains and
Actions have to be written in their
allocated spaces inside of the
Layout as well as the Bonus Question.

At the end of the game teams
explain **the meaning of their set
of trainings** to all.

Participants vote individually
(through dot voting) the Session
they liked the most excluding their
own.

The team receiving more votes
wins the whole game.

All the training sessions will be
insights for the training events in
the app.

PLAYERS

12 to 30 - 4 teams

CONTENTS OF THE BOX

- 1 Quiz template
- 4 Team Coat of Arms
- 4 Avatar templates (1 of each color)
- 24 POI cards (6 of each color)
- 1 Training session layout
- 40 Action Cards
- 24 Constrains Cards
- 1 MUV Wheel