INSTRUCTIONS

Contexte

This game was created as part of Inpact Erasmus+ project.

Conception of the rules and first prototype: **LICA – Laboratory of artificial and collective intelligence.**

Original idea, user test and graphic design: **Les Têtes de l'Art, Valnalon, and the artists Emilie Petit (Momkin), Alice Nouvel**

Goals of the game

This is a cooperative game to initiate to the challenges of governance in the cultural and artistic fields. It targets any team that wishes to:

- Start a **dialogue about the questions raised by governance** within an organization
- Get inspired and **a first experience of horizontal governance** through a role-play of concrete work situations
- **Foster the mutual understanding of everyone's positions and points of view within a group**
- **All of it taking place in an environment of trust, collective emulation and joy,** that makes you want to go further!

Requirement

To form a **group of 3 to 6 persons already working together** and/or who will be working in close collaboration on an identified project. This game has little interest if the group doesn't know each other.

Duration : **1h-1h30**

Concept of the game

This game has to be experienced as a **fast-track experience of governance.** In a very short time, the participants will go through many topics such as the trust environment, roles distribution, decision taking, work conditions... In order to do so, the game will take the form of a **collective intelligence workshop. It follows the functioning of the 6 De Bono's hats: white (context), red (emotion), yellow (optimism), black (constraints, risks), green (creativity), blue (reason).**

BEFOREHAND | How to prepare the game?

We strongly advise that **1 or 2 persons prepare the game** with the following missions:

- **To read all of the cards and get acquainted with them.** *Be careful that all the participants don't read the game beforehand or it will lose its surprising effect!*
- **Print** the cards on a A4 paper, front side. If possible, the ideal is to print in color on a slightly thicker paper.
- **Cut out** the edge and see that they are in the right order (1 page = 1 pile of cards).
- **Prepare** the material to take notes. It can be a piece of paper put at the middle of the table, in order to be visible to all. You can decide to use:
    • The document "notes-taking" to print on a A3 paper
    • Or to reproduce this document on a big piece of paper

Material: printed and cut out cards, pens, material for taking notes, timer

If you want, you can edit your own "Subject cards" on the Inpact platform : choose a subject relevant to your situation, edit your subject card on the card editor, then adapt the following cards by choosing relevant questions to raise.

DURING THE GAME | How to play? How to lead?

The game is **"self-led":** you simply need to follow the instructions on the cards step by step and to read them out loud. To facilitate your experience, you can refer to the "landmark" sheet on next page.
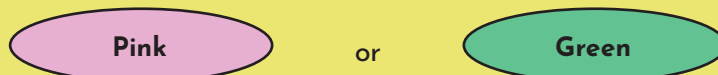
LANDMARK

In what order do you read the cards?

1 Start

| Introduction | Role | Attack! |

2 Choice of the subject

Pink   or   Green

3 End of the game

Conclusion

Special cards

Resource

They have to be red before and after the game:

- **Before**, by the person who prepares the game in order to understand the interest of each phase and the method used
- **After**, by all participants to understand and picture how to reemploy these methods in other contexts

How does a card work?

PICTOGRAM

Round table
Everyone speaks by turns. *When listening to the person speaking, do not interrupt!*

OR

Share in "popcorn"
Anyone who wishes can suggest an idea in a synthetic way. *No obligation to do it and no defined order. One can speak as many times as wanted within the duration limit.*

Step

Introductory sentence

Explanation of the instruction

Cards are numbered in order

5' OR 7'

3

Reminder of the duration to spend on this card (sometimes, two durations are indicated, depending on the number of participants)
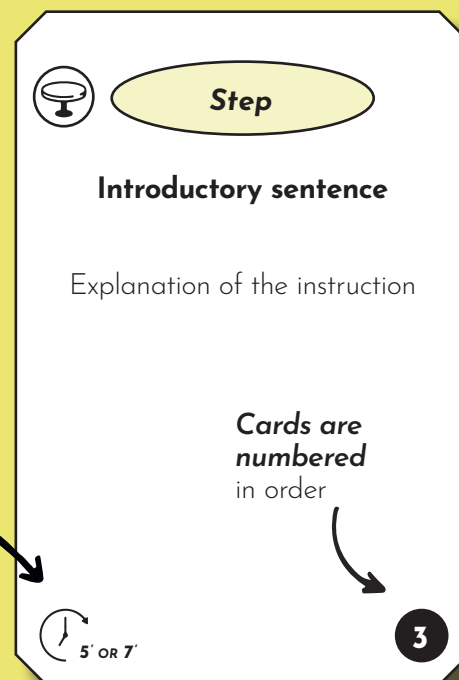
NOTE-TAKING

BY THE SCRIBE

To keep track of your collective adventure!

Print it in A3 paper or reproduce it on a big piece of paper

Neutrality
Context, facts, figure, information without interpretation

Emotion
Listening to the intuitions, feelings, impressions

Criticism
Carefulness, identifying risks, threats, weaknesses

Optimism
Expected and positive effects, dreams, hopes, strengths

Creativity
Abundance of ideas, no censorship, off-the-wall and disruptive ideas

Reason
Channelling of ideas, rigour, feasibility, solution to implement