



120m

The Meta Game



Game Objectives



- ✓ Discovery module content
 - ✓ The game does not substitute MODULES → 'introduction to
- ✓ Start acquisition of key notions
- ✓ Familiarization of key terminology – facilitate understanding of MODULES to come...
- ✓ Express or interiorize notions
- ✓ Played before they have had all of their Modules.
- ✓ Understand issues & begin to adopt european postures
- ✓ Begin developing core values
- ✓ Team-building & peer recognition.



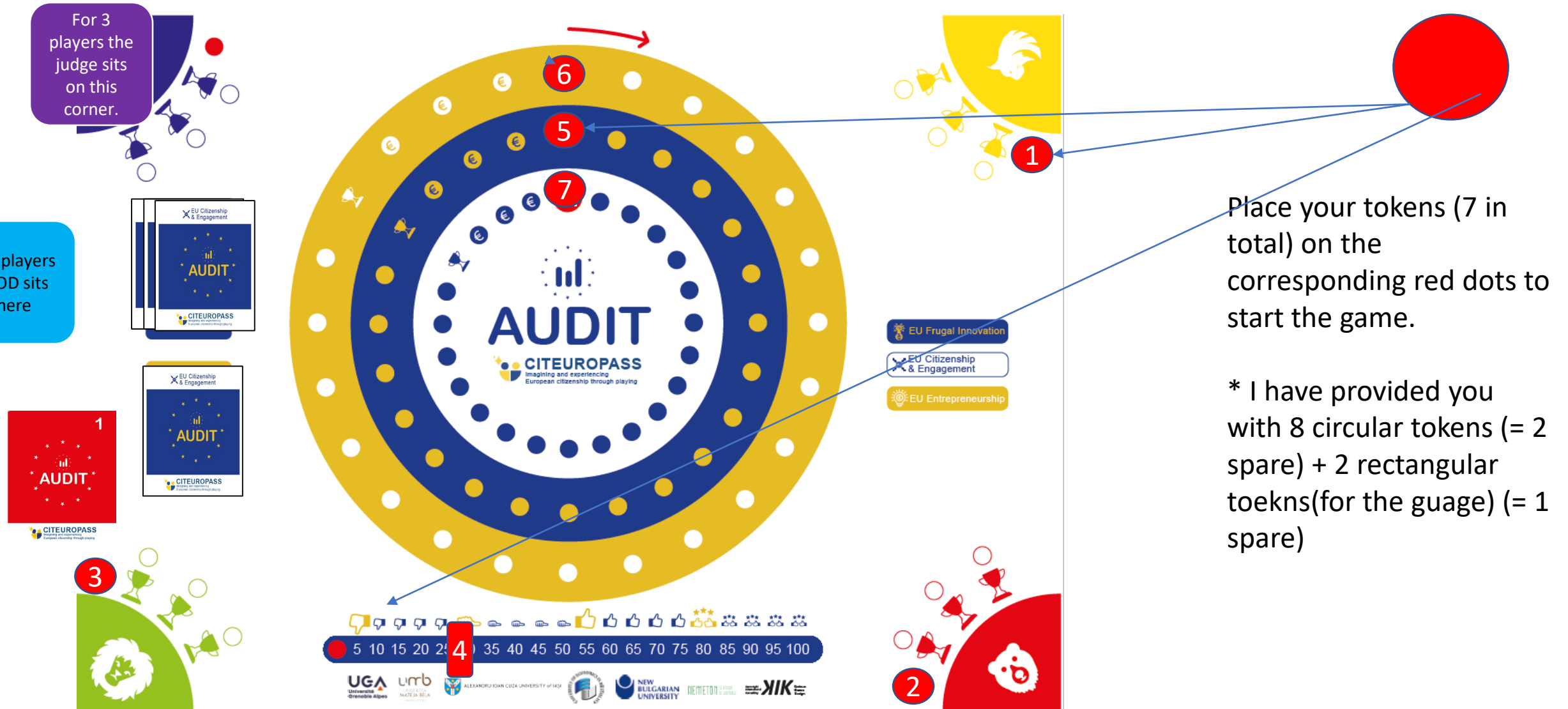
Phases



- 10 min – Explain rules and set up.
 - 90 min – play the game
 - Including 15 minute Catch-up round = any wrong answers are read out again *
 - 10 min - Feedback from the moderator → players.
 - 10 min - Assessment of the game by players (google forms) or paper version
 - Q & A Logistics for any questions to do with the courses that follow.
-
- *we aim at @ 60 challenges in 1 round but we can have 2 rounds of 45 mins and add questions if requested/possible.



Game set up – your table should look like this



Scenario and basic rules



- You are a group of interns in a European-based company. Your boss wants to launch a new frugal project and would like to entrust your team with the management of this wonderful project but she is still hesitant. Do you really have the required skills ?
- You will be receiving an audit firm next week and in order to convince your boss of your capacity to run the project you must get certified in 3 core labels:



How to win the game → 60 skills points + 80% confidence + 3 individual cups(see corners of board).

- Get at least 60 collective skills points (20 in each MODULE) to guarantee success in your AUDIT visit. (each extra point = 500€ cash bonus for your team) We can compare results with other teams from other universities.
 - Wrong answers or mediocre performances will result in loss of confidence (gauge that lowers)
- Each player must get 3 personal points (cups) to win the game – certain card challenges will indicate/allow players to obtain these points.

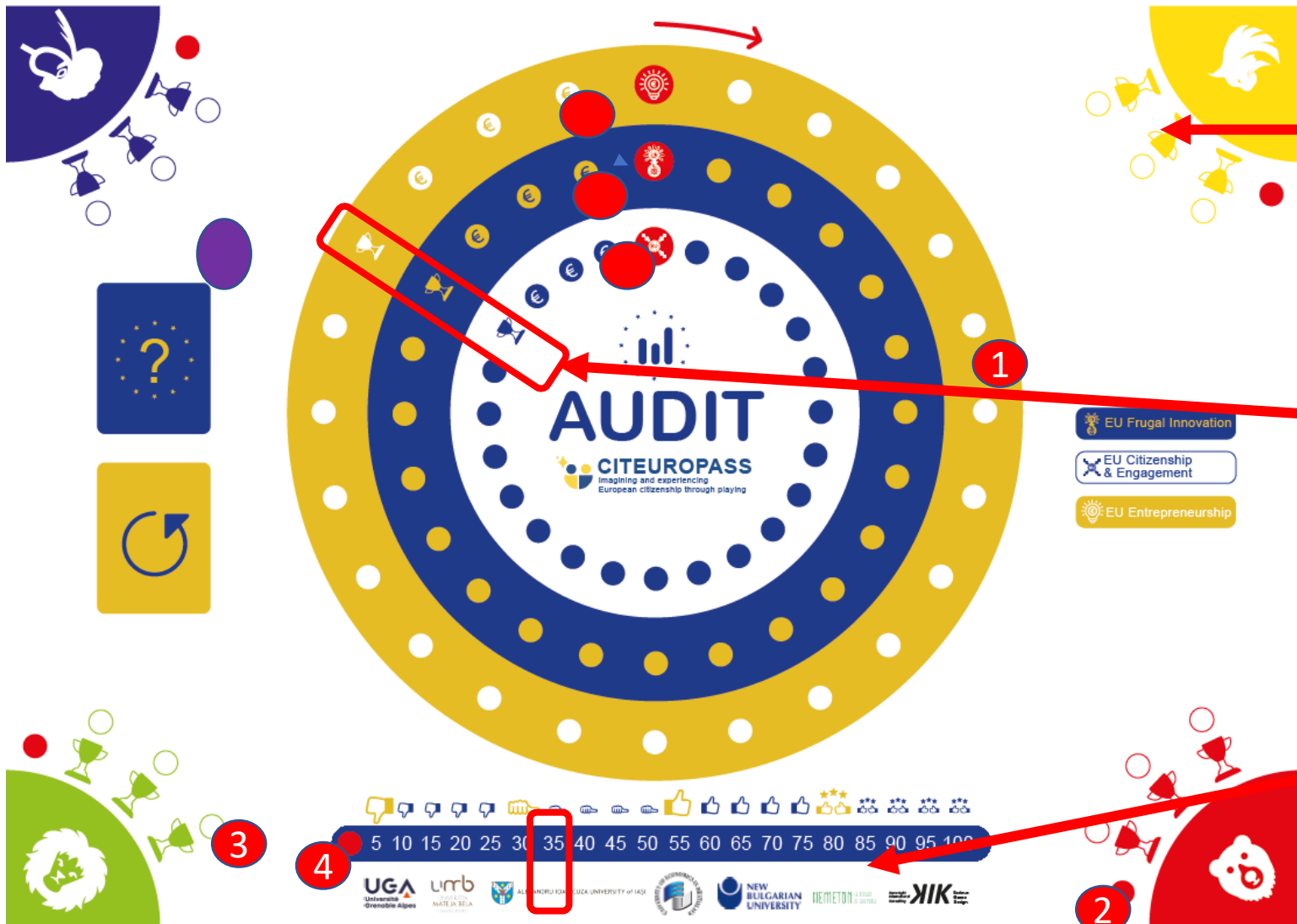
Correct answer ? **Either** move the pawns on the corresponding skills path clockwise (ex 2 = move forward 2)

OR repair the damage to the confidence gauge. Hard=10% Easy =5% (% in red indicates losses if wrong)

- Each player takes a corner (these animals culturally represent our partner countries)

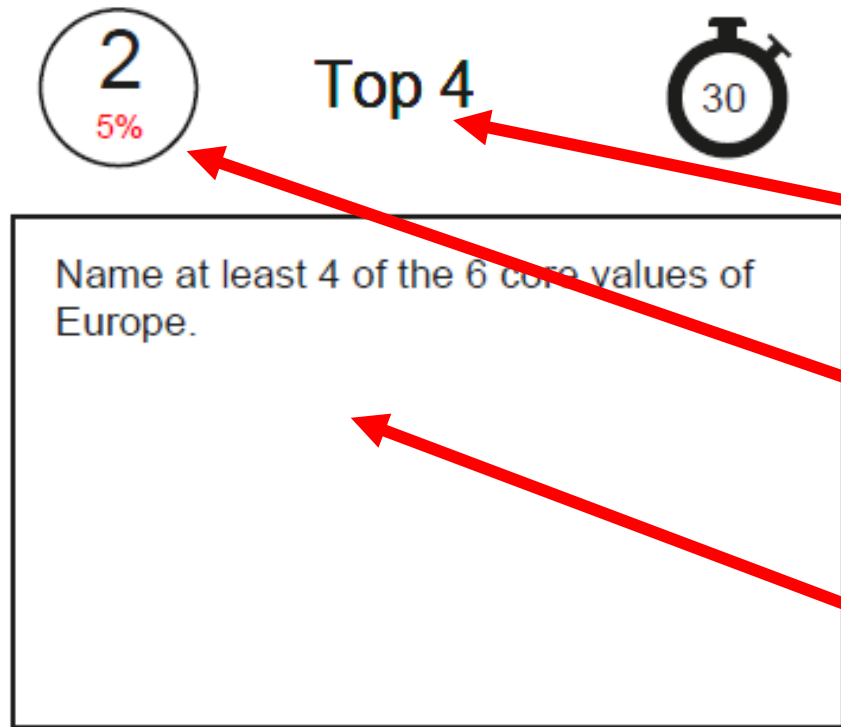


Reminder of the 3 victory conditions



- 1) All players must have succeeded 3 individual challenges
- 2) Players must have reached the victory finish line (=20 points in each category)
- 3) Players must have obtained at least 80% confidence on the gauge.

Example card – shuffle cards well and preselect the first 5-6 challenges for variety and at least 1-2 difficult as well



The card layout includes a score indicator at the top left showing '2' and '5%' in a circle. To its right is the text 'Top 4' and a timer icon showing '30'. Below these is a large black rectangular box containing the question: 'Name at least 4 of the 6 core values of Europe.' At the bottom left of the card are two icons: a thumbs-up icon and an information icon 'i'. Red arrows point from the list on the right to these elements: arrow 1 points to the '5%' penalty, arrow 2 points to the question box, arrow 3 points to the question text, arrow 4 points to the thumbs-up icon, and arrow 5 points to the information icon.

2
5%

Top 4

30

Name at least 4 of the 6 core values of Europe.



Answer in blue



Additional info

1) MOD takes a card and reads out the MODULE as well as the type of interaction.

2) MOD indicates points difficulty (Ex 2 points and 5% penalty for wrong answer)

3) The question is found inside the black box

4) The answer is in the blue zone.

5) Additional info is in the red zone

EU Citizenship
& Engagement



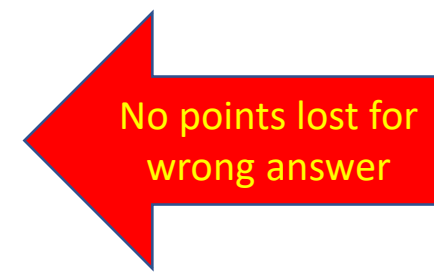
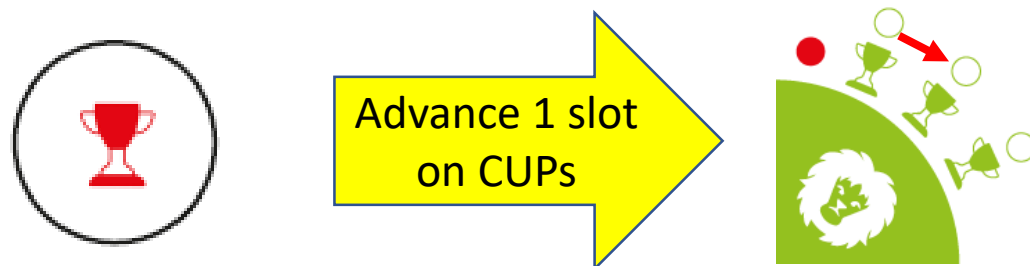
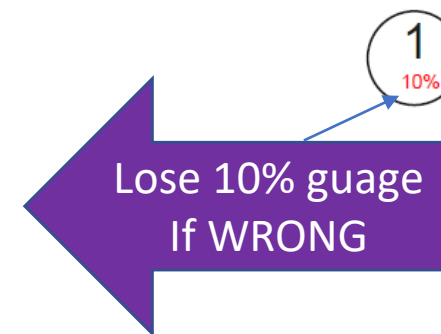
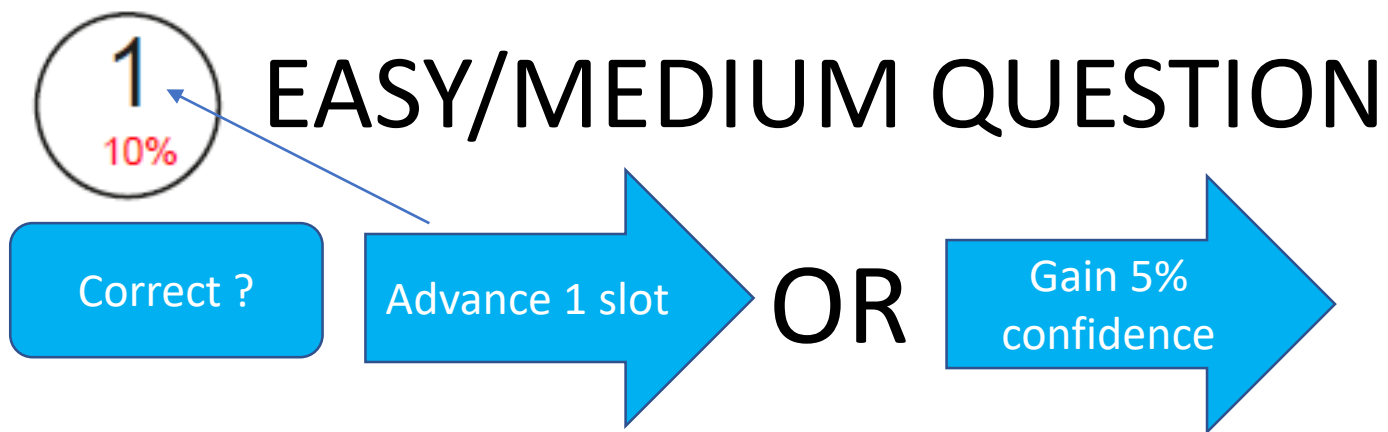
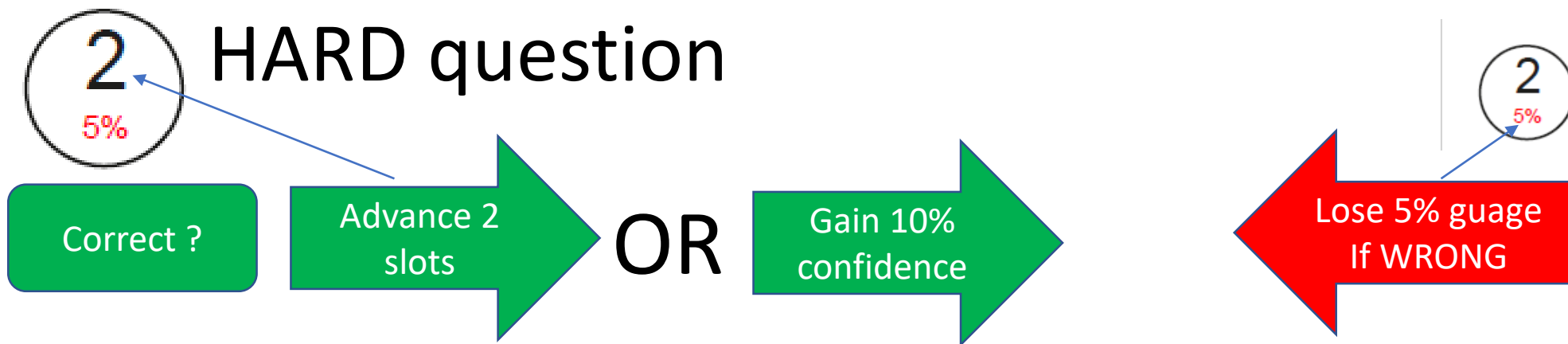
CITEUROPASS
Imagining and experiencing
European citizenship through playing

Crisis cards : suggested order



- Every 10 mins play 2 crisis cards (use puzzles with them)
- Play cards in the right order.

ULTRA SIMPLE POINTS SYSTEM



Game play



1. Start the timer (set at 60 mins play)
2. MOD takes a card and announces the challenge type (interaction), difficulty and any specific info on the card.
In some cases the MOD may need to show the card to players HIDNG THE ANSWERS.
 1. HARD = you move forward 2 slots or 10% for a correct answer and **you lose 5% for a wrong answer.**
 2. EASY/MEDIUM = you move forward 1 slot or 5% for a correct answer and **you lose 10% for a wrong answer**
YOU CANNOT GO BELOW 0% on the confidence gauge = No minus points.
3. Players play as a collective team and take up challenges by quickly discussing their proposition, taking a vote if necessary, and giving their final answer. Most challenges are collective but some are individual (shown on the card with a specific CUP symbol).
4. **All challenges are 60 seconds unless otherwise stipulated on the card.**
5. Moderator awards points/modifies gauge and players move pawns accordingly. Wrongly answered cards are placed on the ? To be replayed in catch-up round.
 1. **The only gauge which retreats (for a wrong answer) is the confidence gauge ! = In theory students will discover the strategy of getting to the 60 points and THEN moving the confidence gauge up. Do not tell them though !! ;o)**
6. Once 60 points have been obtained players get 500€ per correctly-answered **question (3 slots possible)**. The MOD notes down the final score and any bonus points.
7. The MOD sets the timer to 15 mins and we do the catch-up round (wrongly-answered cards). Players win 500€ per correctly answered catch-up card.
8. The MOD tots up all points + bonus points* takes a photo of the green sheet (next slide) and sends the score to JFK for archiving.
9. Players use 5 minutes to spend their bonus cash points and explain their choices ;o)
10. The MOD gives some feedback to the players and players assess the experience with the KPI form.

Fictive Eco gifts for bonus points

- ☐ Electric bike (2000€)
- ☐ Tree house weekend at local forest for 3 (600€)
- ☐ Solar charger (100€)
- ☐ Tent (300€)
- ☐ E-book reader (200€)
- ☐ Eco basket per week for 6 months (450€)
- ☐ Free tram suscription for 1 year (150€)
- ☐ Electric DOT scooter (500€)
- ☐ Eurail ticket for summer 15-day pass (700€)

Test Date: ____/____/20__

University: _____

Moderator(s): _____/_____

Players: _____/_____/_____

Total Score: ____/60

Bonus points: _____500€/correct answer

Catch-up bonus: _____500€/correct answer

Total Bonus € = _____

3000€

Tick the goodies they chose to buy :o)

And take a photo !

Signature moderators

Print out this form for the test

Feedback – google forms version

Only to be used by CITEUROPASS PARTNERS



https://docs.google.com/forms/d/e/1FAIpQLSfZ4eEuAUCZ7EMXNFtXd9ak4svgvZOkI2DrcYzmXI7R67ILTQ/viewform?usp=sf_link

This questionnaire is anonymous – do not add your name

Feed-back : AUDIT round 1	Date : <u> </u> / <u> </u> / <u> </u>
You must rate the statements by circling the rating according to the scale: 1 strongly disagree 2 disagree 3 agree 4 strongly agree NA	Evaluation 1 2 3 4 NA
Player profile: circle your profile : Ex : Marketing - Biology - Other : _____ Player's UNIVERSITY : _____	NA
What job are you planning for in the future? circle your profile Ex : Research - Development - Marketing - Sales - Quality – Production : Other : _____	NA
I like to play games in my private life (cards, boardgames, video games, etc..)	1 2 3 4
I have already tested serious games as a learner	1 2 3 4
I enjoy learning through serious play	1 2 3 4
Pre-assessment of skills:	NA
I know the key messages/issues of the EU (before playing the game)	1 2 3 4
Game mechanics, involvement and player-learner experience	
I enjoyed the playful approach to this experience.	1 2 3 4
I understood the rules of the game.	1 2 3 4
I was able to manage my time and stress during the game.	1 2 3 4
The variety of challenges (questions, MCQs, photo analysis, etc.) made me want to participate.	1 2 3 4
All the challenges (questions, MCQs, photo analysis, etc...) contributed to a good dynamic & team cohesion.	1 2 3 4
This game encourages discussion and listening skills between players	1 2 3 4
The game allowed me to discover/explore core notions on European Citizenship & Engagement	1 2 3 4
The game allowed me to discover/explore core notions about Frugal Innovation	1 2 3 4
The game allowed me to discover/explore core notions about EU Entrepreneurship	1 2 3 4
The crisis situations allowed us to work together in simulated stress conditions.	1 2 3 4
This game helped me understand the importance of teamwork.	1 2 3 4
This game allowed me to share my opinions on Europe and European issues.	1 2 3 4
The game facilitates the understanding and assimilation of theoretical concepts and terminology	1 2 3 4
The board helps us visualize our progress and keep us engaged in the game.	1 2 3 4
The "catch-up" phase allowed us to fill in gaps in our knowledge and rectify our mistakes.	1 2 3 4
This game gives me a positive image of CITEUROPASS	1 2 3 4
I found the game challenging and stimulating.	1 2 3 4
I feel more prepared for the CITEUROPASS modules after playing this game	1 2 3 4
What I enjoyed most about this experience:	Total :

Print out 1 copy per student. Spend 5mins at the end of the session
ULTRA IMPORTANT!
Scan and send back to me



EU Frugal Innovation

EU Citizenship & Engagement

EU Entrepreneurship



UGA
Université
Grenoble Alpes

unrb
UNIVERSITATEA
MATEI BELA

ALEXANDRU IOAN CUZA UNIVERSITY OF IASI

UNIVERSITY OF ECONOMICS AND BUSINESS

NEW
BULGARIAN
UNIVERSITY

NEMETON
UNIVERSITY OF ECONOMICS AND BUSINESS

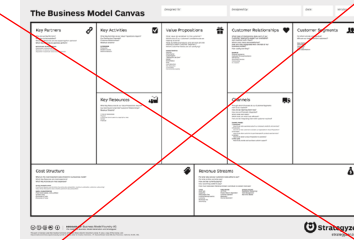
KIK

Info for the moderator

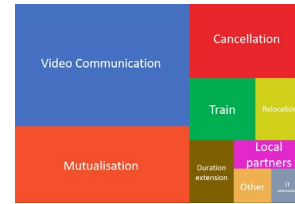
The kit



88
cards



3 puzzles



6
cards

Unroll and tape to the desk - board



Rules
Use
ppt



Tokens + spares



Meta Game

Setting up the game



Moderator shuffles the cards and places them on the blue slot face down. (* the pack = 3 module cards **all mixed together**)



*Place the **RED crisis cards** apart and @every 10 minutes play 2 of them: card 1+2, then card 3+4, then card 5+6 = they go together)- they involve teamworking and stress management.

3 Players select one corner each – represented by our European partners. The judge takes the last remaining corner (unless 4 players..)

Set the timer to **90 minutes**. When it rings players have maximum **15 mins remaining** to replay the catch up round cards.

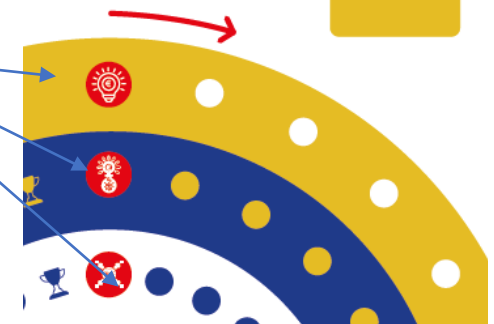


Place the plastic round tokens on the 3 red starting points

Place rectangular pawn on the red dot to the left of the confidence gauge.



Place 1 token on red dot individual cup challenge corners.



See next slide for game setup



- We will only need 13h-15h (2hr slot)
 - Leave one hour post game for students to do other things.
- Played face to face. 1 MOD + 1 back up for observation and buddy system.
- Board game + cards.
- In English.
- Target = 3 players from your home university.
 - Also designed to be open to other players/students for external sessions.
 - You will all receive 1 copy of the game + digital files for extra printing or customization (ex for other topics or even for companies)

Creative Commons Non-profit version.

Timeline - Key

- From left to right

The Renaissance

The French
Revolution

Assassination
of Duke Franz
Ferdinand

Winston
Churchill's « Iron
Curtain » speech

The Maastricht
treaty

The fall of the
Berlin Wall

Introduction of
the Euro currency

Europe map – Key

