



DEMO GAMES

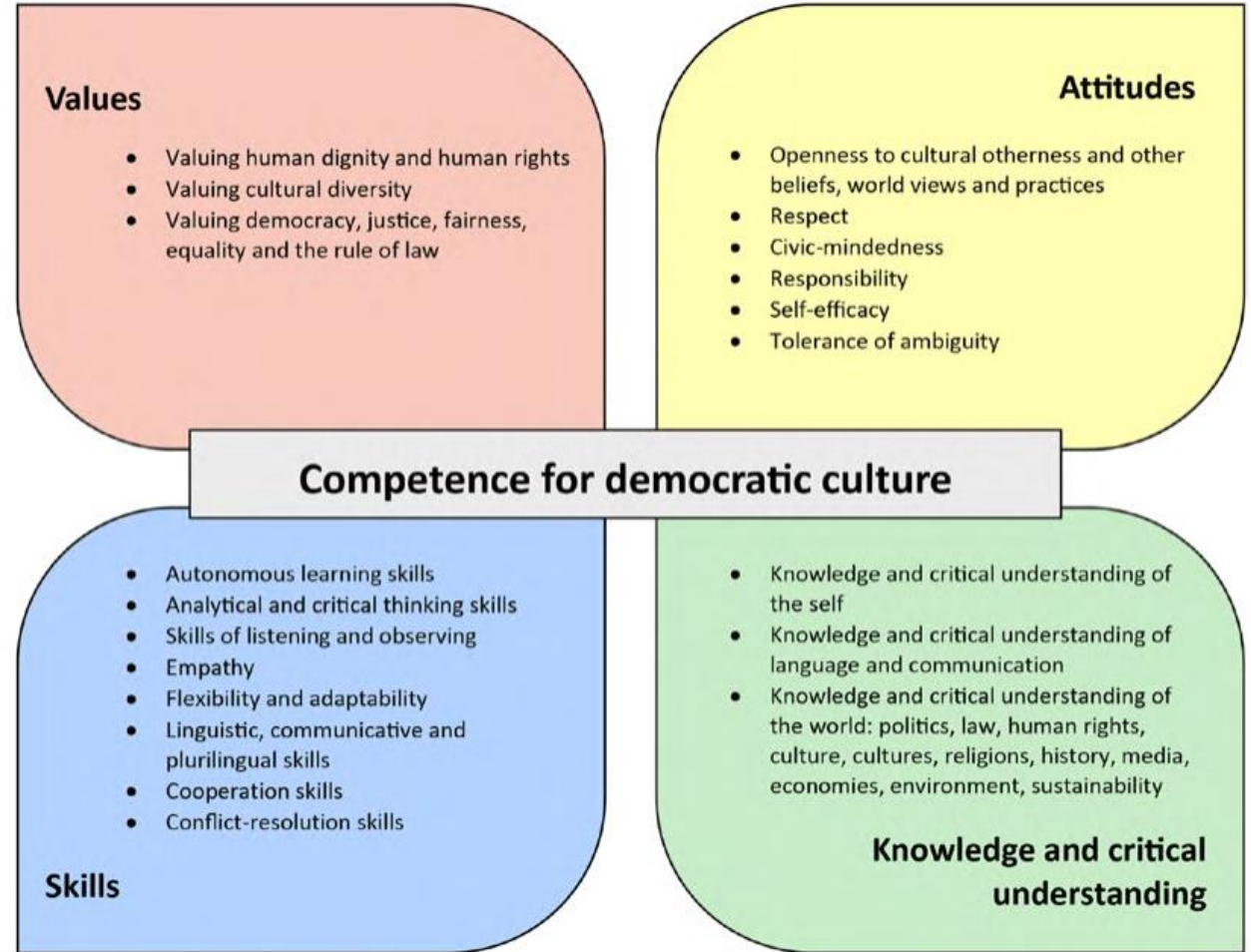
**Democracy and Games,
an Erasmus +
supported Project on the COE RFCDC**

DEMOGAMES

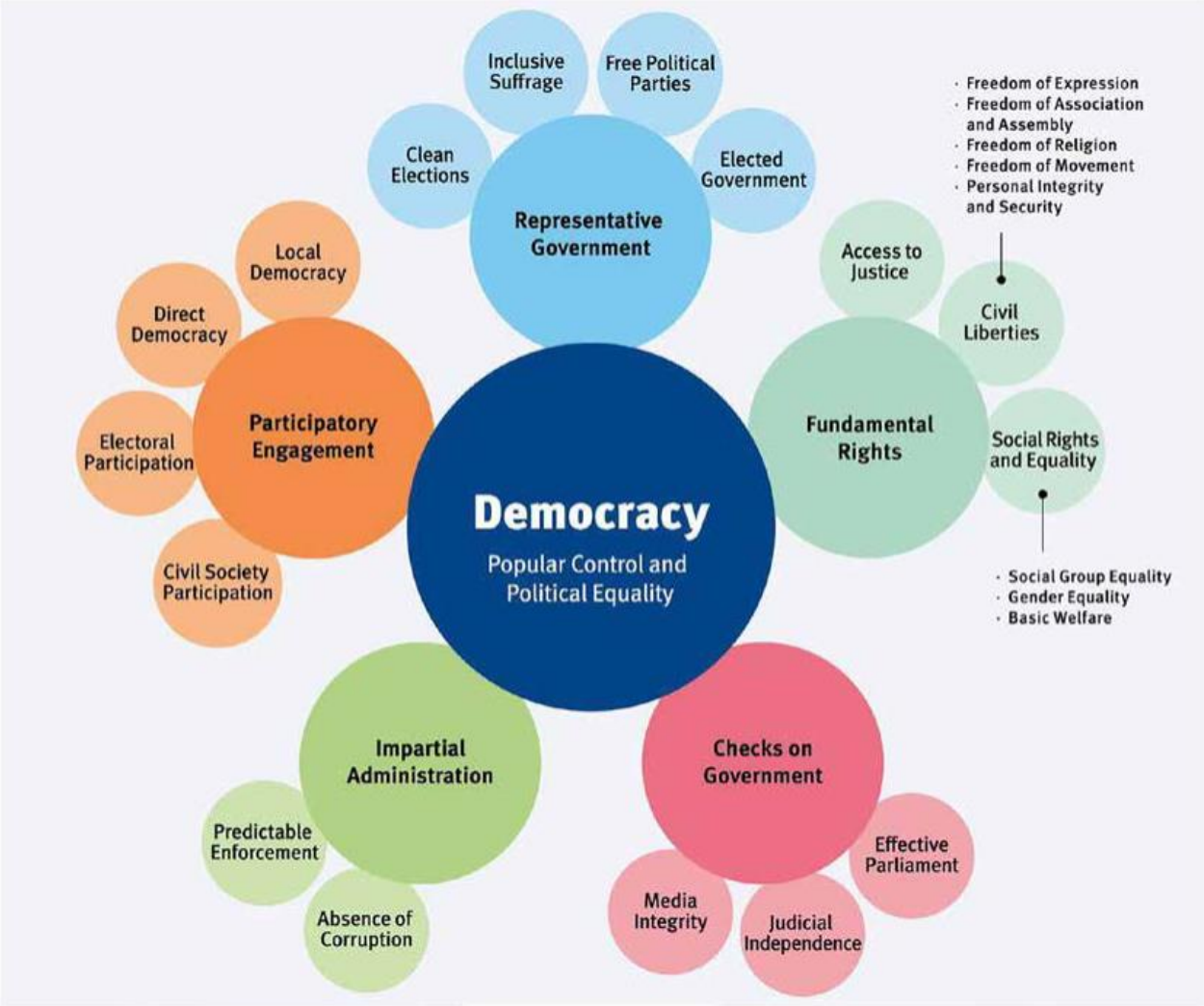
- Partnership coordinated by GiGA Hamburg (DE), demokreative (CH), Intercultural Institute Timisoara (RO), Culture Goes Europe (DE), DARE network (BE), da2 trucados (ESP)
- Supported via E+ (2019-2022)

Aim of DEMOGAMES

- Learn, teach and shape democracy
- Eight analog and digital game based learning tools for experiential learning about, for and through democracy.
- All games are tailored to specific aspects from the COE RFCDC



Different aspects of democracy



Source: Tufis, C. D. (2017). The Global State of Democracy Indices: Technical Procedures Guide. Stockholm: International Institute for Democracy and Electoral Assistance2020

Elements of DEMOGAMES

- A democracy game box including print&play games
- A facilitators manual including detailed descriptions of the game settings, their situative application in the RFCDC frame, and preparation, running and debriefing information.
- Without context and debriefing a game remains a game!!
- A „mooc“ including tailored tutorials for each game

Beyond playfulness: Gameification – game based learning - serious games

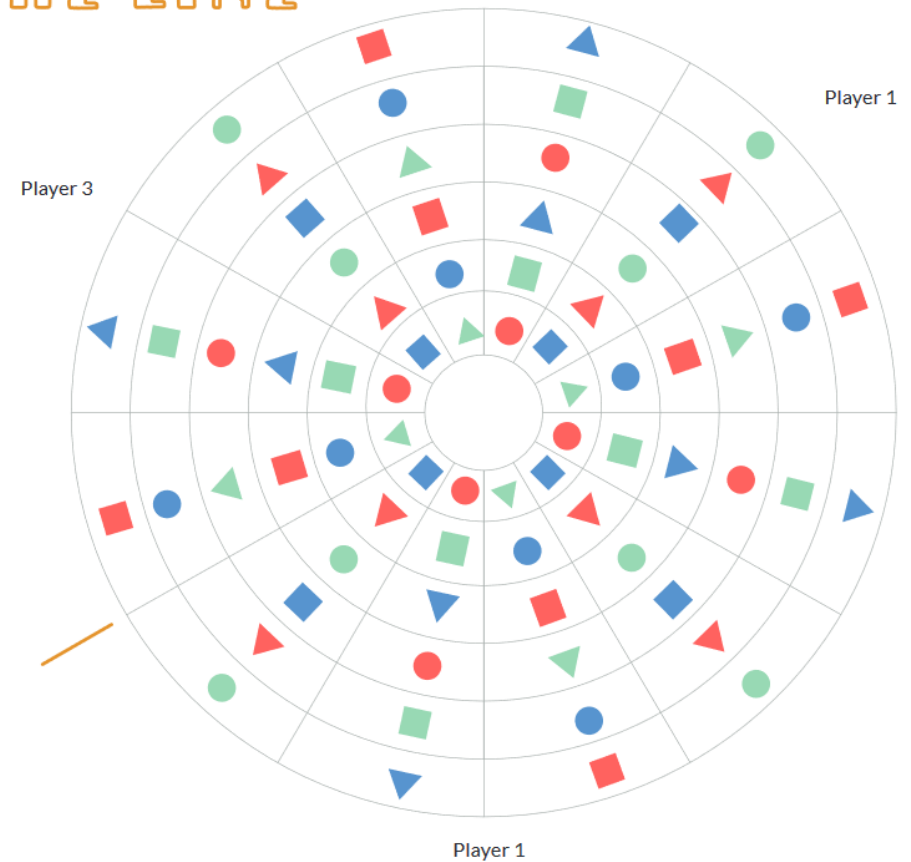
- Gameification applies to various settings where learning can happen
- Not playfulness and not entertainment and fun only
- Having a learning specific purpose → **serious games:**

„Using games for learning does not ‘just` include playing a game. On the contrary, while players make new experiences during game play, it is essential for the learning success that a game-play phase is flanked by both an input and output phase as well as a thorough debriefing. “ (Demogames facilitators manual)

example:

DRAW THE LINE

- Draw-the-line is literally a game about drawing lines. It's a game about us being competitive or cooperative, a game that allows to reflect upon categorizations and divisions, cleavages in our society.
- **Learning targets in a nutshell:**
 - Analytical thinking, co-operation and communication skills
 - Flexibility, Adaptability, Observing
 - Reflect upon and strengthen democratic values of equality, fairness, and justice
 - The decision-making in this game can be democratic or not, and enables to reflect upon collaborative, cooperative and competitive elements of political discourses and policies.
- **Number of players:** 3, 4, 6
- **Difficulty:** Intermediate difficulty, players use basic logical thinking and their linguistic and communication skills; groups of players with similar skill levels make the experience more satisfying and interesting.
- **Timing:** 5 minutes for introduction and explanation of the rules, 15-20 minutes for gameplay



www.demogames.eu

The Democracy Game Box

The Democracy Game Box (D-Box) includes eight printable analogue games, two of which are also available in a digital version. These games are an excellent way to build a bridge between theory and practice. They allow practitioners to create a stimulating and inclusive learning atmosphere and encourage learners to actively engage and interact with others.



The games are diverse in terms of duration and complexity. The alphabetical order below also approximately reflects the order of duration and complexity (starting with shorter duration and simpler game mechanics). Shorter and simpler does not mean less meaningful and complex in terms of democracy learning targets!

Competence Card Game



Become competent in democracy! In the Competence card game, you playfully discover the competences that citizens need in a democratic and culturally diverse society: the competences for democratic culture.

[Print and Play](#)

Deckmocracy



Deckmocracy is an analogue card game about events in democracies. What democratic principles, institutions and rights, what threats to democracy and which parts of society make an event? Discover it by playing.

[Print and Play](#)

Demodice



Demodice is a cube-based storytelling game. The symbols on the dice trigger and guide the imagination of the players to create stories around democracy.

[Print and Play](#)

Fake Expert – A Demodice Game



Fake Expert is a communicative game of social deduction. Players take the role of talkshow guest making short statements about democratic issues and trying to expose one fake expert player.

[Print and Play](#)

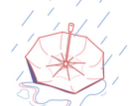
Draw the line



Draw-the-line is literally a game about drawing lines. It's a game about us being competitive or cooperative, a game that allows to reflect upon categorizations and divisions, cleavages in our society.

[Print and Play](#)

Observers



Become a democratic detective! Get to know surprising and relevant stories from democracies while uncovering the riddles.

[Print and Play](#)

Participedia



In Participedia, players take on the role of a representative of a civil society organization which designs, implements or supports public participation through innovative participative events.

[Print and Play](#)

Utopia



Utopia is a board game in which the players form an interim government in a transition to democracy. They collectively win the game if they successfully establish the conditions for the first parliamentary elections.

[Print and Play](#)



DEMOCRACY GAME BOX FACILITATOR'S MANUAL MOOC TRAINING ABOUT DE EN

The Demogames Massive Open Online Course

The Massive Open Online Course (MOOC) includes six modules, each of them presented by videos. It is directed at players and practitioners in democracy education. The videos provide background information about democracy and competences for democratic culture, practical tips about education and facilitation, and yet another way to get to know the games, game materials and game rules.

The following videos are available as part of the Demogames MOOC. Click on the preview images to start the video. Or, click on the title within the preview image to open the video directly in YouTube.

Module 1.1 – Why Demogames



Module 1.2 – Demogames' MOOC



Module 1 – Conversation about Democracy



Module 2: Reference Framework of Competences for Democratic Culture and Demogames



thank you...



Co-funded by
the European Union

demokrative
Initiative für Politische Bildung



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