NOTES

INTERESTING TIPS:

Tip: As a teacher, it is important to switch to a facilitator's attitude, that is, someone that guides the process, but does not know all the answers.

Tip: Whenever possible for the live sessions take them outside of the normal context: to a park, the beach, etc. This opens us up for creativity.

Tip: Some steps can be done in class time and some can be done in the computer at home or school.

Tip: Make sure the co-creation agreements are respected. Use a talking stick if necessary.

Tip: The online environment is used to document the process, to reward each other, and it allows them time to think. The online/ live timelines can be adapted for different challenges.

Tip: Take breaks often and play group games in between to keep up the collaboration spirit. For a list of group games, see: http://www.terragonhf.org/group-games.html
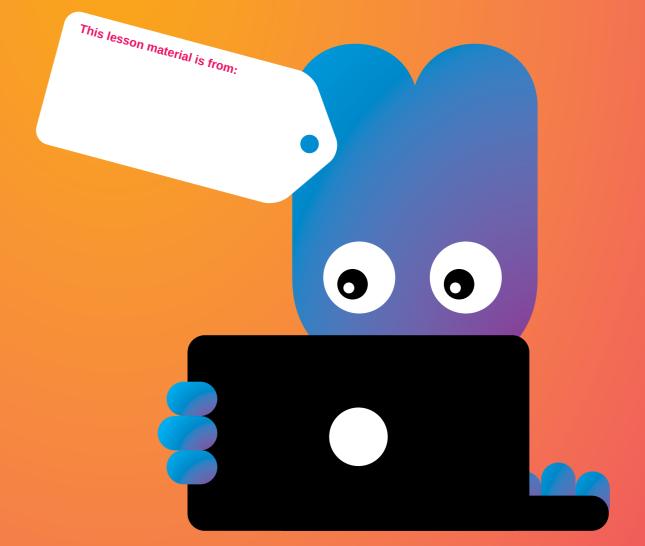
The Medialab is sponsored by:

This lesson material is from:

WORKSHOP MANUAL
COLLABORATIVE GAMING

Introduction:
Collaborative gaming is a way of playing where everyone wins. When people need to work together towards a common goal, how do you make it nice and fun? With a game, of course! In this workshop you can learn how to create simple and playful game rules to develop a playground, organise a party,

Objective:
To create a playful environment where students develop their ability to work together toward a common goal. Children learn to follow an online and live co-creation process.

Target Group:
from 8 to 80

Materials:
computers with a google or facebook account, flipcharts, paper, markers, pens and colours

Duration:
3 hours

This workshop reflects the following key objectives of primary education:
Working together to solve a challenge can help children enhance the following skills: research, problem solving, communication, cooperation, collaboration, listening, self-esteem, idea exchange, leadership, creative thinking, and planning. Documenting in an online environment helps them to clarify, present their ideas, and enhance the real-life collaboration.

1. The **challenge** of this game was:

_____

2. The **name** of my Group or Hangout is. *You can place a group picture*

[ ]   _____

                       _____

3. The **Researchers** provided some good inspiration. *Show pictures and copy some of the highlights.*

[ ] [ ] [ ] [ ]

4. The **Creatives** came up with great ideas. *Show pictures and copy some of the most rewarded ideas.*

[ ] [ ] [ ] [ ]

5. The **Builders** thought of all the necessary things to make the idea come true.
Show highlights of this step.

[ ] [ ] [ ] [ ]

6. The **Planners** came up with a plan to turn the idea into reality!
Write a summary of the plans.

_____

_____

_____

_____

HOW TO DO IT

Preparation (15 mins)
- Begin by defining the objective (this can be done with or without the students). What do you want to achieve? Try to be as concrete as possible. The objective must be articulated in one sentence.
- Open a facebook Group or Google hangout and give it a relevant challenge name. This will be your game space where all ideas will be collected.
- Post the objective. For instance: "Our challenge is to design a great playground for our school in the back yard." or "Our challenge is to make the best end-of-year party for our group".
- Invite all children in your class to join the Group or hangout. Optional: parents or other people that can help out can join. If children don't have an account, you can open a temporary account per team.

Opening (15 mins)
- To begin every live meeting, you need to set the stage to create a bond among the group. Sit the students in a circle and conduct a "check-in" (example, everyone says how they are feeling, or what they like, or take something out of their pocket and explain why it is important to them, etc).
- Tell them the objective of the game. They will only win if they work together.
- Invite everyone to propose the co-creation agreements, that is, the rules to create a safe and respectful space. For example: every idea counts, listen to others, etc. Write them in the flip chart and put it in a place where everyone can see at all times.
- Play a group game, such as Human Knot: Everyone stands in a close circle - puts both hands out - and randomly grabs hold of someone else's hand (not next to them), creating a massive knot! Without letting go of hands, the group should try to untangle itself... Now they are ready to solve the challenge together!

Researchers and Creatives - teams
- Create teams of 4-6 children. First, ask them to put on their Researcher's hat (20 minutes). They will ask people for success stories, search in magazines, or look for inspiration in the internet: photos of playgrounds, party ideas, etc.. and post their findings in the game space to share them with other teams. This can be done as homework, in class, or the medialab.

- Then, they will put on the Creative's hat (40 minutes).
- Ask them to close their eyes and imagine that their objective has been reached. How does it look like? At this point it is not necessary to make it practical. The sky is the limit! They can write, draw, or build a maquette. They post their ideas in the game space (text or pictures of their creations).

Idea Selection - whole group (20 mins)
- At this point everyone goes to the game space and you ask them to like or + the ideas they like the most. They can also comment with encouragement words: like funny, great, creative, spectacular. Do not comment on ideas you don't like. This exercise can be done as homework or in the medialab.
- Based on the number of likes and comments, the group selects one idea. They also have time to think of an idea that integrates all or most ideas!

Builders and Planners - teams
- Back to the teams. When they put on the Builder's hat (20 minutes), they will brainstorm on what is necessary to make the idea a reality: what are the materials necessary, how will it practically look like, where will it be, etc. They post their results for everyone to see.
- They switch to Planner's hat (20 minutes) and think of the necessary steps to make the idea come to life, who would be able to do it, and when it needs to be done. They share their plans in the game space for everyone to see.

The Goal
The collaborative goal is to present a single Plan to their parents, other teachers, local community, etc. This could be used to get supporters to realise the Plan.

Closing - whole group (30 mins)
The teams present their Plans and the session is closed with a nice event, whenever possible. It could be a simple cake or a huge party (as you see fit). The idea is to reward everyone and make a grand finale. Thank the children and other participants for taking part in the activity.