

Story-Go-Round

A collaborative story creation experience

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The purpose of this game is to spark creative thinking about how communities can mitigate disaster by using local capacities in resourceful ways, as well as to encourage collaborative problem solving and planning. Further, the game is designed to help bridge the gap between the local knowledge of the community and the data banks of the Red Cross, by making Vulnerability and Capacity Assessment (VCA) research easier and more engaging.

HOW IT WORKS

Participants work together to create a story about how they could escape or mitigate disaster while saving their valuables, using only the tools and items they have around them. Their time to build this story and their selection of tools are limited, to mimic the pressure of impending disaster. As players create their story, they are able to constantly add to the deck of potentially useful resources throughout the game, with that deck eventually forming a portrait of the village's capacities.

The game uses storytelling to help approach the seriousness of disaster with the energy of creative spontaneity. It can be used for discovery and planning purposes, as well as for "breaking the ice" between players and warming them up to work together and think on novel ways. If there is enough time available, it is suggested that each game begin with a "warm up round" using a ridiculous scenario that is appropriate to the community (e.g. "Goat Attack!" or "Zombie Attack!"). The players then move onto future rounds that use realistic scenarios such as floods, drought, hurricane, etc., depending on relevance to the region.

GOALS

Encouraging creative thinking and collaborative planning
Teaching probability, simulating forecasting, and opening communication about tradeoffs

Creating spaces for discussion of what items to prioritize in disaster scenarios

Creating a picture of the community's capacities for the VCA process

PLAYERS

The game can accommodate 4-30+ total players, as several groups can run simultaneously. Each group should include a minimum of 4 players (including the facilitator), but should not exceed 7 players. There is no limit to the number of groups that can play simultaneously, provided there are enough facilitators and enough time. If there is more than one group, one person is designated as the 'workshop' facilitator, who will oversee the final steps of game play for all the teams.

LENGTH OF PLAY

20+ minutes* (for each round)

*Can be adapted to add or decrease time

SUPPLIES

Paper (cut into large cards)

Die (or other probability counter)

PREPARATION

Print cards using template or write on cards.

SET-UP

Choose a facilitator (if not already chosen)

Divide cards into their decks and shuffle them.

Set cards on table.

CARD DECKS:

1a. Warm Up Round Disaster Deck

1b. Regular Round Disaster Deck

2. Time to Prepare Deck (pre-prepared)

Describes amount of time to prepare before the disaster strikes (1 hr, 6 hrs, 1 day, 3 days etc.).

3. Forecast Deck (pre-prepared)

The total number of die faces represent the probability of the disaster happening (e.g., four die faces means a 4/6 chance) and the severity of the disaster (high, medium, and low). The facilitator and players are encouraged to interpret what that severity means for that disaster (e.g. the number of inches rained during a flood, size of zombie attack etc).

4. Things To Use Deck (initially all blank)

Items existing in the community that could help mitigate the disaster or help save important items. Note: the facilitator should make sure that there are blank Things To Use cards available throughout the game, and should keep them in a separate pile.

5. Things To Save Deck (initially all blank)

Valuables that the players would want to protect from the disaster.

6. Wildcard Deck (pre-prepared)

Problems or events that could arise during a disaster scenario.

GAMEPLAY: OVERVIEW

This game can be played by multiple small groups simultaneously, or with one small group. Each group should have a facilitator, who moves gameplay forward by sharing rules, drawing cards, and acting as a timekeeper. Players react to a disaster forecast by collaboratively creating a story of how they would react to the disaster to save themselves, their community, and their valuables. This timed activity ends with each group taking turns acting out their story (charade style) for the other groups or spectators. The viewers then tell the story they thought was acted out. The story creators describe the story they had intended. After this, a die is cast to see whether the disaster occurred, to guide players to think about priorities and tradeoffs in disaster preparation (or lack thereof). Finally, awards are given out to best use of an item, most unusual item used, etc. This can lead to group discussions or can be a warm-up to other activities.

RULES:

1. For the very first round, the facilitator draws a card from the “Warm Up Round Disaster”* deck and places it face-up on the table. The facilitator describes the impending disaster.**

* Rounds after this one use the “Regular Round Disaster Deck”.

** Description suggestions are listed in the “Game Play: Details” section below.

2. The facilitator draws one card from the “Time to Prepare” deck and places it on the table face up.

3. The facilitator draws one card from the “Forecast” deck and places it on the table face up. The facilitator interprets what the level of severity would mean for that disaster, and tells the players their interpretation. Note: The outcome, rolling the die, will take place at end of game.

4. The facilitator hands to each player: four blank “Things To Use” cards and four blank “Things To Save” cards. Note: The facilitator should make sure that there are additional blank “Things To Use” cards, for use in the round later.

5. Players discuss and determine what, in the face of the disaster, might be categorized as “Things To Use” and “Things To Save,” and write (or draw) one item on each card. Note: Players cannot list an item twice, and must fill out all cards.

6. The facilitator puts the cards into their respective decks (“Things To Save” and “Things To Use”). They set the “Things To Save” cards in the “Things At Risk” section of the board. They then shuffle the “Things To Use” cards.

7. The facilitator discards (sets aside) the top 4 cards from the “Things to Use” deck.

8. The facilitator gives each player three “Things to Use” cards. Note: The players can reveal their cards to each other.

9. The players are given 10 minutes to create a story together using the cards they have, with the facilitator introducing a “Wild Card” after 5 minutes. Each player selects one “Thing to Use” card from their hand and places it in the “Things to Use” section of the board, describing to the group why they think this item may be useful. When the “Wild Card” is played, the players must adapt their narrative if it conflicts with the situation on the card.

To build their story, each player puts one of their “Things To Use” cards in the “Things To Use” area of the board. They can also create a new “Things To Use” card on one of the blank cards and add that to the narrative.* The total number of cards in a narrative cannot exceed the number of players--that is, there can only be one card per player.

*For each new “Things to Use” card a player adds, the player forfeits one of their cards, so that the total number of cards in their hand stays the same. The forfeited card is set aside by the facilitator, and is only shuffled back into the deck after the round is over. Players cannot duplicate cards that are already in the “Things To Use” deck, even if those cards do not appear in that round.

As they build their story, players may decide that they would want to save items in the “Things At Risk” area of the board.* When they incorporate that item into their story, they move that card from the “Things At Risk” board into the “Things To Save” board.**

*There is no limit to the number of “Things to Save” cards used. Players can add more using the blank “Things to Save” cards

** Cards are moved back to the “Things at Risk” Board if they are removed from the story.

10. Once the players have finished creating their story, they take turns acting out their story silently (charade-style) for the other teams (3 minutes per team). Each item (Saved and Used) should be acted out to give a full view of the team’s story.

11. After all teams have acted out their charade, the workshop facilitator rolls the die to see whether the disaster occurred. If the die matches any of the die faces shown on the severity card, the disaster happens. The facilitator asks the teams about the tradeoffs or sacrifices they may have made (or may not have made) in preparing for the disaster.

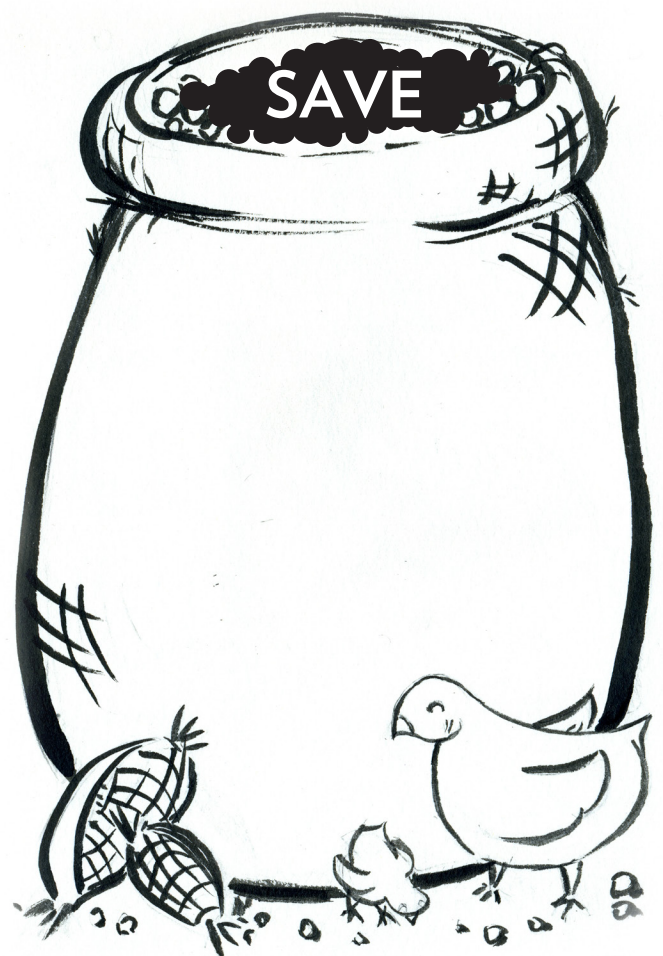
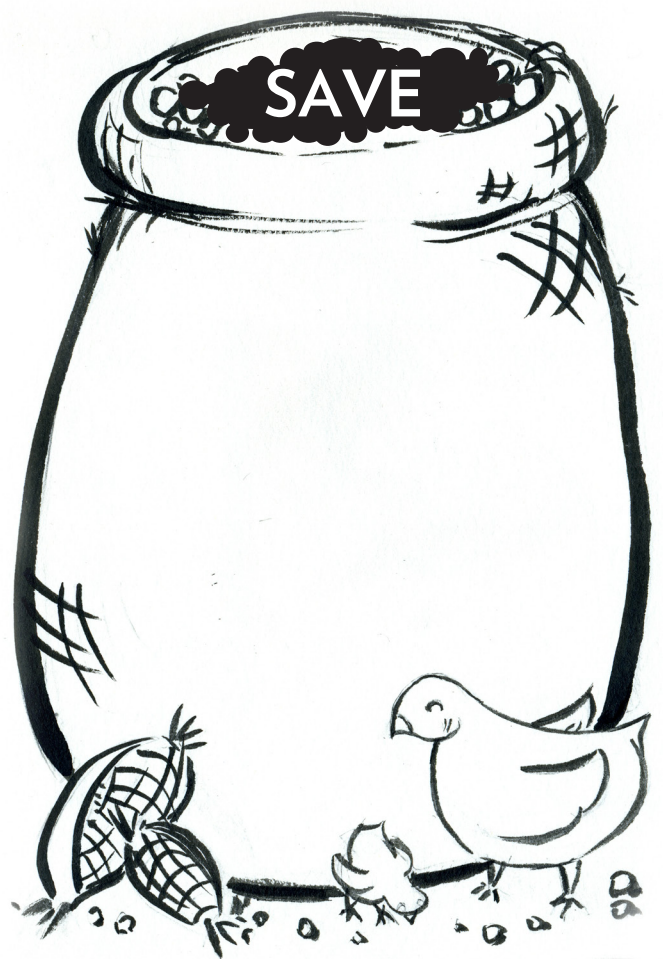
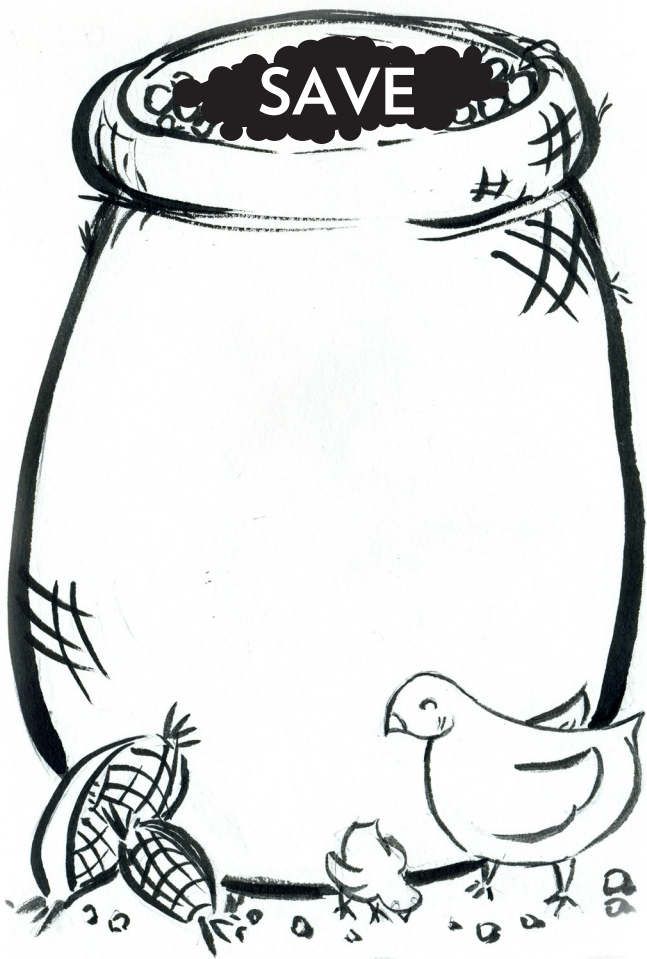
12. The workshop facilitator asks all players from all teams to vote for the overall “winning team” by a blind vote. To keep the competition light and fun, the facilitator is encouraged to create categories like “Most Innovative Use Of An Item,” “Best Teamwork,” and “Best Acting.”

WARM UP ROUND DISASTER DECK (RIDICULOUS SCENARIOS):

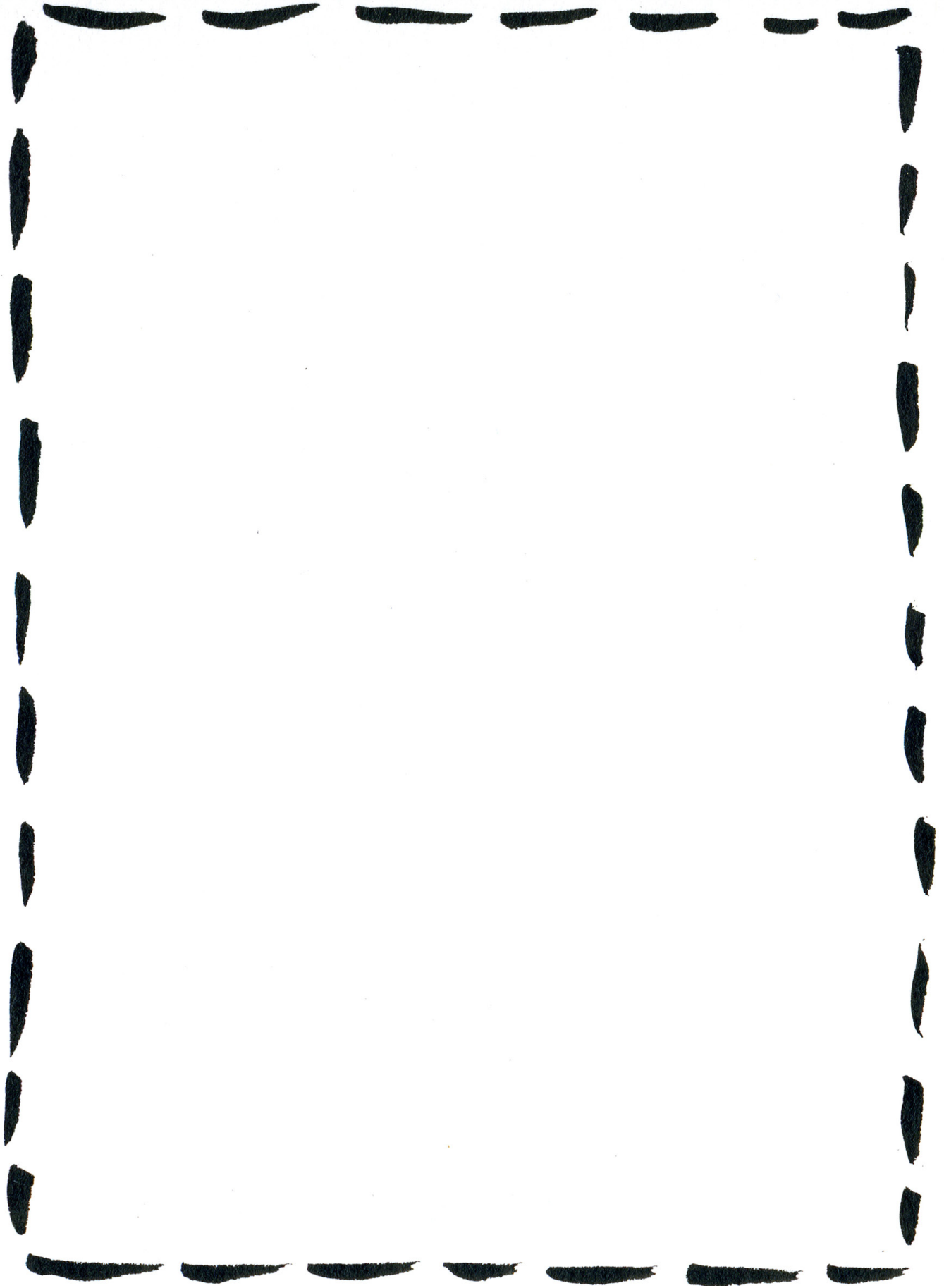
Goat Attack! – The village will soon be attacked by roving bands of killer goats. The goats have coordinated their attack and any player who is bitten will turn into an angry goat. They are hungry and will devour or destroy anything they find, including papers, cloth, food and metal. You must save yourself and others along with enough provisions to survive on your own for at least a week. What will you do?

Zombie Attack! – D12 is being overrun by Zombies! They have taken the stairways and elevators. One bite or one scratch and you’ll become a zombie too. They have a special appetite for thesis projects and will destroy anything they can get their hands on. All emergency services in the city are down along with all communications (ie. internet, cell service). You must save yourself and others along with enough provisions to survive on your own for at least a week.

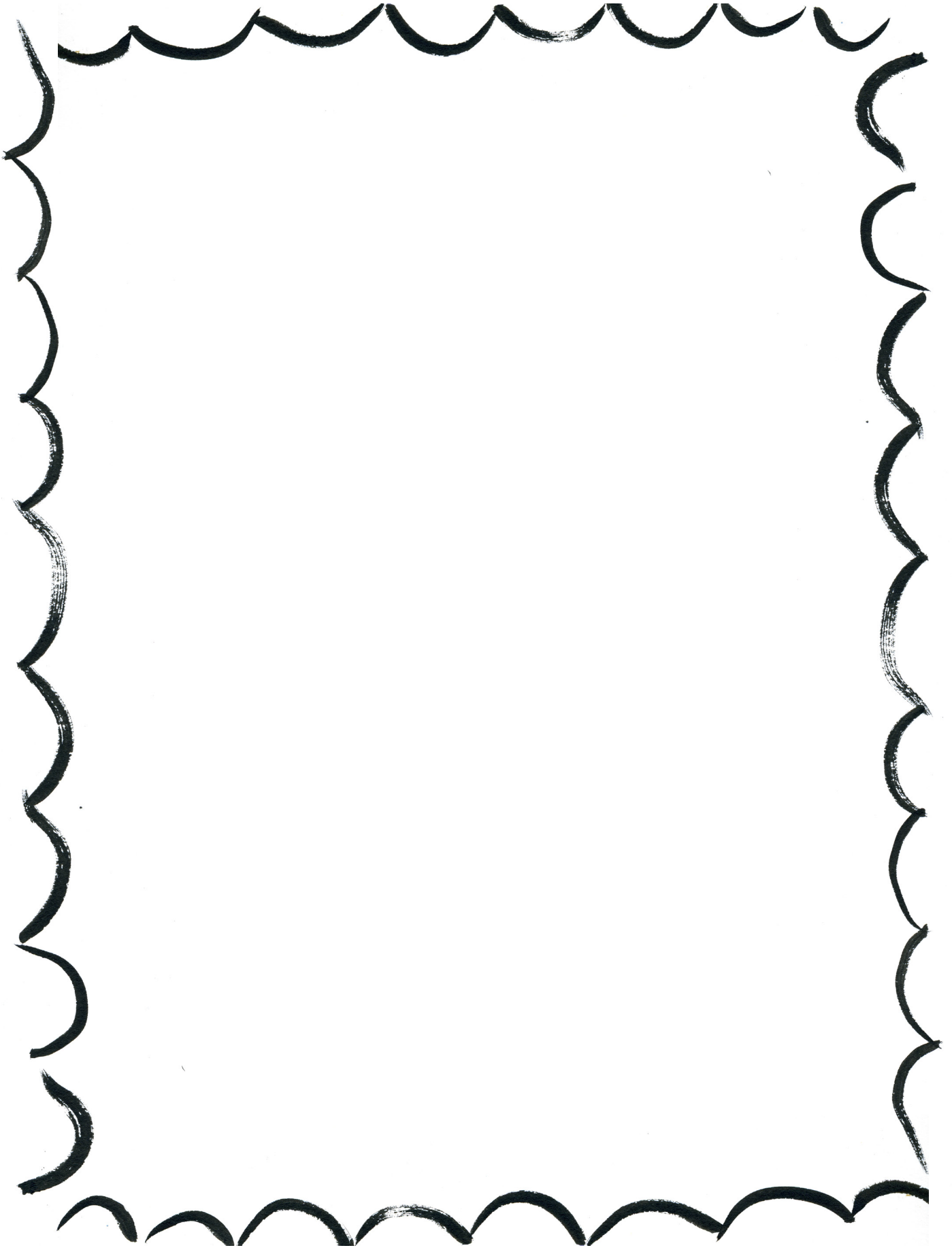


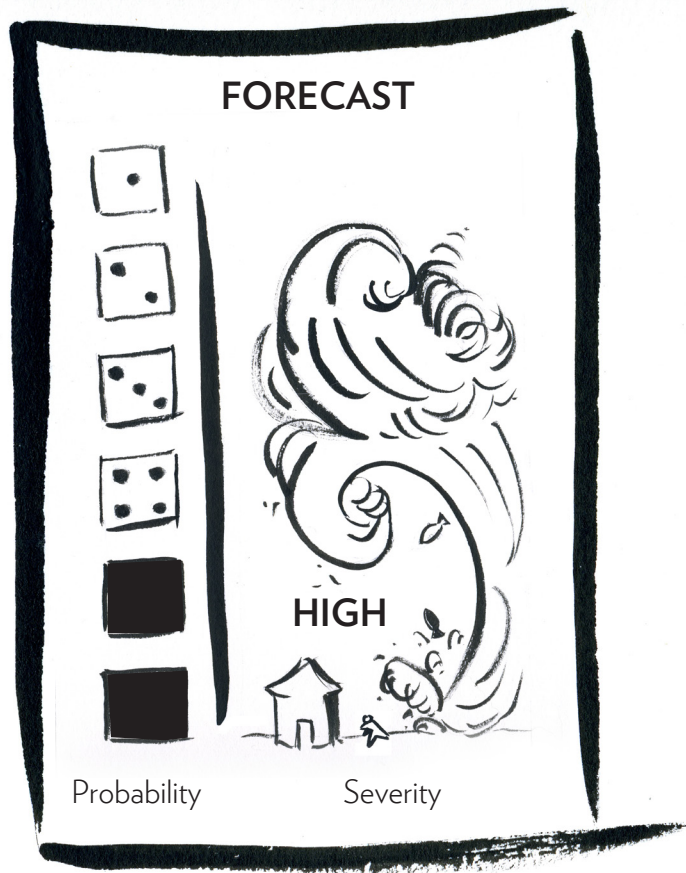
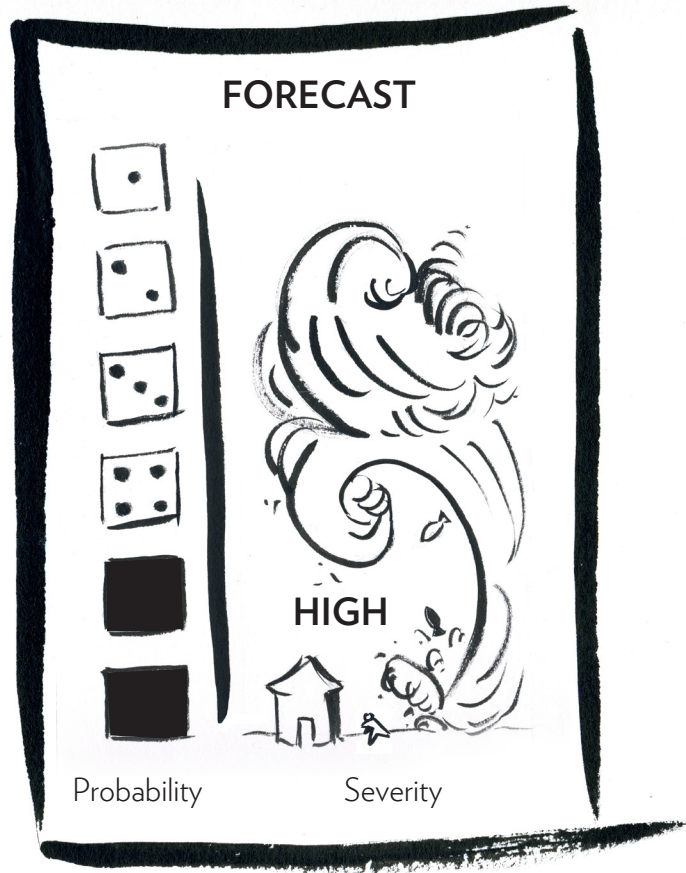
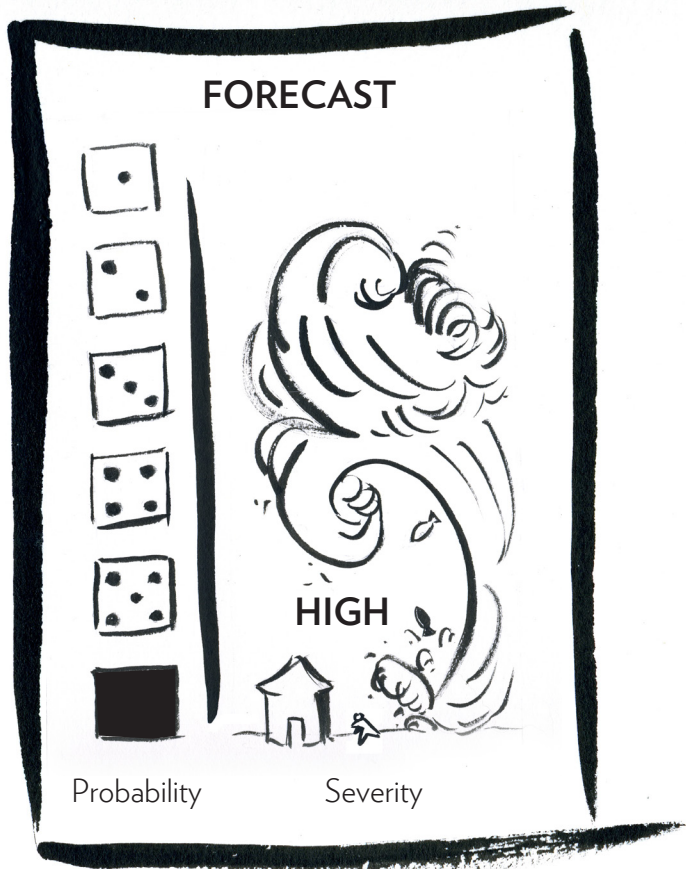


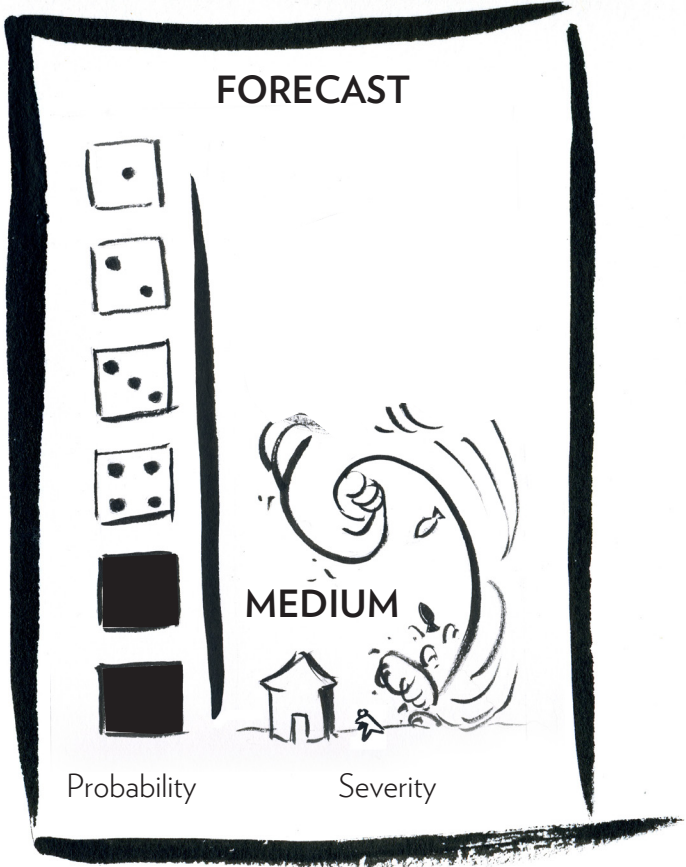
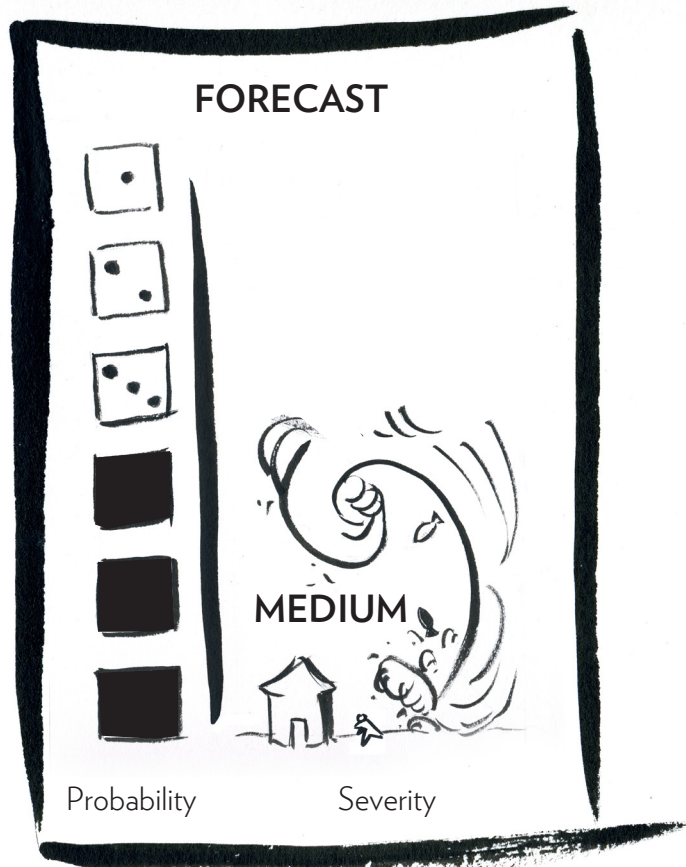
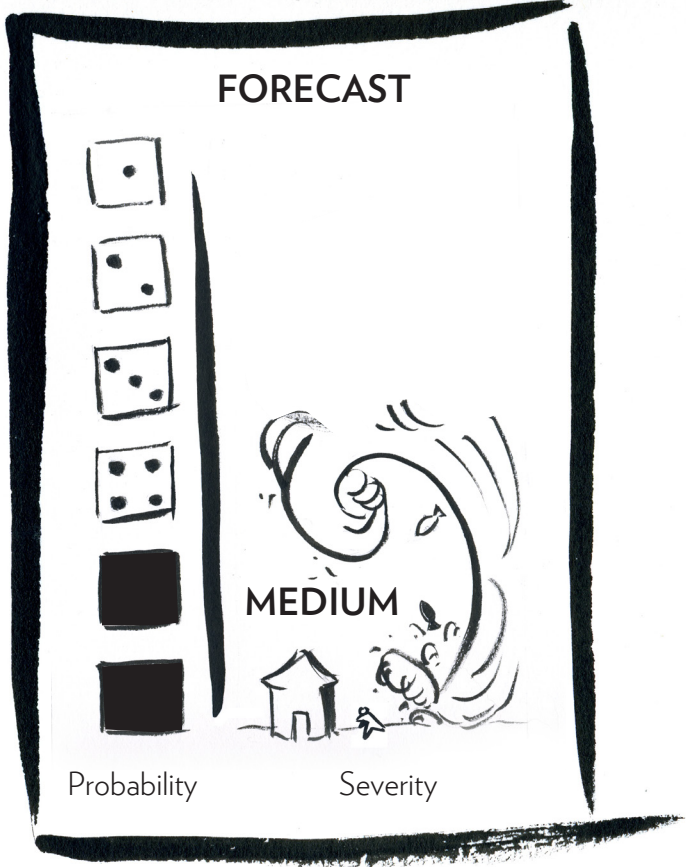
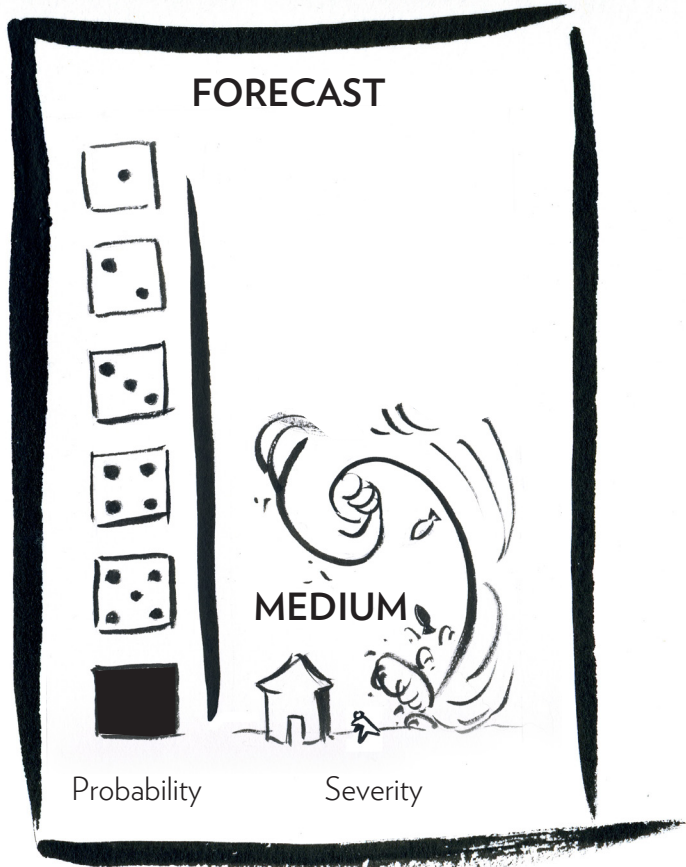
THINGS AT RISK

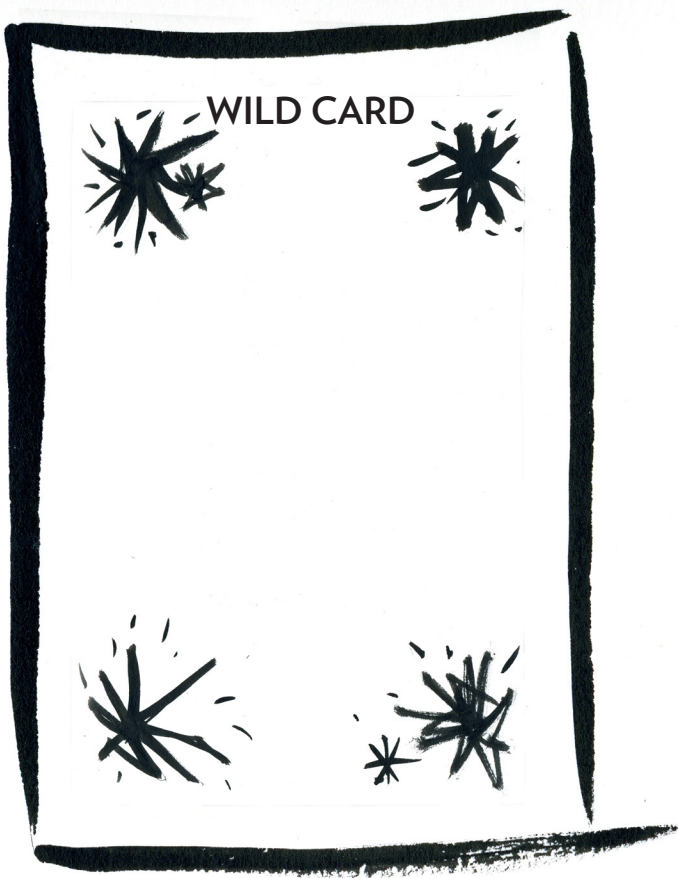
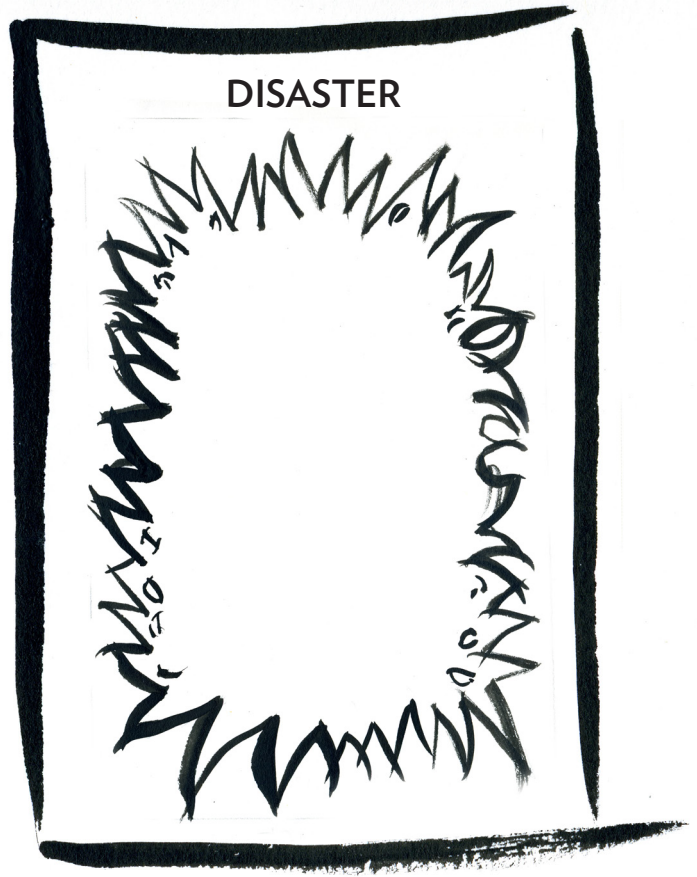
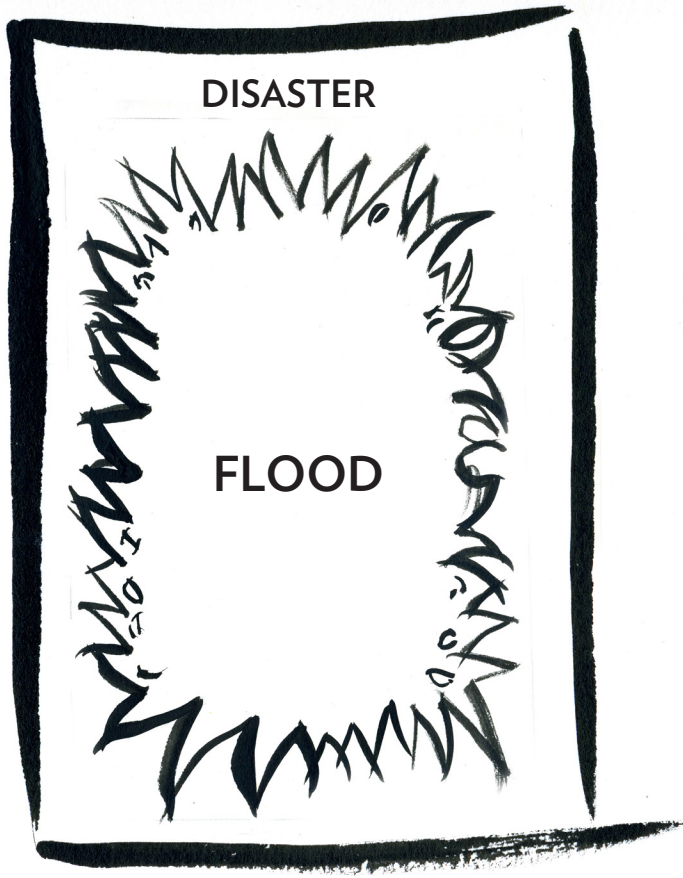


THINGS TO SAVE









TIME TO PREPARE

1
HOUR

TIME TO PREPARE

1/2
HOUR

TIME TO PREPARE

3
HOURS

TIME TO PREPARE

2
HOURS