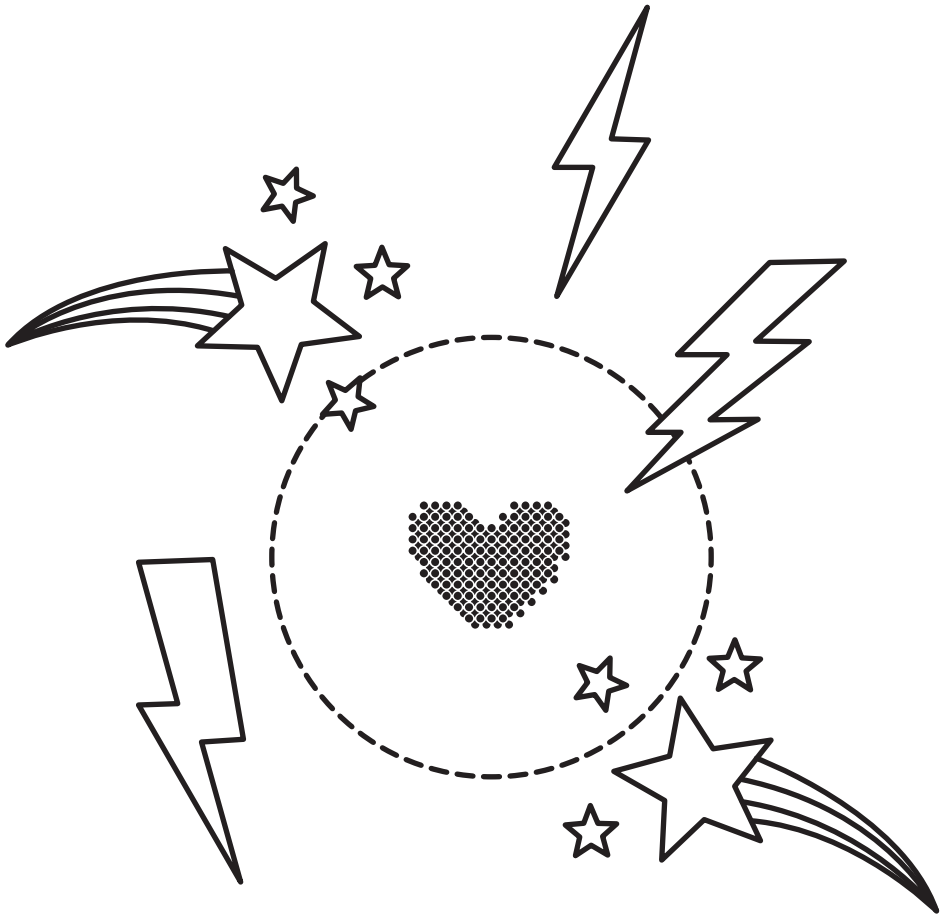


Mini-game 3

CHALLENGE IT



**What can challenge and help
our dream to come true ?**

Mini-Game 3

CHALLENGE IT

About the mini-game:

CHALLENGE IT *Mini-Game 3* is a game that supports a collective that has already envisioned how they will bring change to their environment to improve their collective action by contextualizing it in their everyday realm. It focuses on answering the question, “*What can challenge and help our dream to come true?*”. This mini-game supports the collective to engage with the potential opportunities and challenges that it might encounter when trying to realize the change it dreams about.

Why to play this mini-game:

Play this game if a collective has already envisioned a collective action to bring change to their everyday environment but its plan to realize it requires a “reality check” to become operational.

How to play this mini-game:

To play the game, players will answer a number of questions which will challenge the collective action’s plan to bring change. Players will be invited to solve as many challenges as possible within the collective while identifying challenges which require collaboration with other actors for being overcome.

Can CHALLENGE IT *mini-game 3* support the collective(s)?

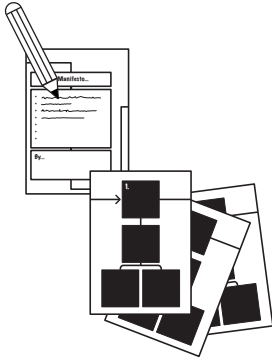
IF YES → you can follow the “Game play” in the next page to prepare and play the mini-game.

IF NOT → you can skip this mini-game and check mini-game 4 Relate it.

Game Play Mini-Game 3

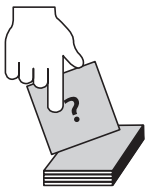
TOOLS TO PLAY THE GAME:

- ✂ A COPY OF TEMPLATE 1. MANIFESTO
- ✂ COPIES OF TEMPLATE 2. KEY STEPS
- ✂ COPIES OF DESIGN CARDS
- ✂ A COLOURED MARKER
- ✂ IF YOU HAVE PLAYED MINI-GAME 2 DREAM BIG DON'T FORGET TO BRING THE "DREAM MANIFESTO" AND "DREAM ACTION PLAN" ALREADY DEVELOPED
- ✂ IF YOU HAVE PLAYED MINI-GAME 1 SET THE SCENE TAKE THE "IDEAS' BOX" ALONG, THE STORIES WHICH WERE NOT YET TACKLED WILL BE USED AS MATERIAL FOR THIS MINI-GAME



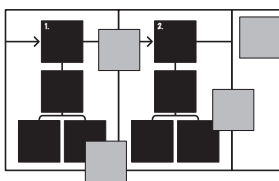
➔ If you played mini-game 2 DREAM BIG take the "dream manifesto" and the "dream action plan" you previously developed. This will be the starting point for playing the game.

➔ If you did NOT play mini-game 2 DREAM BIG prepare to play mini-game 3 CHALLENGE IT by using copies of Template 2. Key Steps to visualize the action plan you envisioned to bring change. Use one copy for each key step of your action plan. Fill in the copies by writing down the activities of each step, how each key step will be developed and who will be involved for its realization. On a copy of Template 1. Manifesto summarize the objectives, values and principles of your collective action.



Step 1. Design it

Which issues can a collective encounter to bring change? In this step, the Game master supports the collective to reflect on the opportunities and challenges that a collective can encounter when trying to carry out its action plan in practice. Players answer to the questions on the Design Cards. These questions trigger them to contextualize the collective action they envisioned and reflect on how to deal with the contingencies that this might entail. Looking at the action plan they developed, players relate the questions on the Design Cards to a particular key step of the action plan in which they think the issue highlighted by them might emerge and they try to answer the question consequently.



🎮 **Game-master/Provoker**

To support the collective to improve their “dream action plan” as a game-master you will play the role of “provoker”. To support the collective to contextualize the “dream action plan” in its everyday realm, you can prepare a number of Design Cards which can facilitate the collective to have a “reality check” to start to make its action plan operational. The CAPA.CITY game provides some ready-made Design Cards. You can select some of these cards and/or you can develop your own cards which can address specific issues related to the everyday of the collective.

➔ **If you have played mini-game 1 SET THE SCENE you can use the stories in the “ideas box” to inspire and develop new Design Cards (e.g. some stories in the box might perhaps clash with the objectives of one or more key steps of the collective’s action plan).**

➔ **If you have played mini-game 2 DREAM BIG you can use your notes on the collective to make your own design cards to challenge the collective.**

🔍 **Supplementary insights**

There are many questions that can support a collective to have a “reality check” about what they wish to improve and how. You can find further inspirations for developing other Design Cards on the following Reference Cards to :

➔ **Reference Card 10 TYPES OF COLLECTIVES**

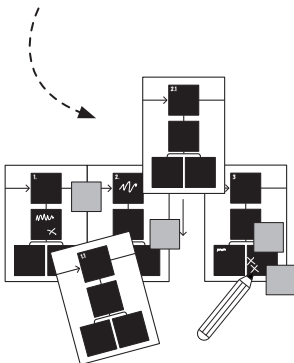
Here you can find information about what types of collectives exist. By identifying which type you collective you are working with can help you to develop questions which can support the players to reflect on the strengths and its weaknesses of the collective.

➔ **Reference Card 11 GOOD COLLECTIVE**

This card presents some of the characteristics that support a collective to work. It can help you to develop questions that can facilitate the collective to reflect on itself and its strengths but also on what it might be missing to develop its collective action for change.

➔ **Reference Card 12 CORE CAPABILITIES**

Here you can find an overview of the type of capabilities the collective needs to have for bringing change in its everyday realm.



Step 2. Patch it up

How can the issues that were highlighted be confronted?

In this step, players work on solving as many challenges as possible within the collective. For solving the challenges which are present on the Design Cards, players can add or delete key steps. They can also modify key steps adding new objectives, activities, ways of achieving them and people to involve. Some of the challenges might be impossible to confront by the members of your collective alone. Mark these challenges with a marker.

➔ **If you will to play Mini-Game 4 RELATE IT, the challenges your collective cannot confront alone will be addressed there.**

Game-master/Provoker

As a provoker try to facilitate the collective to distinguish the challenges that the collective can solve by itself and those which will require the development of coalitions with other actors to operationalize their collective action for change. Although players are invited to solve as many challenges as possible within the collective, make sure that this will actually be possible. You can help the collective to develop an operational action plan by pointing out those challenges which might best be delegated or confronted in collaboration with other actors.



Step 3. Manifesto check

Does your improved action plan still comply with the objectives, principles and values that were stated in the Dream Manifesto? Players look back at the manifesto and they modify it if necessary. Perhaps, the objectives stated in the beginning were too much or too little ambitious, or perhaps new values and principles need to be included and/or old ones removed. If necessary you can use a new copy of Template 1. Manifesto to make a new version of the manifesto.

Game-master/Provoker

In this stage you help players to make a more realistic manifesto. Make sure that the manifesto which summarizes the ambitions and values of the collective presents the public value it can represent for others outside the collective. This is important in order for the collective to be able to bring change to their everyday environment and sustain this change over time.

Game Results

- ✓ An improved (more realistic) action plan
- ✓ An improved (more realistic) manifesto for change
- ✓ A list of challenges which would need to be delegated or to confronted in collaboration with other actors in order to possibly operationalize the collective action that the collective has envisioned.



What kind of collectives exist?

Mini-Game 3

REFERENCE CARD 10 *TYPES OF COLLECTIVE*

How to support a collective to dream?

- ✦ **Prototypical collective 1. A Coherent collective**
A collective with an identifiable shared consensus to start with.
- ✦ **Prototypical collective 2. An Unsettled collective**
A collective which is uncertain about making predictions and committing with known conflictual interests.
- ✦ **Prototypical collective 3. An Incidental collective**
A complex and conflictual collective with its own dynamic and high degree of disagreement.



What is a good collective?

Mini-Game 3

REFERENCE CARD 11 *GOOD COLLECTIVE*

What is a good collective?

2 Principles of a collective:

Principle 1) Everybody treats each other's knowledge equally. A collective includes individual people each with different 'knowledges'. Each person's ideas are to be respected and included.

Principle 2) A common goal binds the collective. Every participant in a collective should think of themselves as a valued part of a collective working towards a shared and common purpose.

Diversity:

A good collective is "diverse" and it involves different parties: key individuals, affected communities, specialist advisors, influential organizations, holistic thinkers. Ideally a collective involves all these "decision-makers", each of them with its own knowledge culture related to its own interests.

There are 4 types of knowledge cultures of Western decision-making which need to be involved in order to bring change:

- ✦ Individual Knowledge (Lived experience, identity)
- ✦ Local Knowledge (Shared experience of people and place)
- ✦ Specialized Knowledge (Mono-, multi- and trans-disciplinary, the professions)
- ✦ Organizational Knowledge (Administration, government, industry, strategic thinking)
- ✦ Holistic Knowledge (Essence, core, purpose)



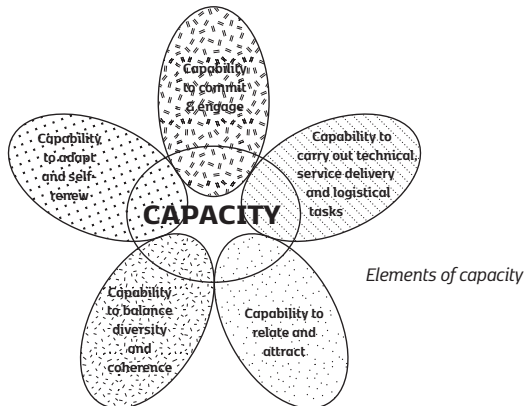
What does a collective need to bring change?

Mini-Game 3

REFERENCE CARD 12 CORE CAPABILITIES

What does a collective need to bring change?

To bring change a collective needs to have 5 core capabilities:



To bring change, a collective needs to create public value, namely, it needs to develop value which others are looking for and appreciate.

Design Cards

* Does your manifesto have a public value?

Grid for notes on the first design card.

Mini-Game 3

DESIGN CARD

* What can block this key step?

Grid for notes on the second design card.

Mini-Game 3

DESIGN CARD

* Are there actors with your same ambitions?

Grid for notes on the third design card.

Mini-Game 3

DESIGN CARD

* Can you do the activities of key steps alone?

Grid for notes on the fourth design card.

Mini-Game 3

DESIGN CARD

* Do you have enough resources for developing this key step?

Grid for notes on the fifth design card.

Mini-Game 3

DESIGN CARD

* Is your collective able to take ownership and lead this key step?

Grid for notes on the sixth design card.

Mini-Game 3

DESIGN CARD

Design Cards

* Does your collective have enough motivation to commit to this key step?

Mini-Game 3

DESIGN CARD

* Are you able to carry out all the practical tasks involved in this key step?

Mini-Game 3

DESIGN CARD

* Does this key step relate to the context where it happens?

Mini-Game 3

DESIGN CARD

* Is this key step and its activities interesting for others outside of your collective?

Mini-Game 3

DESIGN CARD

* Can this key step and its activities be reconfigured to adapt to external changes (e.g. a new rule)?

Mini-Game 3

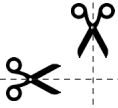
DESIGN CARD

* Is there enough diversity of actors involved in this key step and its activity?

Mini-Game 3

DESIGN CARD

Design Cards



Mini-Game 3

DESIGN CARD

Mini-Game 3

DESIGN CARD



Mini-Game 3

DESIGN CARD

Mini-Game 3

DESIGN CARD



Mini-Game 3

DESIGN CARD

Mini-Game 3

DESIGN CARD





A MANIFESTO...

✦ What is the title of your manifesto?

✦ What are the guiding principles, values, objectives of your collective action?

-
-
-
-
-
-
-
-
-
-
-
-

✦ Who is initiating this collective action?



KEY STEP n° _____

- ✦ What are your objectives of this key step?

WHAT DO YOU DO?

- ✦ What activities do you do to develop this key step?

HOW DO YOU DO IT ?

- ✦ Which methods/tools do you need?

WHO DOES IT ?

- ✦ Which actors do you involve?

