



# Gameboard

## Purpose

This gameboard gives you a step-by-step instruction on how to create a Mobile Gincana game.

## How to use?

- Read the general game conditions and stick to them.
- Read the general tips on how to create a Mobile Gincana game.
- Use the 'Gincana task'- worksheet to brainstorm about the tasks for your game and fill in the questions. Repeat this for each of the 6 gincana tasks you are going to make.
- Use the 'Theme exploration'-worksheet to help you with the content.

## 1. General Game requirements/rules:

### The assignment is to:

- Create a Mobile Gincana game located in the other's city. You have a map of the playing area in the other city.
- Present this game as a cultural gift from you to a group of students over there.
- Make sure it's fun to play for the others, but also gives them a good idea about the theme you've chosen and the way this theme can be explored when exploring the city.

### Mobile Gincana game rules:

- Every team creates a game on one specific theme: language, food, arts&culture or music&dance.
- Create 6 assignments, which are placed on the map on 6 different locations.
- Create 2 'puppet master' assignments (see below) that are sent to all players at the same time, independent of the game they play and the location they are at that moment.
- There are 4 different types of Gincana tasks: Social, Search, Cultural Mix and Artistic.
- At least one of each of these 4 Gincana tasks should be in the game.

### Jury

At the end of the workshop, each game is presented to the class and judged on the following criteria:

- Theme exploration / use of content
- Gameplay – variety in game assignments
- Fun factor
- Creative use of media

## 2. General tips on how to create a Mobile Gincana game

### Gameplay

It is a good idea to discuss the gameplay together – how do you create a fun game? Think about the following:

1. Rules. What sort of outdoor games did you use to play in your childhood and what was the most fun about it? What sort of (computer) games do you play now and what sort of gameplay and rules could you use for this Mobile game?
2. Types of assignments and variety. Make sure you use the 4 different types of Gincana tasks and discuss the possibilities of these activities.
3. Motivation and competition with other teams. How do you motivate your players to be active, creative and original?

### Media

Media in the game.

You can show different media to your players: in text only, text with pictures, a movie or a soundtrack. Think of different ways to use these media and where to find it. It is even better if you create some media yourself. Make a movie as an introduction to the game tasks, by filming yourself talking of performing an example. Take pictures of objects and actions that you bring along and use these in the game as examples.

### Media created by the players

How could your players best visualize all the things they find and experience during the game? For instance: interview people, take a series of pictures, make a video, make a soundtrack. Think about individual tasks, but also about the overall game experience. Make sure you give your players clear instructions on how to capture their experiences while playing.

### Content / storyline

Use your 'Theme exploration'-worksheet for input on content.

Think of a background story that involves your players in the game and the theme. Why do they have to play this game? This could be entirely based on real stories, the personal experiences as a group or be a fictional storyline based on the personal experiences.

Think about the overall goal of the game. What do you want your players to experience and learn while playing the game? Is there a final goal or do all the assignments stand alone?

- Write a short description of what your game is about:

- What is the overall goal of the game?





## Global Gincana judging form

Which game do you like most?

Top 3 Winners

1. ....
2. ....
3. ....

To rate the games, keep these criteria in mind:

**Theme exploration / Content**

Which game teaches you the most about a theme?

**Gameplay**

Which game is the most exciting and motivating to play?

**Fun Factor**

Which game is the funniest?

**Use of media**

Which game uses the most creative pictures and movies?



# General Introduction Questionnaire

Main questions:

- What is your personal cultural background?
- What do you consider a stereotypical example of [THEME] of your country?
- What is your personal favorite example of [THEME]?

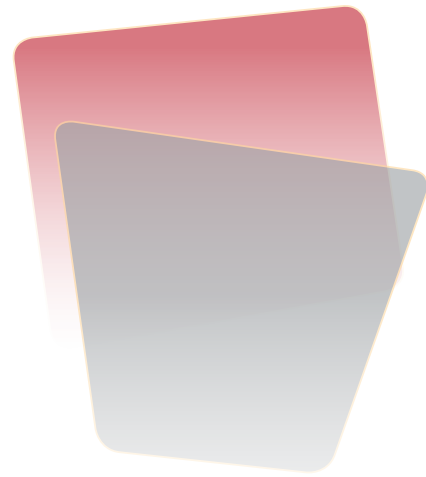
Fill in this figure:

**Food:**  
Stereotype:  
.....  
Personal favorite: **You:**  
..... **Background**  
**(nationality)**  
.....

**Language:**  
Stereotype:  
.....  
Personal favorite:  
.....

**Music & Dance:**  
Stereotype:  
.....  
Personal favorite:  
.....

**Arts & Culture:**  
Stereotype:  
.....  
Personal favorite:  
.....



# Gincana Task worksheet

Use the set of cards 'Types of Gincana' to have a better of idea of the 4 activity types: Social, Search, Cultural Mix, Artistic. The cards have Gincana examples at the back.

At the game locations, players can find either a task or a hint. Tasks are the most important, a hint can be some extra information in text or media.

Place Gincana tasks to a location on the map.

**Describe the location in short. Why did you choose this location? What does the player find at this location?**

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.....  
.....

Task:

**What kind of task? Choose the type of Gincana task that fits the content of your question best.**

- Search
- Social
- Artistic or
- Cultural Mix

**What kind of content do you use in the question?**

- Past / Tradition
- Present / Trends
- Family

**Start a task with a personal introduction. What is this introduction? Is there a relation with the location of the player and the task you are going to ask the player to perform? Explain in short.**

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**After the introduction, make clear what you want your player to do: describe the Gincana task.**

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Does the player also have to answer a knowledge question – multiple choice or open question?

Yes:

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No, the player just has to perform the task

**What kind of media does the player have make when performing the task? For instance: take pictures (how many), an interview, write down things and photograph this, make a movie? Make sure you tell the player clearly what to do.**

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**Add media to your task. What type of media do you want your players to see or hear when he gets this task? A picture, a movie or a sound track. Where can you find this media (online) or do you have to create it yourself?**

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.....  
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**Place time limit. How much time does the player have to perform this Gincana task?**

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.....

Hint (general text or media, no task).

**In the hint you can add extra information about a location where the player is at, or about the theme, or something else to 'get him in the game'. This can be text only, pictures + text or movies + text.**

Location:

.....

Description of hint:

.....  
.....  
.....  
.....



# Create 2 puppet master questions

Next to the location questions, every team of students has to come up with 2 'puppet master' questions. These questions will be sent to ALL players during the games, so everybody will perform the SAME TASK, unexpected, at the SAME TIME.

The puppet master is somebody from the organization, who sends the question from the computer to all players outside.

The player's results to these question are easy to compare and discuss afterwards, or, in a 'gincana jury' kind of way, to score extra points for creativity / originality in performing the task.

Ideas for the puppet master question:

- organize a flash mob (have a group of people around you perform a dance, song)
- look for all other players, assemble on a certain points and do something together
- treasure hunt: who finds a hidden object first?

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# Theme Exploration FOOD

## Purpose

This worksheet is meant to help the different groups of participants to come up with strong cultural examples within one theme organized within a structure of fixed categories.

## How-to-use

Discuss these questions about different aspects of your theme and fill in the answers on this worksheet. You will use these discussions later on in the game, to come up with Gincana tasks.

Food		
Past / Tradition	Present / Trends	Family stories
1. What is the most popular traditional dish of your country? ..... .....	1. What do you eat in winter? And in summer? ..... .....	1. What would you cook for somebody from the other side of the world who comes to visit you? ..... .....
2. What do people eat on special occasions like Christmas or New Year and is there a special ritual involved? ..... ..... ..... ..... .....	2. What kind of food did you recently eat/discover? Is this food related to a certain cultural background or other country? ..... ..... ..... ..... .....	2. What is your special family recipe and what's the story behind? ..... ..... ..... ..... .....





# Theme Exploration LANGUAGE

## Purpose

This worksheet is meant to help the different groups of participants to come up with strong cultural examples within one theme organized within a structure of fixed categories.

## How-to-use

Discuss these questions about different aspects of your theme and fill in the answers on this worksheet. You will use these discussions later on in the game, to come up with Gincana tasks.

Language		
Past / Tradition	Present / Trends	Family stories
1. Which words have disappeared from your language? Think about objects that are no longer used. ..... .....	1. Which words of street language (or slang) do you know (and your parents don't)? ..... .....	1. Which fairytale is your family's favorite and how do you remember it? ..... .....
2. Which words do your (grand)parents use that you never use? Which old sayings do you like? ..... ..... ..... ..... .....	2. Which new words did you recently learn/hear? Do you know what their cultural background (or country of origin) is? ..... ..... ..... ..... .....	2. What different languages or dialects are spoken in your family? ..... ..... ..... ..... .....



# Theme Exploration ARTS & CULTURE

## Purpose

This worksheet is meant to help the different groups of participants to come up with strong cultural examples within one theme organized within a structure of fixed categories.

## How-to-use

Discuss these questions about different aspects of your theme and fill in the answers on this worksheet. You will use these discussions later on in the game, to come up with Gincana tasks.

Arts & Culture		
Past / Tradition	Present / Trends	Family stories
1. Who is a famous artist / artwork of your country from the past?  ..... .....	1. Who is your favorite artist and why?  ..... .....	1. What kind of artwork do your (grand)parents like?  ..... .....
2. Which examples of art and craftwork do you know that no longer exist in your country?  ..... ..... ..... ..... .....	2. Which art works would you show to a tourist in your city or neighborhood and why?  ..... ..... ..... ..... .....	2. What kind of cultural rituals within your family (or country) would you invite strangers for?  ..... ..... ..... ..... .....



# Theme Exploration MUSIC & DANCE

## Purpose

This worksheet is meant to help the different groups of participants to come up with strong cultural examples within one theme organized within a structure of fixed categories.

## How-to-use

Discuss these questions about different aspects of your theme and fill in the answers on this worksheet. You will use these discussions later on in the game, to come up with Gincana tasks.

Music & Dance		
Past / Tradition	Present / Trends	Family stories
1. Which traditional songs did you know when you were a child?  ..... .....	1. What kind of music do you (and your friends) listen to? What genres of music and/or dance are the most popular at the moment?  ..... .....	1. What kind of music do your (grand)parents listen to and do you have a special 'family song'?  ..... .....
2. What are typical music and dance styles that come from your country?  ..... ..... ..... ..... .....	2. Can you think of a music style or dance that is seen in your country a lot right now, but which is the result of different cultural backgrounds / countries of origin?  ..... ..... ..... ..... .....	2. Which musical instruments do people in your family play?  ..... ..... ..... ..... .....