



INCLUSO 2010 Conference: The **INCLUSO** game

Leuven
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The Game

- Aim: designed to help an organisation gauge its readiness for a social media campaign.
- Four key themes:
 - Goals,
 - Activities,
 - Tools and
 - Sustainability.

Guidelines

- played by a group of about 8 people,
- preferably from one youth organisation working with youth at risk and/or its stakeholders.
- What you need
 - Cards (download from INCLUSO website and change as you like!)
 - Table to sit at
 - Time
 - Moderator (contact us if you need one!)

Cards

A Youth advisory centre

This youth advisory centre and offers advice to people who drop in and needs. Most of weak family ties and accommodation or alcohol, drug and fire in some cases, already crimes.

The youth advisory staff members. It is from Monday to Friday. The centre collaborates to organise activities

B Goals: Digital

Entails making social exclusion faces of the proper and re the skills to n being guided in such a wa

C Organisation Credits

D Activities

E Tools

F Make it Sustainable

G Multicolour

This can be used as an additional card for Organisation Credits (C), Activities (D), Tools (E), or Sustainability (F). The player can put their own value (in terms of costs/credits) when playing the card.

J Joker

The player holding this card can use it at the very end of the game. By playing this card a player can decide where additional credits will be generated or where less costs are to be found, in order to balance the project.



Timing

	Game Steps	Colour	Cards	Time (min)
	Introduction			20
A	Organisation	Orange	3	10
B	Goals	Green	7	10
C	Organisation Credit	Blue	8	20
	Discussion			15
D	Activity	Gray	12	20
E	Tools	Red	10	15
F	Sustainability credit	Yellow	4	10
G	All-colour cards		4	
J	Joker card		2	10
	Discussion			20
		Total	50 cards	150 mins

Today...

Introduction	15 min	total
Organisation	-	
Goals	-	
Organsiation credits	10 min	25 min
Activities	10 min	35 min
Tools	10 min	45 min
Sustainability	10 min	55 min

Game steps

- Step 1: Choose your organisation
- Step 2: Define your goals:
- Step 3: Define the organisation's readiness and get credit
- Step 4: Discussion
- Step 5: Decide on activities
- Step 6: Tools
- Step 7: Sustainability
- Step 8: Play the Joker cards: (5 minutes)
- Step 9: Round up

Game steps

- **Step 1: Choose your organisation: Youth center**
- **Step 2: Define your goals: Improve Communication Skills**
- Step 3: Define the organisation's readiness and get credit
- Step 4: Discussion
- Step 5: Decide on activities
- Step 6: Tools
- Step 7: Sustainability
- Step 8: Play the Joker cards:
- Step 9: Round up

A

Youth advisory and counselling centre

This youth advisory centre works in the city centre and offers advice and guidance to young people who drop in with a wide range of problems and needs. Most of the young people have very weak family ties and live in sheltered accommodation or on the street. They have alcohol, drug and financial problems and have, in some cases, already been convicted of small crimes.

The youth advisory centre employs 8 full-time staff members. It is open during office hours from Monday to Friday.

The centre collaborates with other organisations to organise activities and counselling services.

www.incluso.org

B

Goals: Increase Communication skills

Actions aimed at increasing the communication skills necessary to interact on an equal basis with peers, agencies and service providers and the wider community.

www.incluso.org