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HOW TO ORGANISE
THE GAME

FOR MODERATORS

ECOmpetence4YOU is Board Game dedicated to informal education. It focuses on Circular Business Models and allows youth to understand model by competing on the Boards.





Every competition is moderated by a **Moderator** and requires a few teams of youth

(recommended 5 teams x 3 people each).

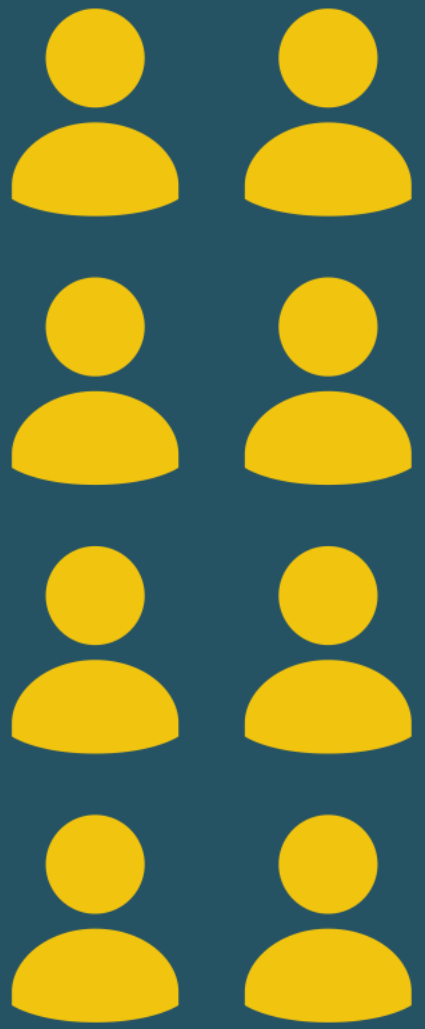
5x



Minimum numer of participants is **8**.

Upper limit of participants depends on the available space and Moderator's potential.

Teams are competing against each other for the final scoring.



BEFORE

THE COMPETITION

Moderator is required to prepare the **Game scenario.**

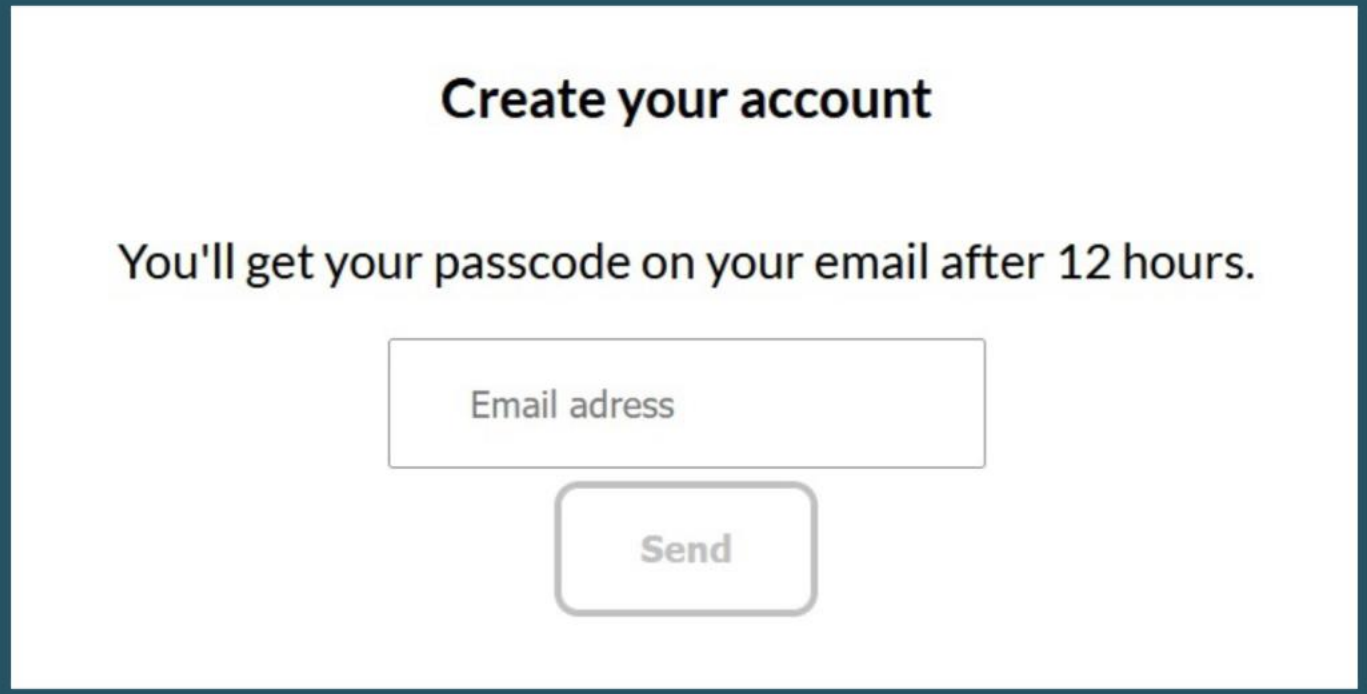
It is possible by using **dedicated IT Tool.**

Read the prepared **manual** first.



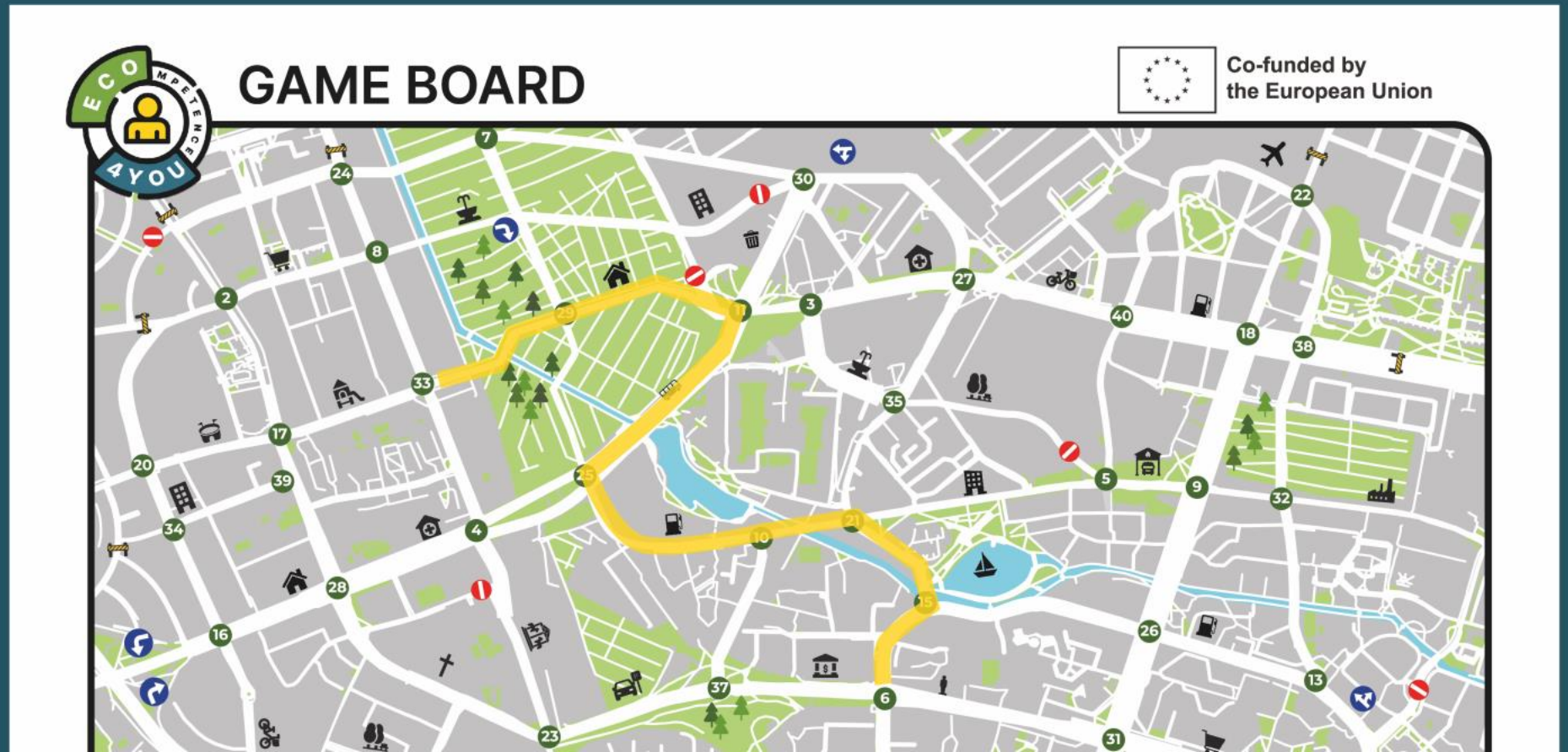
Before the lecture:

1. Create the **Moderator Account** (min 12 hours before playing).



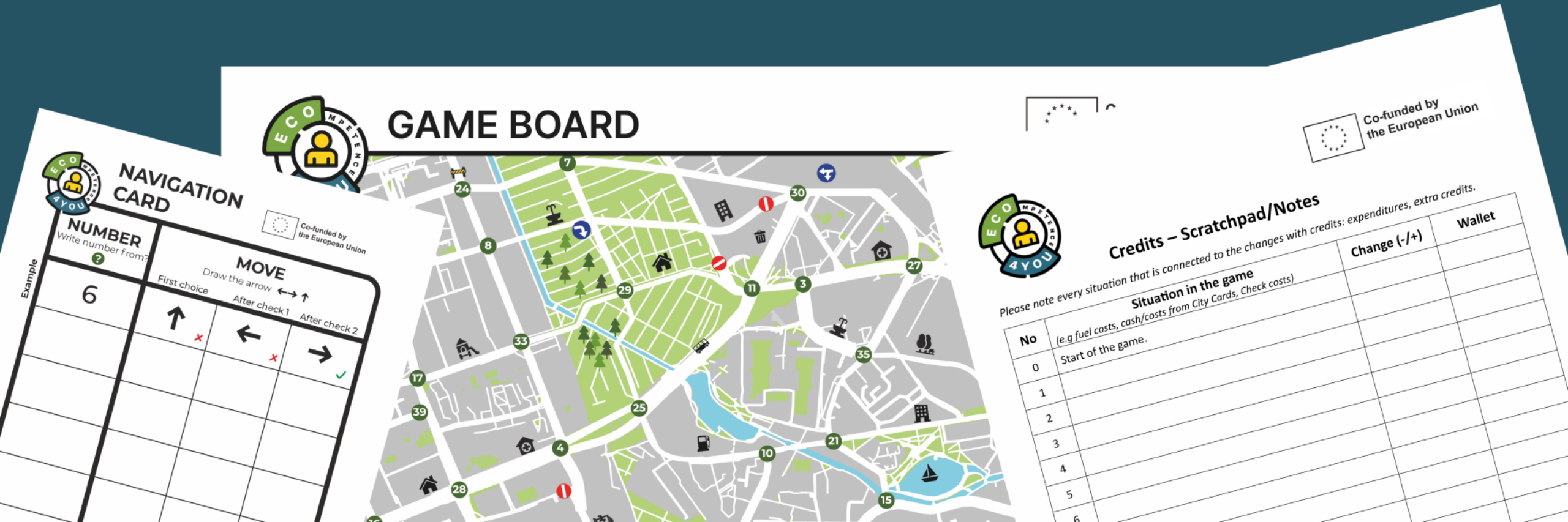
Before the lecture:

2. Create the **Game Scenario** in the **IT Tool.**



Before the lecture:

3. Print all necessary **materials** from our website *(seek Materials)*.



In the classroom:

1. Divide the group of youth into small teams (2-4 people each).

2. Organise tables and chairs for each team, separate teams from each other – they shouldn't monitor each other's Board.

3. Provide all teams with printed materials.





SET OF NECESSARY MATERIALS

Set of materials for each team consists of:

1. **Board Game** (1 pcs)
2. **Navigation Matrix** (1 pcs)
3. **Navigation Card** (1 pcs)
4. **Credits - Scratchpad/Note** (1 pcs)
5. **City Cards (Positive, Negative, Value)** (1 set)

Set of materials for each team consists of:

6. **Credits** (recomended 100 or 150)

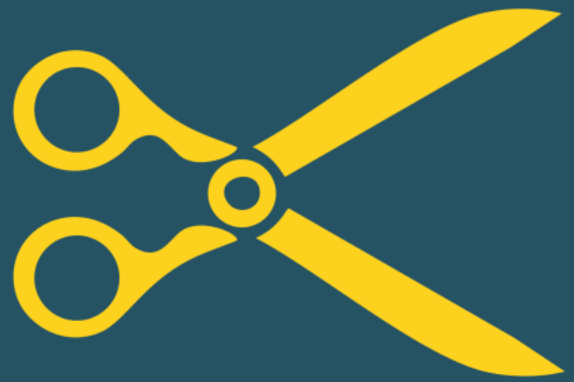
(if 3d printed, a credit holder is recommended)

7. **Check Tokens**

8. **Clarifications** (1 set)

9. **Game results** (1 pcs)

Some materials require cutting out before use!



DURING
THE COMPETITION

Moderator's role in the Game is very important

- is responsible for high quality of Game's gameplay in educational and technical context.

In **educational context:** introduce the Circular Economy trend, present definitions of Circular Business Models and Circular Solutions.

In technical context:

1. **Manage the competition**
2. **Deliver game elements** (Cards, Tokens, Challenges)
3. **Support the playing process** (Check point, Credits)
4. **Evaluate the game**
5. **Check final scoring**

AFTER
THE COMPETITION

The Game results are calculated in a standarised scoring algorythm.

The final scoring take into account two assessment variables:

1. Knowledge

2. Credits

Moderator can flexibly decide the distribution of priorities between variables (0-100%).

For final scoring all teams must fill out the „Game Results” form with following data:

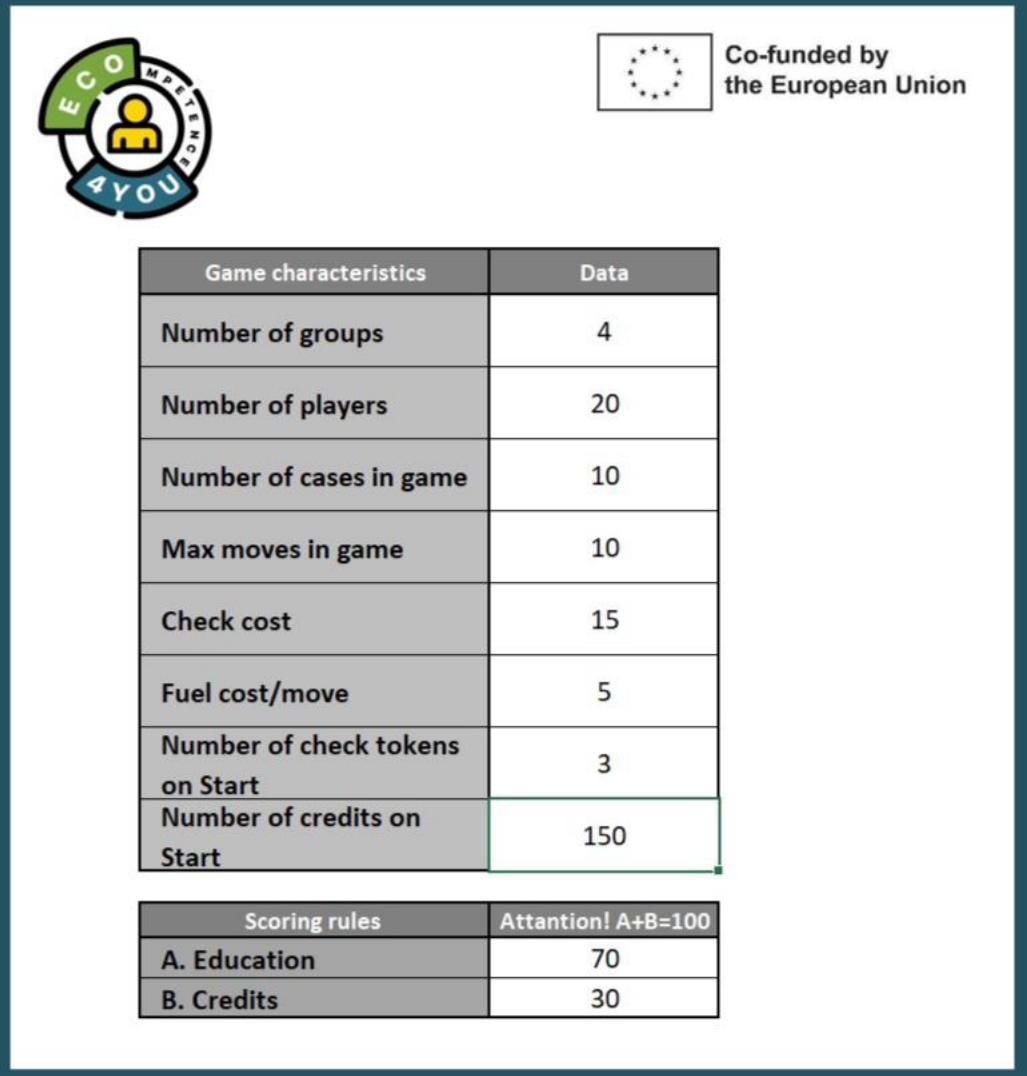
1. Number of **wrong** moves
2. Number of **positive** moves
3. Number of Check tokens paid by Credits
4. Amount of Credits left in the Wallet

Prepared Scoring Calculator (as Excel file) supports the Moderator in calculating the final score.

SCORING CALCULATOR

Scoring calculator consists of 3 elements:

1. Game parameters Sheet – here the Moderator defines the main parameters of the Scenario, which are included in the scoring algorithm.



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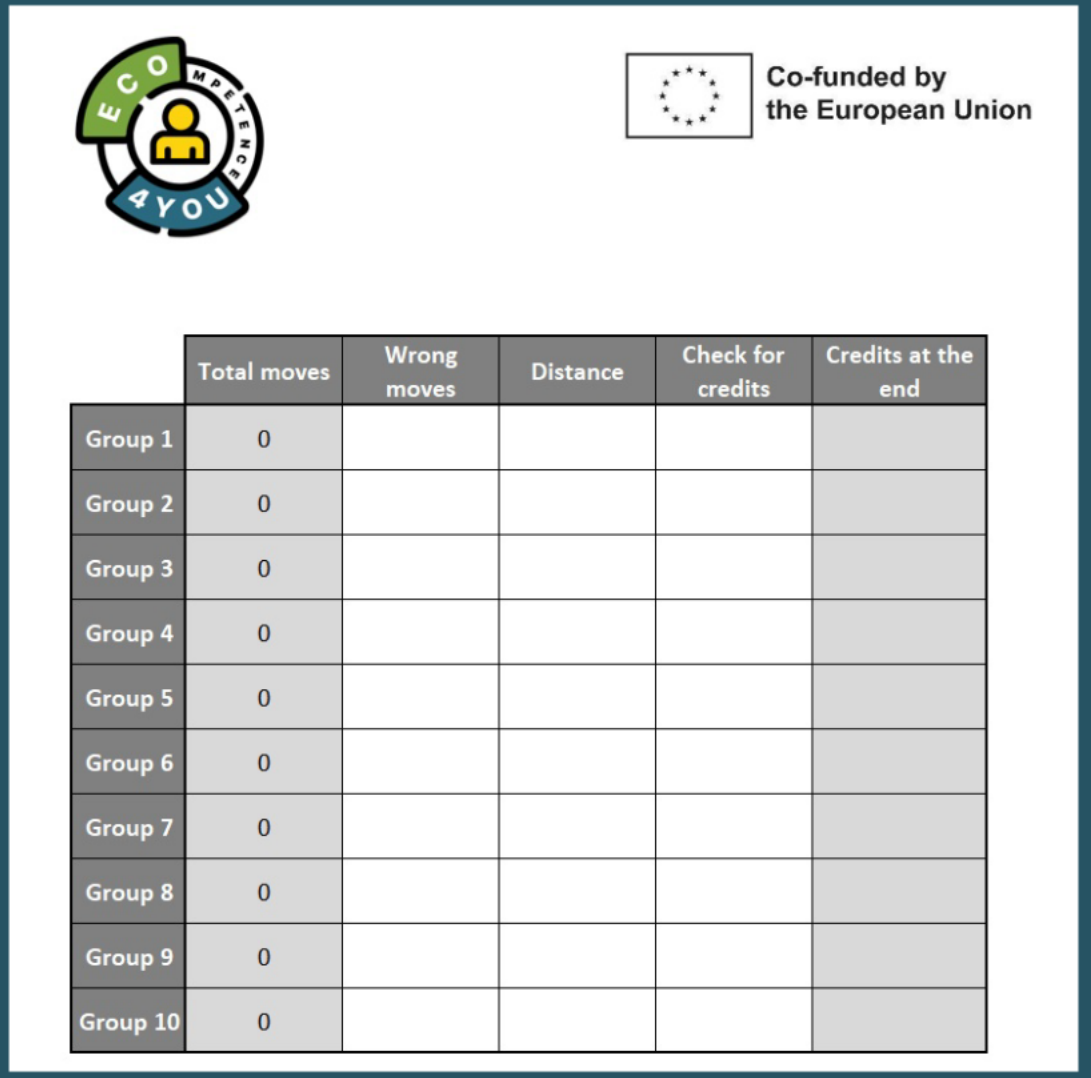
Game characteristics	Data
Number of groups	4
Number of players	20
Number of cases in game	10
Max moves in game	10
Check cost	15
Fuel cost/move	5
Number of check tokens on Start	3
Number of credits on Start	150

Scoring rules	Attantion! A+B=100
A. Education	70
B. Credits	30

Scoring calculator consists of 3 elements:

2. Result Sheet – here the Moderator transfers data from every team's „**Game result**" form.



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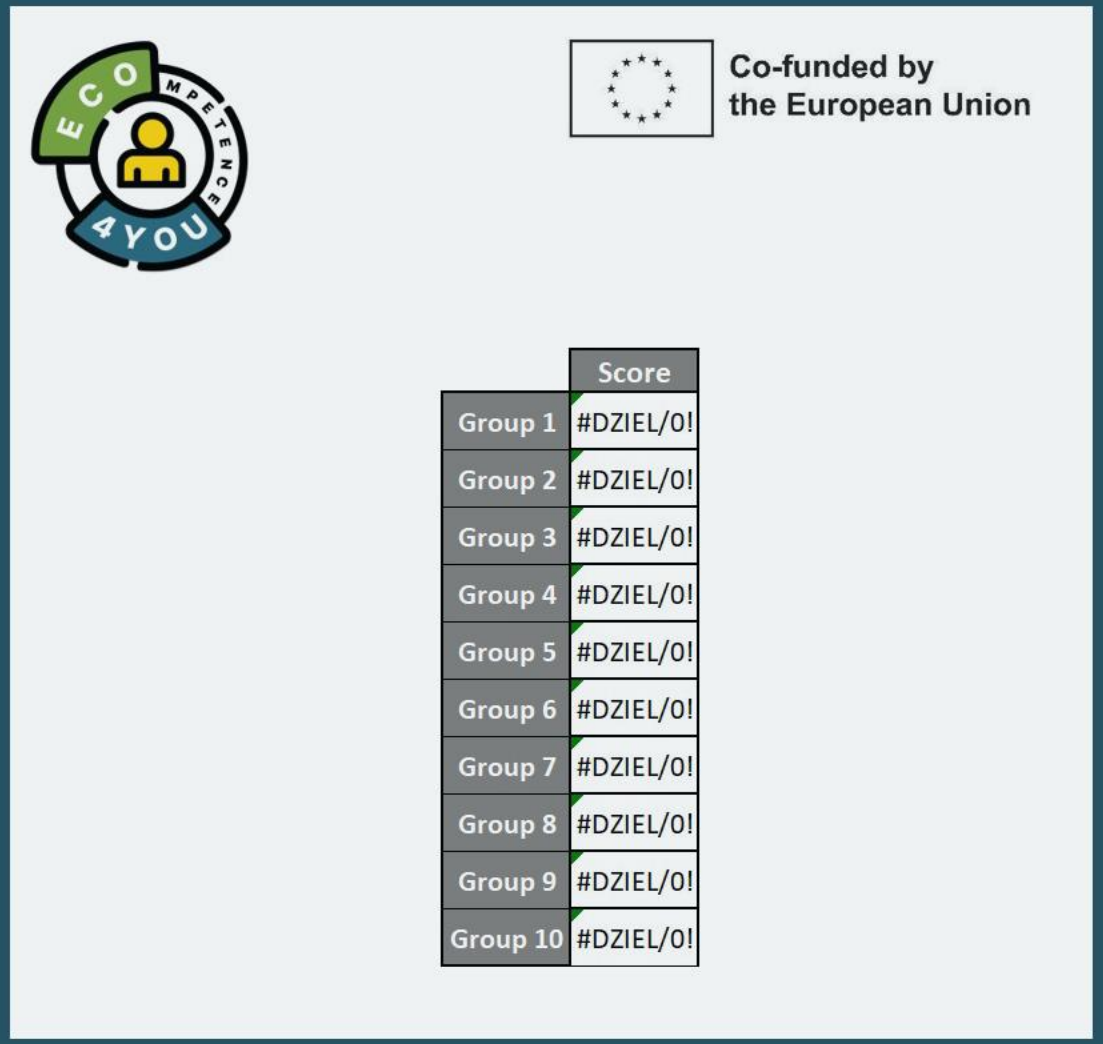
	Total moves	Wrong moves	Distance	Check for credits	Credits at the end
Group 1	0				
Group 2	0				
Group 3	0				
Group 4	0				
Group 5	0				
Group 6	0				
Group 7	0				
Group 8	0				
Group 9	0				
Group 10	0				

Scoring calculator consists of 3 elements:

3. Scoring Sheet – here the algorithm defines the final points of every team.



	Score
Group 1	#DZIEL/0!
Group 2	#DZIEL/0!
Group 3	#DZIEL/0!
Group 4	#DZIEL/0!
Group 5	#DZIEL/0!
Group 6	#DZIEL/0!
Group 7	#DZIEL/0!
Group 8	#DZIEL/0!
Group 9	#DZIEL/0!
Group 10	#DZIEL/0!

INSPIRATIONS
& RECOMMENDATIONS

Taking into account that **ECOmpetence4You** is educational game, it is recommended to allocate about **120-150 minutes** for lecture and divide time into 3 modules:

1. Improvement of knowledge about Circular Economy, Circular Business Models, Circular Solutions. (30 min)

2. Gaming process including the Game rules and Manuals. (75-90 min)

3. Sum-up, scoring, revision of the competition. (15 min)

It is recommended for Moderator to get to know with the **Circular Companies** case studies that are in the scenario and all **Circular Solution** case studies.

For Moderators convenience there are many versions of materials which can be chosen before printing.

For general convenience there is an **IT Tool** that supports Moderators in managing the Game before and during the competition and supports Players by giving access to **Case Studies** and navigation directions (take a look at the IT Tool Manual).





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