GEOSWAPGAME
BY ELISE

Onboarding Presentation

ELISE Knowledge Transfer I GeoSwap Game

This study was carried out for the European Commission by Deloitte.

Welcome to the GeoSwap Game!

Here you'll find all that you need to know to play the ELISE game.

Game Goal

What can you expect from playing the GeoSwap Game?

- You will learn a lot of new concepts about the geospatial domain in a fun and engaging way.
- You will play and experiment with geospatial concepts in a way that can benefit your work in the future.
- You will collaborate with your fellow colleagues throughout the game and improve your communication skills about technical and complex subjects.

Playing the Game

What conditions do you ensure to play the game?

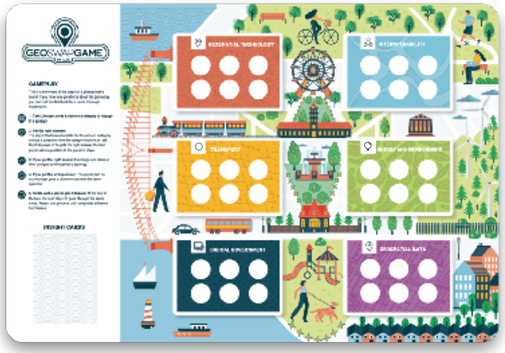
- Find 6 players in your organisation that are interesting in knowing more about the geospatial domain.
- Print the necessary game materials by following the rules present in the Printing Manual within the Game Pack
- Find a quiet office space that you can use to play the game.

After that you are ready to play the GeoSwap Game!

Game Materials

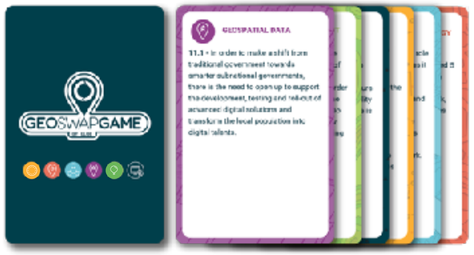
What materials are included in the game pack and what do you need to know about them?

- **Game board**



- **Category booklets**

- **Insight cards**



- **Rulebook**

- **Feedback template**

- **Tokens**

The game is divided in 3 phases.

In the next slides we'll show you how to play the game efficiently with your colleagues in order to make this an engaging and fun learning experience.

1.Setup Phase

2.Game Phase

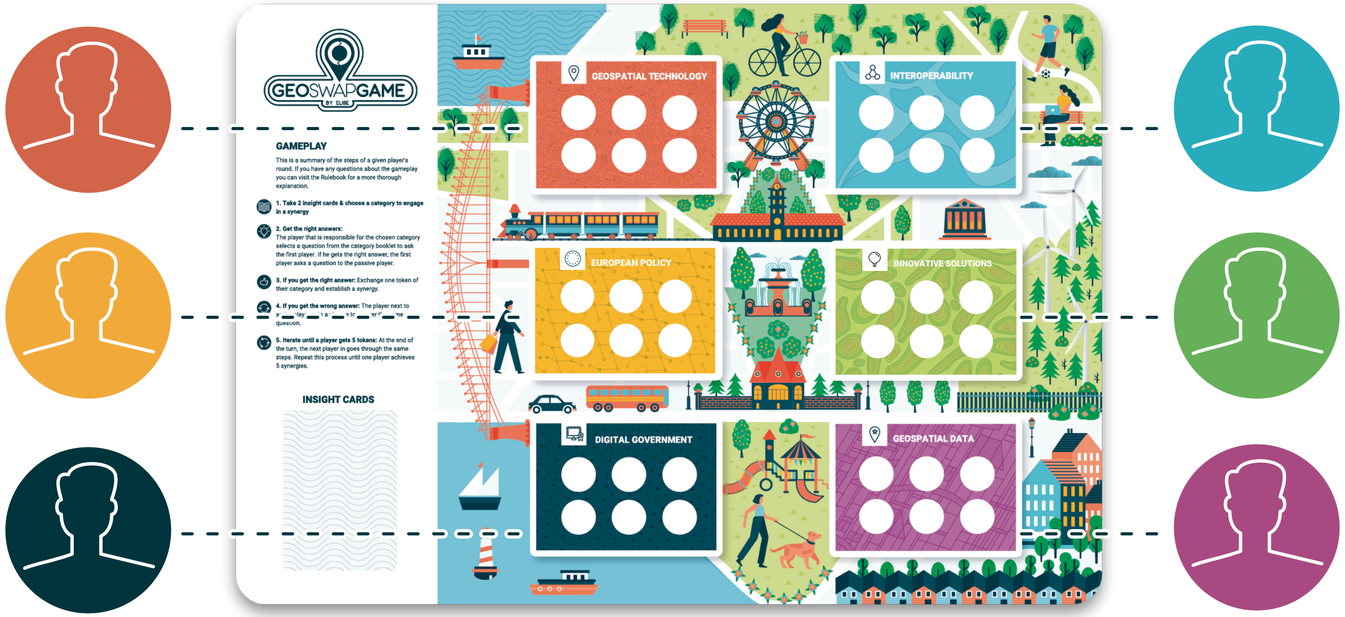
3.Debrief Phase

1. Setup Phase

Prepare to play the game and get everyone on board.

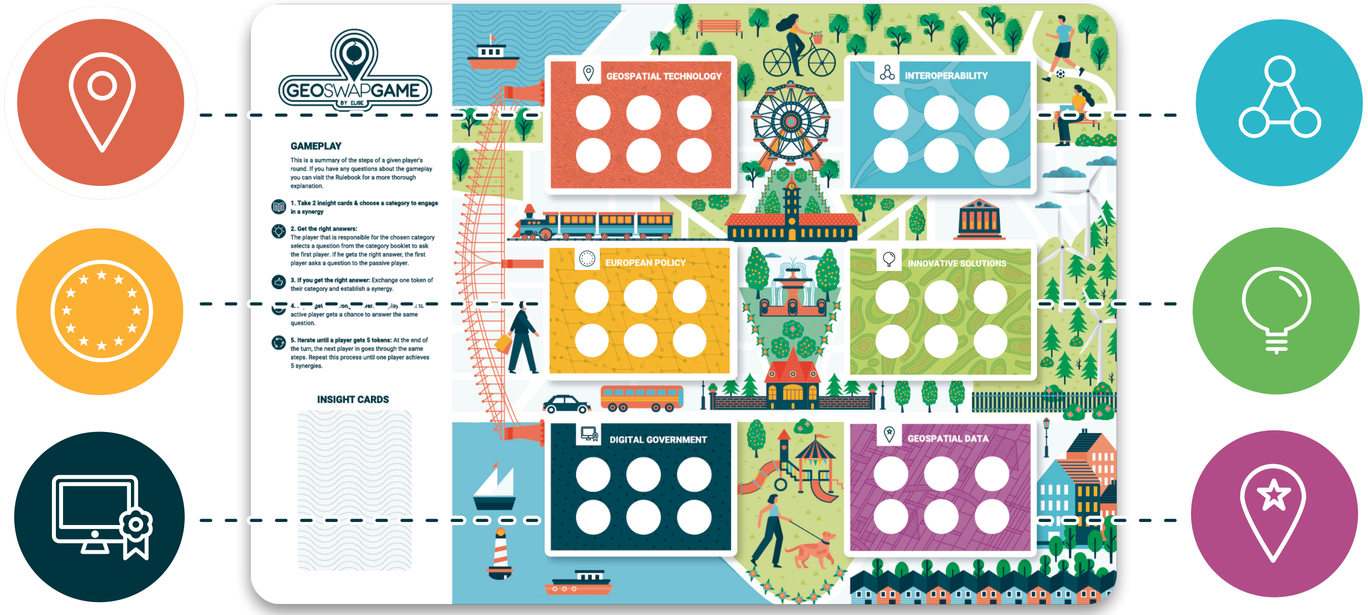
In the first phase of the game you should…

Read the rulebook of the game and assign the players across the 6 categories of the game.



In the first phase of the game you should…

Place the tokens in each player’s category



In the first phase of the game you should…

Place the cards in the insight card deck.

2. Game Phase

Engage with the geospatial domain together with your colleagues.

In the second phase of the game you should…

Follow the step-by-step mechanics until you find a winner.

Step-by-step Mechanics

In order to play each round there are the following steps in each one.

A. DRAW

1. DECIDE WHO PLAYS FIRST

You can choose by alphabetical order or other criteria you prefer.

B. ANALYSE

2. GATHER INSIGHTS

The first player draws 2 insight cards and chooses a category to geoswap

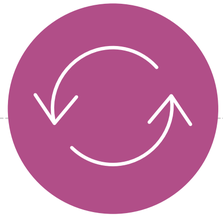
C. SYNERGISE

3. GET THE RIGHT ANSWERS

The player that is responsible for the sector chooses a question to ask the other player. If he gets the right answer, he now asks a question to the other player.

If one player doesn't get the right answer the next player on the table can try to answer the same question.

IF YOU GET THE RIGHT ANSWER



4. GEOSWAP

When both players get the right answer they exchange 1 token and geoswap.

Repeat the process for passive player if the active player gives the correct answer.

D. CLOSING

5. ITERATE

Repeat the process until one player achieves 5 synergies with other categories.

If you have any questions during the game…

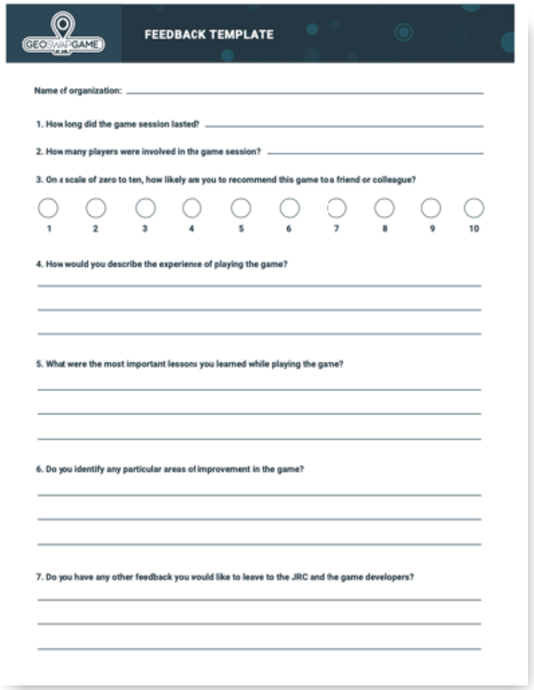
Be sure to consult the rulebook.

3. Debrief Phase

Reflect on the lessons learned and how to he newfound knowledge can impact your work.

Debrief Phase

Once the winner gathers 5 Tokens from other categories, all players may share their thoughts and identify the most relevant outcomes they got from the game. In the end, you can fill in the template and communicate to the game designers your input in about the game experience.



FEEDBACK TEMPLATE

Name of organization: _____

1. How long did the game session lasted? _____

2. How many players were involved in the game session? _____

3. On a scale of zero to ten, how likely are you to recommend this game to a friend or colleague?

○ 1 ○ 2 ○ 3 ○ 4 ○ 5 ○ 6 ○ 7 ○ 8 ○ 9 ○ 10

4. How would you describe the experience of playing the game?

_____

_____

_____

5. What were the most important lessons you learned while playing the game?

_____

_____

_____

6. Do you identify any particular areas of improvement in the game?

_____

_____

_____

7. Do you have any other feedback you would like to leave to the JRC and the game developers?

_____

_____

_____

Have fun!

While the game is designed to be a learning experience, this doesn’t mean it has to be dull, so be sure to have fun and engage with your colleagues in ways to will create an engaging and fun experience :-)

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