

Training of Trainers - Demogames

Democracy and Games: Analog and Digital Game-Based Learning Tools for Youth Work

(2019-2-DE04-KA205-018330)

Democracy places high demands on citizens. Political decisions have an impact on many different areas of life, they often affect future generations or neighbouring countries and they are influenced by international and global developments. One-sixth of the world's population is young and the importance of youth participation for the future of economic, societal and political development is widely acknowledged. Democracy education enables young people to recognize and represent their interests, to participate in political processes and, in doing so, to meet their fellow human beings and their concerns with respect.

The project *Demogames* is based on the didactic approach of game-based learning and applies it to teaching young citizens about democracy. Mediated knowledge on democratic processes, norms and values often remain abstract. In contrast, highly complex facts can be conveyed in an activating, participative and engaging manner through game-based learning. *Demogames* will advance democracy education with respect to learning about, through and for democracy. Our objectives are to introduce young citizens to the topic of democracy in an engaging and participative way by playing analogue and digital games. The active participation in playful units awakens young citizens' interest in the subject and promotes experiential learning.

The main outcome of *Demogames* is the "Democracy Game Box" (D-BOX), which includes a set of analogue and digital democracy games that practitioners (youth workers, trainers, and teachers) can use to teach democracy from different perspectives and to engage young people in a participatory way. Moreover, the D-BOX is accompanied by easy and understandable training materials for practitioners with examples and exercises to use our democracy games. *Demogames* provides ample opportunities to design activities for young people and practitioners in youth work and non-formal education to engage in discussions on democracy related topics beyond their local, regional or national experience.



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Demogames also provides a model curriculum for a four day training of trainers. This curriculum includes sessions to experience game-based learning and reflect on it, to reflect on various concepts of democracy and search for common ground, and to learn how to use games in general and in particular the games of the D-BOX to educate youth about, for and through democracy. It is suited both for experienced facilitators as well as for people who wish to start training others. The training for trainers curriculum was developed, tested, and implemented by a team of facilitators and co-authors of the games in the D-BOX with an interdisciplinary background and experience both in facilitating, training of trainers, and designing educational processes.

This document is structured as follows: We first provide some advice on how to prepare a training of trainers based on this curriculum. Then we provide a day by day detailed curriculum structure with didactical comments and references to Demogames resources. We provide further information in the appendices.



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Preparatory tasks:

To successfully implement any kind of training or workshop based on Demogames, **Trainers should make themselves familiar with** the educational materials and tools provided on the **Demogames** webpage:

www.demogames.eu.

The materials on the webpage include:

- **Print & play materials of eight analog games** and information on how to access the **two digitally assisted games**
- **Rules of the game** to all Demogames included in the D-BOX
- **A Facilitator's Manual**, including background chapters on democracy education, game-based learning, each Demogame included in the D-BOX, as well as suggestions on debriefing and example sessions.
- **Video tutorials in form of a MOOC**, including videos on democracy education, game-based learning, each Demogame included in the D-BOX, as well as suggestions on debriefing.

Trainers should plan ahead and **factor in enough time** to:

- **Prepare the print & play materials** (at least two days before the training)
You can find assembly information documents for most of the games in the D-Box, which will explain to you how to print and prepare the game materials.
- **Prepare the room or rooms**, including table arrangements, plenary room, snacks, ... (this is essential to create a supportive learning environment).
We provide some visual aids in Appendix 1 in this document from our Training of Trainers event in Timisoara, Romania, from March/April 2022.



Four day Demogames model Training of Trainers curriculum (IO6) - Overview

Day 1	Day 2	Day 3	Day 4
9:00 Welcome & team building	9:00 Introductory session D-Box games & game-based learning	9:00 Introductory session	9:00h Introductory session
10:00 Introducing Demogames		10:00 Game sessions Participants as players & facilitators	10:00 How to plan a session with D-BOX
11:00 Introducing the RFCDC	11:00 How to facilitate a game-based learning session?		12:00 Reflection & Feedback Lessons learned
13:00 Lunch break	13:00 Lunch	13:00 Lunch	13:00 Lunch
14:00 Game sessions Participants as players	14:00 Game sessions Participants as players & facilitators	14:00 Game session Participants as players & facilitators	14:00 Game sessions Participants can freely chose games to play/facilitate
15:30 Introductory session Democracy			
16:30 Group Formation Experience & preferences	16:00 Democracy session Debriefing & Feedback	16:00 Democracy session Debriefing & Feedback	
17:00 <i>End of program</i>	17:00 <i>End of program</i>	17:00 <i>End of program</i>	17:00 <i>End of program</i>



Day 1 - Demogames Training of Trainers

Sessions	Preparatory tasks	Didactical comment	Demogames resources
9:00 Welcome & Team building		<i>This first session is very important and aims to create a supportive learning environment.</i>	
10:00 Introducing Demogames	Familiarization with the Demogames project philosophy	<i>This session provides a short background on the Demogames Project, its aim and methodology.</i>	Demogames resources: Facilitator's Manual Chapter 1 (Introduction) See example slides in Appendix 2
11:00 Introductory session on the RFCDC	Familiarization with the Council of Europe's RFCDC concepts and descriptors.	<i>The RFCDC is the red thread that connects all Demogames outputs. The Competence Card Game was particularly designed to introduce and reflect on the RFCDC. All Demogames train a different set of competences, as outlined in the Facilitator's Manual.</i>	Demogames resources: Facilitator's Manual Chapter 2 (Democracy & Games) MOOC Module 1.1 (Why Demogames?) MOOC Module 1.3 (Conversation about Democracy) External resources: Council of Europe (2021): The Reference Framework of Competences for Democratic Culture In Brief .
13:00 Lunch break			
14:00 Game sessions	Print & play materials of the CDC game.	<i>The Competence Card Game is the perfect first game of the D-BOX to start with and reflect on the Competences for Democratic Culture.</i>	Demogames resources:
15:30 Democracy session		<i>This session sets the stage for continuous discussions on the topic of democracy throughout the training.</i>	Demogames resources: Facilitator's Manual Chapter 2.1 (Why do we need education for democracy?) MOOC Module 1.3 (Conversation about Democracy)
16:30 Final coordination		<i>Depending on the size of the group and the level of experience of participants, this part will help to organize the following three days.</i>	Demogames resources: See Appendix 1 for a visual inspiration.



Day 2 - Demogames Training of Trainers

Sessions	Preparatory tasks	Didactical comment	Demogames resources
9:00 D-Box & game-based learning		<i>This session gives background on the Democracy Game Box. It also provides theoretical insights into game-based learning.</i>	Demogames resources: Facilitator's Manual Chapter 2.2 (Democracy education and game-based learning); Chapter 3.1 (How to use the Democracy Game Box) MOOC Module 3 (Game-based learning)
11:00 How to facilitate a game-based learning session?	Prepared print & play materials of the game you intend to play.	<i>In this session, you exemplify an experiential game-based learning process in a more practical way. While doing this you should go through the input phase, the game-play phase, the output phase and the debriefing.</i>	Demogames resources: Recommended games from the D-Box to exemplify this process are: Facilitator's Manual Chapter 3.2 (Competence Card Game); Chapter 3.3 (Deckmocracy); Chapter 3.4 (Demodice); Chapter 3.5 (Fake Expert) MOOC Module 4 (Facilitation / Debriefing / Feedback)
13:00 Lunch break			
14:00 Game sessions	Prepared print & play materials of the games you intend to play. Depending on group size, you need to prepare parallel sessions.	<i>Depending on the experience of your participants, you can let them try out facilitating one or another game themselves. Otherwise, learning through experience as players is a good way to start a journey as a Demogames facilitator.</i>	Demogames resources: Facilitator's Manual Chapter 3 (Democracy Game Box and all games) MOOC Module 4.1 (Facilitating Demogames) MOOC Module 5 (all games)
16:00 Democracy session Debriefing & Feedback	Prepare questions for debriefing.	<i>This session serves as a reflection device within the training. Participants can share their experiences with the Demogames and provide feedback to the trainers.</i>	Demogames resources: Facilitator's Manual Chapter 4.2 (Guidelines and Questions for Debriefing) MOOC Module 4.2 (Debriefing) & 4.3 (Feedback)



Day 3 - Demogames Training of Trainers

Sessions	Preparatory tasks	Didactical comment	Demogames Ressources
9:00 Introductory session		<i>We suggest you reserve some time to revisit the experiences from day 1 and day 2 in this session.</i>	
10:00 Game sessions Participants as players & facilitators	<p>Prepared print & play materials of the games you intend to play.</p> <p>Depending on group size, you need to prepare parallel sessions.</p> <p>Be aware that you will need enough facilitators for each session (e.g. co-teachers, or participants who want to facilitate themselves)</p>	<p><i>Depending on the experience of your participants, you can let them try out facilitating one or another game themselves. Otherwise, learning through experience as players is a good way to start a journey as a Demogames facilitator.</i></p>	<p>Demogames resources: Facilitator's Manual Chapter 3 (Democracy Game Box and all games) MOOC Module 4 (Facilitation / Debriefing / Feedback) MOOC Module 5 (all games)</p>
13:00 Lunch Break			
14:00 Game session Participants as players & facilitators	Same as 10am session	Same as 10am session	Same as 10am session
16:00 Democracy session Debriefing & Feedback	Prepare some questions for debriefing (e.g. as proposed in the Demogames Manual).	<i>This session serves as a reflection device within the workshop. Participants can share their experiences with the Demogames and provide feedback to the trainers.</i>	<p>Demogames resources: Facilitator's Manual Chapter 4.2 (Guidelines and Questions for Debriefing) MOOC Module 4.2 (Debriefing)</p>



Day 4 - Demogames Training of Trainers

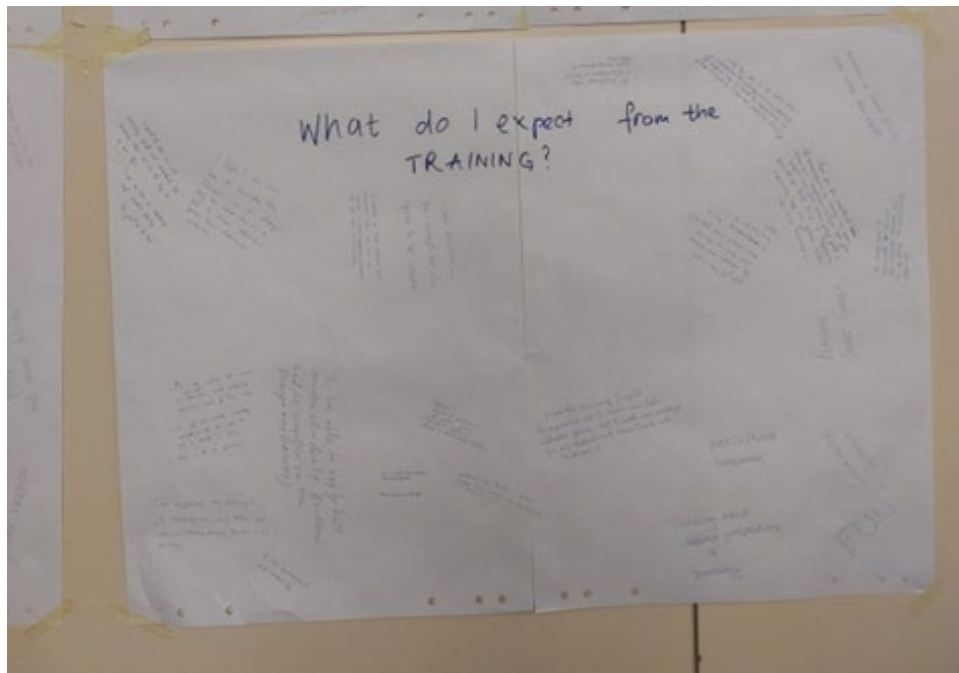
Sessions	Preparatory tasks	Didactical comment	Demogames resources
9:00 Introductory Session		<i>We suggest you reserve some time to revisit the experiences from the last 3 days in this session.</i>	
10:00 How to plan a session with D-Box?	Prepared print & play materials of the game you intend to build your session on	<i>This session is more practical and provides participants with the possibility to adjust the D-Box materials to their needs.</i>	Demogames resources: Facilitator's Manual (all chapters)
12:00 Reflection & Feedback Lessons learned	Prepare questions for reflection and feedback	<i>Participants can share their experiences with the Demogames and the training and provide feedback to the trainers.</i>	Demogames resources: MOOC Module 4.3 (Feedback)
13:00 Lunch break			
14:00 Game sessions Participants can freely chose games to play/facilitate	<p>Prepared print & play materials of the games you intend to play.</p> <p>Depending on group size, you need to prepare parallel sessions.</p> <p>Be aware that you will need enough facilitators for each session (e.g. co-teachers, or participants who want to facilitate themselves)</p>	<i>Depending on the experience of your participants, you can let them try out facilitating one or another game themselves. Otherwise, learning through experience as players is a good way to start a journey as a Demogames facilitator.</i>	Demogames resources: Facilitator's Manual Chapter 3 (Democracy Game Box and all games) MOOC Module 4.1 (Facilitating) MOOC Module 5 (all games)



Appendix 1



Scheduling of the game sessions (participants as players and facilitators),
ToT in Timisoara, March/April 2022



Poster filled in by participants on their expectations from the training,
ToT in Timisoara, March/April 2022





Participants share their questions and ideas on "facilitation" with the group, *ToT in Timisoara, March/April 2022*



Democracy Session, *ToT in Timisoara, March/April 2022*





Utopia Playing Table, *ToT* in Timisoara, March/April 2022



Participedia Playing Table, *ToT* in Timisoara, March/April 2022



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Participants playing and facilitating Observers, *ToT in Timisoara, March/April 2022*



Group discussion, *ToT in Timisoara, March/April 2022*



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Appendix 2



DEMOGAMES

Erasmus+ Democracy and Games:
Analog and Digital Game-Based Learning Tools
for Youth Work (2019-22)

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Demogames

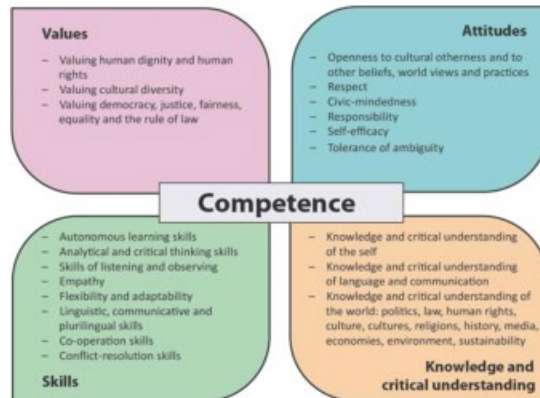
- ❖ Goal: Formal & non-formal democracy education
- ❖ Target group: Young adults with or without prior knowledge of democracy
- ❖ Output 1: Democracy-Game-Box
 - Print & play game materials & rule books of eight analog games
 - 2 digitally assisted games
- ❖ Output 2: Manual for facilitators
- ❖ Output 3: MOOC video curriculum for facilitators
- ❖ *Project Webpage:* www.demogames.eu



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Reference Framework of Competences for Democratic Culture



DEMO GAMES



<https://www.coe.int/en/web/reference-framework-of-competences-for-democratic-culture>



COMPETENCE CARD GAME

Become competent in democracy! In the Competence card game, you playfully discover the competences that citizens need in a democratic and culturally diverse society: the competences for democratic culture.



The Competence Card Game is a short and simple card game to familiarize players with the competences for democratic culture of the Council of Europe (RFCDL).



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DEMO GAMES



Deckmocracy is a card game for 2 to 6 players.

The player's aim is to complete democratic events. To do so, players compete, individually or in teams, for concept cards that belong to an event.

Concept cards depict elements of society and democracy such as a parliament, civil rights, or European integration.

The player or team who gains the most points completing events wins the game.

DECKMOCRACY

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DEMO GAMES



Demodice is a cube-based story telling game. Players exchange and reflect their experience with democracy as well as their desires and ideas for a more democratic future.

Demodice can be played from 1 to 10 players. The standard set includes 9 dice with six symbols each.

Three dice on democracy as a political system (participation, rule of law, basic/human rights), three dice on individuals and interactions (actors, emotions, power relations). Three dice on contextual factors (social policy areas, places, challenges and threats to democracy). Special dice are available on sustainability and the pandemic.

DEMODICE

Demodice is a Cube-based storytelling game. Players reflect and exchange their experience with democracy, as well as their desires and ideas for a more democratic future.



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DEMO GAMES



A DEMODICE GAME FAKE EXPERT

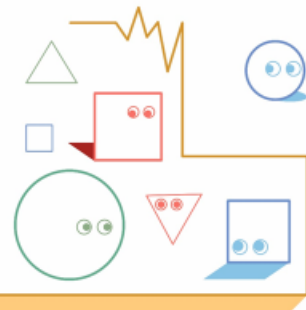
Fake Expert is a communicative game of social deduction. Players take the role of talkshow guests making short statements about democratic issues and trying to expose one fake expert among them.



Fake Expert – A Demodice Game is a communicative game of social deduction. Players take the role of talkshow guests making short statements about democratic issues and trying to expose one fake expert among them.



DEMO GAMES



DRAW THE LINE

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Draw the Line is a short and simple board game to trigger discussions about inclusion and exclusion, descriptive and substantive representation, and the consequences of (political) entities on both.

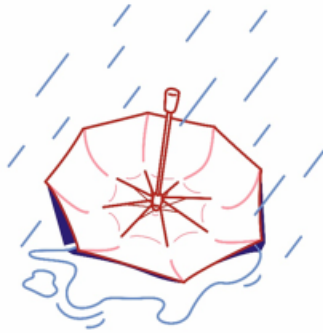
It is a game of dividing lines between shapes and colours representing people, for differing reasons depending on the setup.



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DEMO GAMES



OBSERVER

Observer is a card guessing game where players are presented with a real case and have to guess what the event was.



Observer is a cooperative card-based guessing game.

Players have to find out the stories behind the riddles depicted on the playing cards, by asking the riddle master questions that can be answered with yes or no.

It can be used for fun, as an introduction to specific topics or as a round-up exercise after a more theoretical discussion about the elements and principles of democracy.



DEMO GAMES



PARTICIPEDIA

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Participedia is a card game about innovative ways to participate in democratic processes beyond elections for 3 to 6 players.

Players become familiar with examples of innovative local, regional and national instruments for democratic participation from around the world.

Participedia is based on a card-drafting mechanism and a set-collection goal. The game can be played in a narrative or competitive mode.



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DEMO GAMES



Utopia is a collaborative board game for 4 players, which makes the players experience and reflect value and interest dilemmas inherent in many democratic institutions and rules.

The players form the Utopia Council, in charge of establishing the Utopian democracy as well as everyday decisions for the society of Utopia.

The game is based on the 'building blocks of democracy' learning module with the same name.

UTOPIA

Utopia is a board game in which players take over the role of an interim government in a transition to democracy. They collectively win the game if they successfully establish the first parliamentary elections on Island Utopia.



DEMO GAMES

Consortium



GIGA (D)

D2 Trucados (ESP)

CGE Erfurt (D)

DARE (BE)

IIT (RO)

Demokrative (CH)

Funding

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DEMOGAMES Partner Organisations

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