

GUIDELINES - OUT OF THE BOX
GAMIFICATION METHOD - JOVESÓLIDES

Name of the method	“Out of the Box”
Topic	How to create a product/campaign to fight against Fake News
Duration	The authentic Out of the Box takes approximately 5 hours The new version, that includes the contextualization, the game itself and after-evaluation is planned to take <u>20 training hours</u> .
Typology of method/ tool	Gamification
Modality (online, blended)	Usually this game is played physically in a room where all participants get implicated into the dynamic of a game, where competition is present as a motivation element. An online version can be considered, if required.
Number of participants	Minimum 12 approximately, to reach at least 3 teams of 4 participants. If needed it can be adapted to a shorter number of participants The Maximum can be 30-40. Age of participants is not relevant, the game can be perfectly adapted to the age profile.
Difficulty level	Medium, it requires concentration and a clear goal of what wants to be reached.
Observation	A “Master gamer” or facilitator of the game is a must to assure the correct development of the game. The trainer can act as master gamer to guide, and assure the reaching of goals.
Objective	To develop collectively a product / proposal / campaign to fight against Fake News, designed collectively following concrete steps that define a proposal as innovative. Each step of the game will invite participants to add to their “idea” elements that will structure, define and will give shape to a final product to be presented. Previously, the training model included awareness raising content to contextualize the project and specific information needed to proceed within the game.
Learning outcomes / competences	<ul style="list-style-type: none"> ● awareness raising ● active participation, implication ● collective thinking and creation ● creativity and co-construction ● capacity of making a needs analysis ● dialogue, consensus and decisions making ● communication and visibility competences

Methodology	Gamification is the main tool to be used. But the training will include diverse content, tools to reach the final goal of the training. I will start with a presentation, contextualization, use of practical tools, videos, content, and then proceed with the table Game where participants will be invited to actively create proposals / ideas.
Materials	Presentations (use of ppt and/or videos) Documents - some references and specially publication content (as newspapers, etc) Table game with all their tools (table game poster, cards, instructions, prizes, medals).
Other observations	It will be interesting to play the game in a single day, even if the previous content is provided in other sessions /days. The main recommendation would be to run the whole steps of the game in one single day, even the presentation of the final products can be in another session. The role of the Master Gamer is a key element to create and maintain the “competition and gaming” atmosphere that will be, at all times, used in a positive manner to increase commitment and active participation.

STRUCTURE OF THE TRAINING MODEL

In the following table it includes the main structure of the draft model of the method “Out of the Box” adapted to the current project. It includes a draft distribution of content to be developed for the training process, and the approximate timing dedicated to each content.

The concrete materials, documentation, videos or presentations will be developed once this model is validated.

The main structure of the method includes:

- 10 hours training content to contextualize & understand the main issues of the project
- 10 hours to put into practice the game, develop the ideas /proposals and make a final analysis of the process and method itself.

	Section - content	Duration
1	<u>Communication - a powerful tool</u> Goal: to contextualize about the power of communication and how it can be used, can generate impact, can visibilize, etc. Materials: presentation + use of videos.	2 hours
2	<u>Citizenship and democratic participation</u> Goal: to contextualize mechanisms to be active in the democratic context as participative actors, also from the communicative perspective. Materials: presentation + use of video + dynamics.	1.5 hours
3	<u>How to deal with fake news as committed citizens</u>	3 hours

	<p>Goals: to explain the concept itself of fake news, its mechanism, reasons, and how to identify and to deny the arguments. Also to visualize examples and process to find the truth behind each fake news.</p> <p>Materials: presentation + use of video + dynamics.</p>	
4	<p><u>Gamification, or how to Play games for a concrete goal!</u></p> <p>Goal: explain the main idea of gamification, its process, mechanism, elements and goals. Showcase of diverse methods based on gamification and its added value.</p> <p>Materials: presentation + use of video + dynamics.</p>	2 hours
5	<p><u>Induction to Out of the Box</u></p> <p>Goal: to explain clearly the game and its process, step by step to assure that participants will be able to apply the game afterwards.</p> <p>Materials: all the materials linked to the table game.</p>	1 hour
7	<p><u>Application of “Out of the Box” - table game</u></p> <p>Goal: to put into practice the table game and generate the ideas.</p> <p>Materials: all the table game materials (cards, documents, etc)</p>	4 hours
	<p><u>Preparation of the presentation of the final proposals</u></p> <p>Goal: to generate creative presentations where to show the idea / product (goals, target, duration, method, budget, etc). This time can be also invested in defining more precisely the proposal, campaign or idea.</p> <p>Materials: the ones that participants may need.</p>	3 hours
8	<p><u>Presentation of Final products / proposals.</u></p> <p>Goal: to show the creative ideas and products that participants created collectively during the table game. Innovative tools will be requested for the presentation.</p> <p>Materials: the ones that participants may need (paper, posters, videos, etc)</p>	1 hour
9	<p><u>Feed-back and evaluation of products and method</u></p> <p>Goal: to take the time for reviewing the final products elaborated (evaluate the co-creating process) and analyze the method itself (advantages and disadvantages).</p> <p>Materials: the products created (possible presentations and/or materials).</p>	2 hours

TOTAL: 20 HOURS

Annexes:

Extra documentation is shared to complement this document. All the annexes are part of the previous version of the game, so they may suffer modifications for the current project. So, they act just as a reference to make more understandable the kind of method/ game that is proposed.

1. **Game structure sheet.**
2. **Table game.**
3. **Other method materials (cards, poster, instruction for the Master gamer)**