

# ***Guidelines on how to use games for educational purposes and/or in educational settings***

*“The Magic Circle: Game and Narrative design as a tool for social inclusion and youth empowerment”*

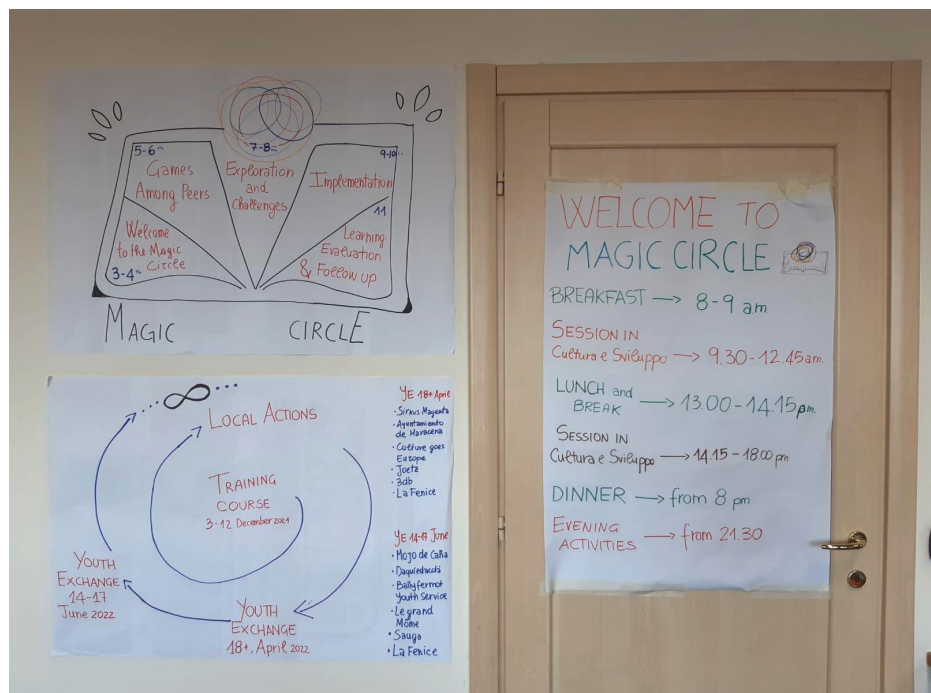


## Intro to the project

*The "magic circle" is the space in which the normal rules and reality of the world are suspended and replaced by the artificial reality of a game world. Playing; through games and activities, is fundamentally a medium for storytelling; creating these "magic circles", through accepting this artificial setting and situation, and playing along, that lives can be changed. It is in this way that games are a strong tool for bringing youth together and empowering them to tackle serious topics; sometimes even outside of the scope of the game itself. This is why we believe that learning to gamify aspects of (formal and non-formal) educational activities in everyday life through a better understanding of narratives and game design can lead to enjoyable and educational methods of lifelong learning*

"The Magic Circle: Game and Narrative design as a tool for social inclusion and youth empowerment" is a Ka1 project that took place in Italy (between Tortona, Alessandria, and Castellania) organised in 2021-2022 by La Fenice APS in partnership with Asociación Mojo de Caña, Sauga Avatud Noortekeskus, AYUNTAMIENTO DE MARACENA, Daquíedacolá, Ballyfermot Youth Service, JOETZ vzw, Centre de jeunes Le Grand Môme, CULTURE GOES EUROPE, 3db, Sirkus Magenta ry and Relias verlainé.

The project scope was to involve youths from different backgrounds in developing, exploring, sharing, testing and adapting different educational games, activities and tools. The project aimed not only to contribute to the professional development of the youth workers and educators from the different partner organisations but also to contribute to the educational



processes of other youths, thereby creating sustainable avenues of lateral empowerment among youth.

The project was structured in one training for youth workers and two youth exchanges with two different target groups (first one 18+ and second one 14-17 years old).

After the training, 25 youth workers and youth leaders went back to their country and tested their skills in the community of reference, and later they became the youth leaders of the youth groups that took part in the youth exchanges.

During the 3 phase of the project the following game events and activities were organised:

- 1 one small training about educational games for 25 Italian volunteers working in youth services;
- 1 session with a summer camp involving more than 40 kids aged 6-10 years old;
- 1 game session at the youth centre involving around 12 young people between 11-14 years old;
- 2 games sessions in 8 high school classes;
- 3 public game events;
- Game activities with 3 afterschool programs involving more than 70 kids;
- More than 10 multiplier events in 7 different countries.



## ***Guideline questions***

Games are fun and entertaining, but they are also a great tool to address specific topics/challenges/situations that overcome the game's objectives itself.

During the Magic Circle project we had the chance to organise, test, adapt, explain and play a lot of different games (card games, outdoor games, tablet top games, digital games) with a lot of different people (age, background, origin), people that most of the time weren't familiar to games and their educational power. Therefore during the course of the project we have developed some essential guideline questions that can be used as a checklist (or more simply "food for thought") while organising an educational game activity.

We hope these guideline questions will be useful while planning learning experiences through games.

In case of questions or if you simply want to reach out and help us update these guidelines, you can do it at the following email address: [aps.lafenice@gmail.com](mailto:aps.lafenice@gmail.com)

### **Planning the activity**

-What do you want to accomplish with the activity? Is it for getting to know a topic better? Is it for developing some skills (e.g leadership, cooperation, listening)? Or is it to just have fun?

-Do I know the game very well? Did I play it multiple times with different audiences?

-Can I comfortably explain the game? Do I know which is the best way to teach the game? The best way means giving all the rules at the beginning or throughout the game?

-Do I know the activity group target? Do I know their specific needs?

-Can the game be adapted in case of needs? Can the game create any barriers (e.g language, physical...)? And in such cases, how do I overcome them? For example, if the game requires a lot of physical movements can I provide an alternative way to play it for those who have difficulties in moving around?

-Is the place where you are going to play the game adequate for the game? Is there enough space? Is the place too noisy to play comfortably? Is the place welcoming and has a nice atmosphere?

-Have you planned the activity timing properly? Is there a small introduction, enough time for actual playing, and a final moment for debriefing? Is the game adequate to the time you have?

-In case you have to use many games, have you prepared a small list of what to bring?

-Have you checked that your games have all the components?

## During the activity

- Are all the players on the same page?
- Is the flow of the game adequate or should you make some changes?
- Are all the players having fun? If not, changing the game could improve some people's experience? Are people in the position to tell you that they will not play if they don't want to or feel like?
- Are you providing space for help and suggestions without forcing the players?
- Are you respecting the timing?

## At the end of the activity

- Have you done some [debriefing](#)?
- Have you collected players' feedbacks?
- Have you provided some information for people that want to continue to play in the future? Where and how can they do it? Is there any specific group or place game friendly in the city?

## *Project game repository*

Here you can find a list of card games, tabletop games, outdoor games and educational games either used or tested during the three phases of the project.

Game	Players	Duration (mins)	Ages	Link	Notes
Bandido	1-4	15	6+	<a href="https://boardgamegeek.com/boardgame/191925/bandido">https://boardgamegeek.com/boardgame/191925/bandido</a>	
Beat That	2-8	30+	8+	<a href="https://boardgamegeek.com/boardgame/290610/beat">https://boardgamegeek.com/boardgame/290610/beat</a>	
Big Fat Pony	Large group	5-16	6+	<a href="https://www.youtube.com/watch?v=FK410D0Qzg">https://www.youtube.com/watch?v=FK410D0Qzg</a>	outside activity
Blitz Gheist (Ghost Blitz)	2-8	15	8+	<a href="https://boardgamegeek.com/boardgame/83195/ghost-blitz">https://boardgamegeek.com/boardgame/83195/ghost-blitz</a>	
Coconut Pirate	2-5	15	6+	<a href="https://boardgamegeek.com/boardgame/319155/coconut-pirate">https://boardgamegeek.com/boardgame/319155/coconut-pirate</a>	
Connect4	2	5-15	6+	<a href="https://boardgamegeek.com/boardgame/2719/connect-four">https://boardgamegeek.com/boardgame/2719/connect-four</a>	
Dobble	2-8	15	6+	<a href="https://boardgamegeek.com/boa">https://boardgamegeek.com/boa</a>	

				<a href="https://boardgamegeek.com/boardgame/63268/spot-it">rdgame/63268/spot-it</a>	
Dungeons and Dragons	2+	60+	8+	<a href="https://boardgamegeek.com/boardgame/17804/dungeons-dragons-basic-game">https://boardgamegeek.com/boardgame/17804/dungeons-dragons-basic-game</a>	
Durak	?	?	?	<a href="https://gathertogethergames.com/durak">https://gathertogethergames.com/durak</a>	
Frog Swamp	Large Group	30+	8+	<a href="https://play14.org/games/maze">https://play14.org/games/maze</a>	outside/inside activity
Hanabi	2-5	15-20	8+	<a href="https://boardgamegeek.com/boardgame/98778/hanabi">https://boardgamegeek.com/boardgame/98778/hanabi</a>	
Happy Salmon	3-6	5	6+	<a href="https://boardgamegeek.com/boardgame/194626/happy-salmon">https://boardgamegeek.com/boardgame/194626/happy-salmon</a>	
Jenga	2-9	10-20	6+	<a href="https://boardgamegeek.com/boardgame/2452/jenga">https://boardgamegeek.com/boardgame/2452/jenga</a>	
Jungle Speed	2-8	10-20	6+	<a href="https://boardgamegeek.com/boardgame/8098/jungle-speed">https://boardgamegeek.com/boardgame/8098/jungle-speed</a>	
Kwatro	2-4	15-30	8+	<a href="https://boardgamegeek.com/boardgame/119632/iota">https://boardgamegeek.com/boardgame/119632/iota</a>	
Lama (LLAMA)	2-6	15-20	8+	<a href="https://boardgamegeek.com/boardgame/266083/llm">https://boardgamegeek.com/boardgame/266083/llm</a>	
Ligretto	2-4	5-15	8+	<a href="https://boardgamegeek.com/boardgame/943/ligretto">https://boardgamegeek.com/boardgame/943/ligretto</a>	
Mascarade	2-13	15-30	10+	<a href="https://boardgamegeek.com/boardgame/139030/mascarade">https://boardgamegeek.com/boardgame/139030/mascarade</a>	
Murder Wink	Large group	5-15	6+	<a href="https://www.thesprucecrafts.com/wink-murder-murder-handshake-412177">https://www.thesprucecrafts.com/wink-murder-murder-handshake-412177</a>	
Pass the portrait!	Large group	10-15	6+	<a href="https://ohcreativeday.com/a-simple-drawing-game-for-kids-pass-the-portrait/">https://ohcreativeday.com/a-simple-drawing-game-for-kids-pass-the-portrait/</a>	
Hula hoop challenge	10+	5-10	5+	<a href="https://www.playworks.org/game-library/hula-hoop-challenge/">https://www.playworks.org/game-library/hula-hoop-challenge/</a>	outside activity
Non Merci (No Thanks)	3-7	15-20	8+	<a href="https://boardgamegeek.com/boardgame/12942/no-thanks">https://boardgamegeek.com/boardgame/12942/no-thanks</a>	
Pandemic	2-4	45	8+	<a href="https://boardgamegeek.com/boardgame/30549/pandemic">https://boardgamegeek.com/boardgame/30549/pandemic</a>	Longer version
Pandemic: Hot Zone Europe	2-4	30	8+	<a href="https://boardgamegeek.com/boardgame/329670/pandemic-hot-zone-europe">https://boardgamegeek.com/boardgame/329670/pandemic-hot-zone-europe</a>	Shorter version
Pipolo	2-6	10-15	5+	<a href="https://boardgamegeek.com/boardgame/27073/pipolo">https://boardgamegeek.com/boardgame/27073/pipolo</a>	
Piratatak	2-4	15	5+	<a href="https://boardgamegeek.com/boardgame/31159/piratatak">https://boardgamegeek.com/boardgame/31159/piratatak</a>	
Ronda	?	?	?	<a href="https://boardgamegeek.com/boardgame/63268/spot-it">https://boardgamegeek.com/boardgame/63268/spot-it</a>	



				<a href="#">rdgame/75224/ronda</a>	
Saboteur	3-10	30	8+	<a href="https://boardgamegeek.com/boardgame/9220/saboteur">https://boardgamegeek.com/boardgame/9220/saboteur</a>	
Rhino Hero	2-5	5-15	5+	<a href="https://boardgamegeek.com/boardgame/91514/rhino-hero">https://boardgamegeek.com/boardgame/91514/rhino-hero</a>	
Skyjo	2-8	15-45	8+	<a href="https://boardgamegeek.com/boardgame/204135/skyjo">https://boardgamegeek.com/boardgame/204135/skyjo</a>	
Snap	2-8	5-10	8+	<a href="https://www.youtube.com/watch?v=9cFOr2T2eb8">https://www.youtube.com/watch?v=9cFOr2T2eb8</a>	
Taco Gato Cabra Queso Pizza	2-8	10-20	6+	<a href="https://boardgamegeek.com/boardgame/253664/taco-cat-goat-cheese-pizza">https://boardgamegeek.com/boardgame/253664/taco-cat-goat-cheese-pizza</a>	
Take 6	2-10	30-45	8+	<a href="https://boardgamegeek.com/boardgame/432/6-nimmt">https://boardgamegeek.com/boardgame/432/6-nimmt</a>	
Team 3 (pink/green)	3-6-9-12	15-30	10+	<a href="https://boardgamegeek.com/boardgame/247694/team3-pink">https://boardgamegeek.com/boardgame/247694/team3-pink</a>	
The Game	1-5	15-20	8+	<a href="https://boardgamegeek.com/boardgame/173090/game">https://boardgamegeek.com/boardgame/173090/game</a>	
The Mind	2-4	15-20	8+	<a href="https://boardgamegeek.com/boardgame/244992/mind">https://boardgamegeek.com/boardgame/244992/mind</a>	
Virus	2-6	15-20	8+	<a href="https://boardgamegeek.com/boardgame/180020/virus">https://boardgamegeek.com/boardgame/180020/virus</a>	outside activity
Human stratego	20-50+	30+	6+	<a href="https://www.youtube.com/watch?v=FapWOnkkOXc">https://www.youtube.com/watch?v=FapWOnkkOXc</a> <a href="https://woutergeelen.nl/stratego-alive/">https://woutergeelen.nl/stratego-alive/</a>	outside activity
Giants, Wizards, and Elves	9+	5-10	5+	<a href="https://www.youtube.com/watch?v=qCt14bCSjoQ">https://www.youtube.com/watch?v=qCt14bCSjoQ</a>	
Yahtzee	2-10	15-30	6+	<a href="https://boardgamegeek.com/boardgame/2243/yahtzee">https://boardgamegeek.com/boardgame/2243/yahtzee</a>	
Quoridor	2-4	15	8+	<a href="https://boardgamegeek.com/boardgame/624/quoridor">https://boardgamegeek.com/boardgame/624/quoridor</a>	
Sushi go	2-5	15	8+	<a href="https://boardgamegeek.com/boardgame/133473/sushi-go">https://boardgamegeek.com/boardgame/133473/sushi-go</a>	
Lord of Rings	1-5	60-120	14+	<a href="https://boardgamegeek.com/boardgame/269385/lord-rings-journeys-middle-earth">https://boardgamegeek.com/boardgame/269385/lord-rings-journeys-middle-earth</a>	
The island of Monomulti	20-30	1.5 hour	8+	<a href="https://www.salto-youth.net/tools/toolbox/tool/the-island-of-monomulti-3-cultures.257/">https://www.salto-youth.net/tools/toolbox/tool/the-island-of-monomulti-3-cultures.257/</a>	
The Magic Circle card game	4+	15+	18+	<a href="https://drive.google.com/file/d/1DkVkJMrGDfaPz6mXWGVxtgX3TpVV4C-QJ/view?usp=sharing">https://drive.google.com/file/d/1DkVkJMrGDfaPz6mXWGVxtgX3TpVV4C-QJ/view?usp=sharing</a>	
Data security	4-6	45	12+	<a href="https://drive.google.com/file/d/1T">https://drive.google.com/file/d/1T</a>	Educational game

				<a href="https://drive.google.com/file/d/1nSg3JizjXLxTitO5EAm32y0zvV7R0Wa/view?usp=sharing">nSg3JizjXLxTitO5EAm32y0zvV7R0Wa/view?usp=sharing</a>	
Life of a teacher	1-4	40	10+	<a href="https://drive.google.com/file/d/1PcyXyEue-XfY1xh212BRGjmADM2wEB7/view?usp=sharing">https://drive.google.com/file/d/1PcyXyEue-XfY1xh212BRGjmADM2wEB7/view?usp=sharing</a>	Educational game
InterCultural talks	-	15-45	12+	<a href="https://et.shokkin.org/intercultural-talks-everyone-can-help/">https://et.shokkin.org/intercultural-talks-everyone-can-help/</a>	Educational game
Job interview	2-4/3-6	-	14+	<a href="https://shokkin.org/jobinterview/">https://shokkin.org/jobinterview/</a>	Educational game
Pitch perfect	3-8	45-60	14+	<a href="https://drive.google.com/drive/folders/1kK6WOCWtzpGwPWRvITEoyK5sWTdPXRvQ?usp=sharing">https://drive.google.com/drive/folders/1kK6WOCWtzpGwPWRvITEoyK5sWTdPXRvQ?usp=sharing</a> <a href="https://drive.google.com/drive/folders/17V4ADLgcDn4QsfgZwRPBHSLH2RbTill8">https://drive.google.com/drive/folders/17V4ADLgcDn4QsfgZwRPBHSLH2RbTill8</a>	Educational game
BLUDnosti	3-5	40	14+	<a href="https://drive.google.com/drive/folders/1a0pLTobhttAELBVb0eljRiGk9yb-JiJs?usp=sharing">https://drive.google.com/drive/folders/1a0pLTobhttAELBVb0eljRiGk9yb-JiJs?usp=sharing</a>	Educational game
Shapeland	2-4	75	14+	<a href="https://drive.google.com/file/d/1bazKaWjHo4l2Zctbb60XZ9dvRzdB3nRI/view?usp=sharing">https://drive.google.com/file/d/1bazKaWjHo4l2Zctbb60XZ9dvRzdB3nRI/view?usp=sharing</a>	Educational game
How to tame your monsters/Stress	2-4	60	14+	<a href="https://drive.google.com/file/d/1ADxLkbOr1EA9C80OtJWokTTgBbQUx3AH/view?usp=sharing">https://drive.google.com/file/d/1ADxLkbOr1EA9C80OtJWokTTgBbQUx3AH/view?usp=sharing</a>	Educational game
Probably	3-12	30-60	14+	<a href="https://www.kickstarter.com/projects/cuizgamedesign/probably-a-party-game-about-climate-change">https://www.kickstarter.com/projects/cuizgamedesign/probably-a-party-game-about-climate-change</a>	Educational game
Tournée Amicale	15 max	20-40	10+	<a href="https://drive.google.com/drive/folders/1bX0SQtMnYwRYHH9lhKlAjML-o0JKpgjo?usp=sharing">https://drive.google.com/drive/folders/1bX0SQtMnYwRYHH9lhKlAjML-o0JKpgjo?usp=sharing</a>	Educational game