

## Intercultural Citizenship – Game Instructions

### The goal of the game

In this game the players learn about intercultural citizenship in the Euro-Mediterranean region. They get to discuss identities, learn about cultural diversity and plan activities in their multicultural communities.

The players take on the roles of social media influencers who are learning about intercultural citizenship together with their followers. This allows the players to get to know interculturalism in a context familiar to them in their everyday lives.

This game is complimenting the Anna Lindh Education Handbook – Intercultural Citizenship Education in the Euro-Mediterranean Region and the activities in the handbook. The game is intended for players aged 15-25 years. We encourage to play the game in small teams, however it can be played individually as well.

### The structure and ending of the game

The game consists of 11 exercises that the player must complete in a specific order. The game lasts approximately 60 minutes and ends when all the exercises are completed. If the instructor wants the players to gain a deeper understanding of the themes in the game, they can offer additional resources for the players to familiarize themselves with the themes. In this case the game could last longer if the instructors want the players to spend more time thinking each exercise.

### Devices and browser

We recommend you to play the game using mobile phones or tablets, as they are more convenient for taking photos or recording videos than laptops or PCs. The game works with web browser, preferably *Chrome* or *Safari*.

## Accessing the game

To be able to access the game follow these instructions:

1. Go to Seppo store: <https://play.seppo.io/shop?l=en>
2. Choose “Download sponsored games”
3. Scroll down till you see “search the library” and in the search field, insert activation code “**ALF**” (this is case sensitive)



4. Choose the game from the library and download it according to the given instructions.



## Starting the game

Turn the game on by pressing the play icon on the right-hand side of the game.

The players log in to the game on **www.play.seppo.io**. Remember, each team needs one mobile device.

The players need a pin code which can be found on the left-hand side of the gameboard. Click “Add participants of the game” and under “Share game login to players” you can see the pin code.

The players log in to the game on **play.seppo.io** by clicking “log in as a player” and submitting the pin code. The players are asked to provide a name for their team. This name together with an automatically created series of numbers works as their player code. The instructor can remind the players to take a screenshot of the player code appearing on the screen after logging in. With this player code the players can continue playing the game from where they left if they log out in the middle of the game.

If a team forgets their player code, the instructor can check it by clicking the symbol for adding players on the left side of the game board view.

## Playing the game and moving around the gameboard

The exercises are completed in a set order from 1 to 11. They become available for the players one by one as the team completes previous exercises. The exercise icons on the gameboard turn into a darker shade when they become available for the team.

There are four different types of exercises in the game: creative, multiple choice, checkbox and missing word. In the creative exercises, the answer can be submitted as text, video, audio or as a picture.

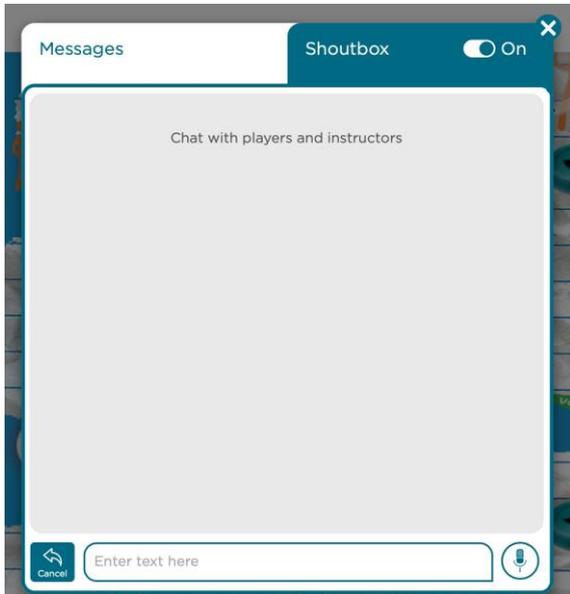
## Assessing the exercises

Some of the exercises in the game are assessed automatically but others are assessed by the instructor.

By clicking the Exercises icon on the right-hand side of the gameboard, you can see which of the exercises have been answered. Click the arrow icon next to an exercise to see the answers.

## Chat function

The instructor and the players can by default send each other messages while they are playing the game. You can disable the chat function by clicking the “Game Chat” option on the right side of the screen and disabling the “Shoutbox” option. Please note that you can still send direct messages to individual players by using the “Messages” option.



## Playing the game (ca 60 min)

1. Divide your group into smaller groups of 2-4 persons per team. Each team plays the game with one mobile device.
2. Go through the main principles of the game:
  - The exercises are completed in a set order from 1 to 11. They become available for the players one by one as the team completes previous exercises. The exercise icons on the game board turn into a darker shade when they can be chosen.
  - The type of the exercise can be seen when clicking open the exercise. There are four different types of exercises in the game: creative, multiple choice, checkbox and missing word. In the creative exercises, the answer can be submitted as text, video, audio or as a picture.

The teams can log in again using their player codes. If a team forgets their player code, the instructor can check it by clicking the symbol for “Add participants of the game” on the left side of the gameboard view.

## Saving answers

If you want to export players' video or image answers you can do so in the “game archive” button on the bottom right corner of the screen. This will open a game archive view where you can filter the answers based on a team or a specific exercise. You can then save the answers to Google Drive or export them as PDF or Excel files.



## Support

If you face any technical difficulties, you can click the support chat icon on the top right corner of the game board.



## References to the Handbook

Exercises and references to the Anna Lindh Education Handbook – Intercultural Citizenship Education in the Euro-Mediterranean Region:

1. Meet The Team (**Who “are” I? Handbook p. 114**)
2. Safer Space
3. Leading With An Example (**Choices of Participation – Handbook p. 108**)
4. Different Perspectives (**Every picture tells a story – Handbook p. 72**)
5. Moving Abroad (**Talking on the phone – Handbook p. 83**)
6. Take a Break! (**Euro-Med bingo – Handbook p. 77**)
7. Let’s All Participate! (**Ladder of participation – Handbook p. 101**)
8. Self Development
9. Feelings Check-In
10. Ask Me Anything (**Euro-Med bingo – Handbook p. 77; Citizenship River – Handbook p. 78**)
11. Follow Us On...