

WEEK 03

Scenario Game

Definition Scenario Game

The Scenario Game helps to refine, improve and evolve Prototypes [PT] and Action Plans [AP]. Scenario Game is a tool for participation; to bring different opinions and expertise together – being those in terms of players (stakeholders in the area) or elements of the Urban Gallery (Prototypes, Miniscenarios, Operational Fields). SG create an environment where different claims on the territory are confronted and can be settled by adapting them so they can function together.

How Scenario Games are played

Scenario Game is played as a sequence of events that might occur in a certain urban condition. The scenario played describes a hypothetical development of events in order to test and develop design ideas and Prototypes so that potential projects can be defined. In combination with unique players, the choreography gives an idea what the problems and potentials are.

A Scenario Game is played with playing cards on a playing board. The playing cards are the elements of the Urban Gallery created so far (MS, OF, PT). The playing boards represents part or the whole territory of the Urban Gallery. Depending on the scale of the map, different ideas and problems can be discussed, different Urban Gallery elements can be used, and different experts and publics can be included.

Each player (being from a different public) brings to the table a different set of expertise, knowledge and desires that critically influence the course and outcome of the game. This is crucial for the re-iteration and improvement of existing Urban Gallery elements (playing cards) and / or creation of new ones.

Scenario Game is played by four players and animated by the fifth. In a sequential order, each player initiates a process in space on the basis of presented cards by the Animator. The processes have to fall within a predefined process group (EOTM). First player always initiates Erasure process, second player always initiates Origination process, and so on. The game is cyclic; after one round of EOTMs is finished, a new one starts. There should be in order of 4 – 10 rounds (loops). Use the first rounds to start a narrative (import narratives from MS and OF). Use later rounds to re-define the Prototypes.

The Animator sets up an agenda that he / she would like to achieve. **This agenda should not**

be disclosed to the players. At the beginning of each round the Animator can explain what has happened and what are the conditions through which he can influence the players and steer the game into the direction of his agenda. The Animator also gives directions for the next round (loop) and introduces the playing cards for that round. He can introduce or change the elements during a specific round as well.

MAKE SURE YOU READ the FOLLOWING BEFORE YOU START:

The process of the Scenario Games have to be documented so it can be uploaded online, so...

...One person needs to photograph the game board after each round/loop

...One person needs to write up (document) all steps that happen in any loop on the documentation sheet

...Document all numbers of MS, OF or PT that you use in the game on the documentation sheet

Players use [MS]s, [OF]s and [PT1]s and create a development scenario; making better versions of the elements or making new ones. So new Prototype [PT2] will be developed and action plans are set out.

Set of Rules

1. Form team of 5 players (max. of 2 people that you have worked with in groups before)
2. Select Animator person
3. Animator's duties throughout the game:
 - 3.1 Define agenda for the game (aim/objective) and write down without showing to the team who plays
 - 3.2 Steer and manage the game by introducing MSs OFs and PTs
4. Chose Miniscenarios you want to play in the first 2 rounds
5. Read out Miniscenario (EOTM)
6. Document each step on board (map) with coloured pens/crayons
7. Within the first 2 loops [MS]s are setting up the narrative of the game
8. From loop 3, respond to the narrative by introducing one or more Prototype
9. Develop and evolve Prototypes through responses
10. Develop Action Plan for the implementation of the different Prototypes
11. Create a new reworked Prototype, Action Plan, etc.
12. Add the new Prototype **[PT2]** and Action Plan that can be uploaded to the Urban Gallery