

FuturGov game session



#FutureGov Game

Rules

4 to 8 players

1.30-2h



You are in 2030+...

Within the scenario you are given, you will discover four draft policies that are under consideration. Take position and set your strategy to have maximum impact on the legislative proposal. Your goal is to be the most influential player of the game in reaching your objective by interacting with other actors and using wisely your collaboration strings.

PREPARATION

Immerse yourself into the future

Read the scenario

Choose one Actor card: This will be your role throughout the game play

Define yourself in 2030+: Use your imagination. Write down details that describe your character: age, nationality, views and values.

Go around the table to present your 2030+ character.

Brief overview of the game set and game play

There are four rounds; under each, 1 draft policy will be revealed. You can either be for (+) or against (-) or amend the draft policy.

At each round the player has to react to the draft policy. In order to strengthen his position, he/she should set up a strategy by collaborating with an Actor of his choice.

Each player should then describe the Action he will undertake.

The key is to create a narrative, to convince other players of your position with regards to the policy, in order to increase collaboration.

Each player has 4 collaboration strings – 1 per round. In 1 round, the player can take a wild card instead of playing.

Each player has 1 amendment card. He can propose an amendment at any round; it will only pass if 50% of other players support it.

Points will be counted at the end of each round. You receive:

2 points whenever the draft policy went the way you had voted for (accepted or rejected).

3 points whenever the amendment you supported passed.

4 points whenever the amendment you created passed.

1 extra point if you collaborated with another player around the table

PLAY

Round 1

20min + 5min for harvest

Each player throws the dice; player that gets biggest number starts and has the honour of being responsible for counting points and filling in the harvesting sheet for this round.

Read the draft policy.

Vote: Given the traits of your 2030+ character, would you like to pass, reject or amend the draft policy?

Strategize: In order to strengthen your position; with whom would you like to collaborate and how? Specify an actor from the 4 categories: Government+, Citizens+, Influencers+, Business+.

Negotiate: When you collaborate with an actor around the table, you need his/her approval to concretise the collaboration.

If you do not want to use a collaboration string you can pick a wild card.

Go around the table for each player to play.

At the end of the round

Player 1 asks if other players want to change their moves, then counts points and harvest information (player 1 writes down but all can contribute).

If there is a tie, players need to continue negotiating until the position of one player changes.

Amendment votes are counted as acceptance of the proposed policy.

Round 2

15min + 5min for harvest

Each player throws the dice; biggest number starts and has the honour of being responsible for filling in the harvesting sheet

Likewise for Round 3, Round 4

DEBRIEFING & FEEDBACK

10min.

Strategy assessment

Assess how good you were in deploying your strategy?

Did you build your strategy in a consistent way?

Governance models

How did you position yourself towards the scenarios? Does this model create a better working government, more participation and inclusion and collaboration?

Roles of the actors and challenges

What are the roles and challenges of citizens, business, government and influencers in the governance model? How are the actors categories interlinked? Were your allies really allies?

Learnings for today

How do we need to prepare for the future? Which elements in the explored future scenario are positive, which are negative? How to reach the positive and avoid the negative?