



GAMIFICATION FOR COMMUNITY DEVELOPMENT

How Simulation Board Game World of Communities has changed perception of Civic Education and Adult Learning Education in local communities in Ukraine

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Agenda

Intro

Our story

WOC as a **Game tool**

WOC as a **CE tool**

WOC as an **ALE tool**

WOC as a **CE-Ecosystem**

WOC in 2022 / during the war

Q&A

Learn What You Can't Google

worldofcommunities.org



200+ trainings on community development issues in 2008-2015



- Entrepreneurship and fundraising
- Critical thinking
- Teamwork and cooperation
- Effective communication and social interaction
- Reading and information literacy
- Leadership and responsibility
- Time management and planning
- Understanding global processes and challenges
- Political literacy
- Tax culture
- Solving complex problems
- Making personal and collective decisions
- Active citizenship

Challenges

working with adults in 2008-2014

- Low interest in community development topics
 - too complicated for freshers;
- Lack of sustainability - after training - no changes;
- No funding, interest, or motivation in local community leaders to implement new approaches
- Lack of ALE culture among local stakeholders - «education it's for kids and youth to get a good job.»
- Post-soviet culture of community leaders

The strategic window for changes:

2014 - national reform of decentralizations was launched (one of the most important and successful)

- Revolution of dignity, Euromaidan and successful experience of collaborative work;
- More **financial** resources for local communities;
- More **responsibilities** for local development
- Finances go to more **educated communities**
- **High demand** for effective, fast, and scaled learning tools;
- **New market for LLL service providers** - lots of donors and local resources allocated for learning;
- Thousands of young people want to participate in community life

Let's try automatization: games, and gamification in CE

- **Games are a more comfortable learning tool for youth:**
lots of deputies and mayors were young - they need fast and effective tools)
- **Games are easy to scale:**
learning thousands at one moment, board games easy to produce and deliver in many locations than one send one trainer, which usually has no time for need assessment and make learning program reliable for trainees
- **Games are a powerful tool for getting knowledge and training skills for adults:**
Learning via playing, it's better to make mistakes in a game than in real life.





World of Communities as a Game

Genre: social simulator

Type: cooperative strategy

Developer: World of Communities LLC

Authors: Mykhailo Voitovych, Taras Tymchuk

Number of Players: 2-6

Duration of Session: 1-5 hours

Age: 12+

1st edition 2017

2nd edition: 2018

3rd edition: 2021

EENCE Award



Starting conditions

There are:

-  Municipality
-  Employment center
-  Dumping site
-  Library
-  School

Community attractiveness:

 -5

Rounds: 6

Duration: 90 min.

Learning community

Rounds



Community attractiveness



Scenario 4

Victory conditions





There are:

-  Coworking
-  Adult education center
-  Park
-  Business school

Community attractiveness:

 5+

Each citizen:

-  1+  1+
-  2+  2+

WOC as a Game

World of Communities players (4-5 players) builds their community based on game scenarios.

Players must develop the community, extend public infrastructure, manage community assets wisely, launch new businesses, develop professional skills, and increase their health and happiness to win the game.

Moreover, throughout this collective effort to build a sustainable community, each player has to face various tough life choices, thus learning how to balance life and work, private interests, and the common good.



WOC as CE/ALE tool

Usually, each game session is accompanied by a **wide range of emotions** - from rejection, and denial, to laughter and tears.

After the game, there is a **debriefing/reflection part**, when participants share their new experiences and emotions, exchange contacts, and plan joint actions and next steps.

WOC game sessions make the learning process easy and smooth.

Every game session is **a unique experience** and works as **an accelerator** for self-development/diagnosis, relationship development/diagnosis, and finding new **(group-created)** solutions.



What are the main reasons to use WOC on a system basis?

- 69%** - To make awareness and study community development tools
- 52%** - To activate people and engage them in more complex processes
- 49%** - For team building and collaboration
- 45%** - To develop financial and entrepreneurial skills
- 44%** - Identifying hidden community leaders

**WOC
as a CE/ALE
tool**

What changes have people noticed through the systematic use of the World of Communities?

67% - relations with other people and organizations have improved

63% - learned to look more broadly at local problems

65% - leadership skills have improved

59% - were inspired to work with people to solve common issues

57% - were inspired to make changes

55% - increased a motivation to participate in community life

WOC
as a CE/ALE
tool

Topics

Explaining complex concepts and changing perception:

- public money&taxes
- community development tools
- Adult education and Life-Long Learning
- leadership
- Decision-making in VUCA times
- Social roles
- Active Citizenship
- Gender, SDG, Inclusivity issues, etc

Users

- Youth workers
- Teachers and educators
- Community managers
- Trainers
- Facilitators
- Advocacy organizers

Places

- Libraries
- Schools
- Universities
- Youth Centers
- NGO
- Community Learning Centers

**WOC
as a CE/ALE
tool**

DESIGN, DEVELOPMENT, AND ADVOCACY OF MUNICIPAL PROGRAMS OF ADULTS LEARNING EDUCATION [MELITOPOL]

Tasks:

To explore the real needs of different segments of the citizen in the field of non-formal adult education and prepare the real ground for comprehensive programs with resources provided by the local budget.

Case: Adult Education Centre from Melitopol, DVV partner organization, has designed and prepared the draft of such a 5-years municipal program based on community needs assessment made by WOC game sessions.



3 months before the war

Training of government servants (Cabinets of Ministers of Ukraine) on how to organize alternative public consultations

Simultaneous 12 tables, 70 participants

Format of use: Game Tournament



WOC in 2022 / during the war

IDP needs assessment and community integration



WOC in 2022 / during the war

Psycho- rehabilitation work for war- affected people



WOC in 2022 / during the war

**Fast team
building for aid
workers of
humanitarian
hubs and missions**



WOC in 2022 / during the war

ALE concept promotion

**millions of Ukraine lost their jobs
and need to re-evaluate their future
perspective and find new jobs in a
new reality.**



Contacts
for collaboration



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