Game People Play

1	Developer Name(s)	Andreea Ghinea, Mansoor Saleem
2	Game Name	Ethical Game
3	Educational aim(s)	Developing tolerance and acceptance of other opinions, critical thinking
4	Target group	Students/ participants in the course or work shop
5	Game Description	Short scenarios about different aspects of day to day life and also case study
6	Duration (time)	30 min
	gameplay takes	
7	Number of Players	Minimum 3 players
8	Game	Teaching ethical awareness, public speaking and patience, cultivating respect
	Objectives/Tasks	for other opinions.
9	Rules/ Instructions	To start the game, there is need of minimum 3 players that can choose between 3 different difficulty degrees. For each difficulty degree there are cards that contain multiple scenarios about mundane life. The player that chose the degree of difficulty needs to make a speech defending his/her point of view on the situation assigned. The other players need to vote if they agree on current player opinion or not. If there is unanimity, the player gets 1, 2, 3 points based on the difficulty degree they have chosen. Who reach 10 points first, will win.
10	Resources &	Cards, Dice, Hourglass, Paper, Pen/Pencil
	materials (hand-outs)	
11	Tips and comments	Points needs to be improved
12	Visuals/Photos	















1 DIFFICULTY

What are your thoughts on advertising alcohol and tobacco usage? do you think it is ethical or not?

2 DIFFICULTY

You go out with you BOYFRIEND for dinner at a new restaurant. You are shocked to see your friend's girlfriend having dinner with a very young, attractive person. From the way they are behaving, it is obvious they are more than friends. The couple finish their meal and leave without seeing you. They behave very affectionately on the way out the door. Do you **3 DIFFICULTY**

Late one night you are driving home in a bad rainstorm. A drunk reels out in front of your car and you try to stop, but hit him. Nobody sees you. You check and realize he is dead. Do you make a report anonymously, confess your crime, or drive on home and forget about it, knowing no one is going to pursue the death of a homeless drunk?

Figure 1: Example of scenrios













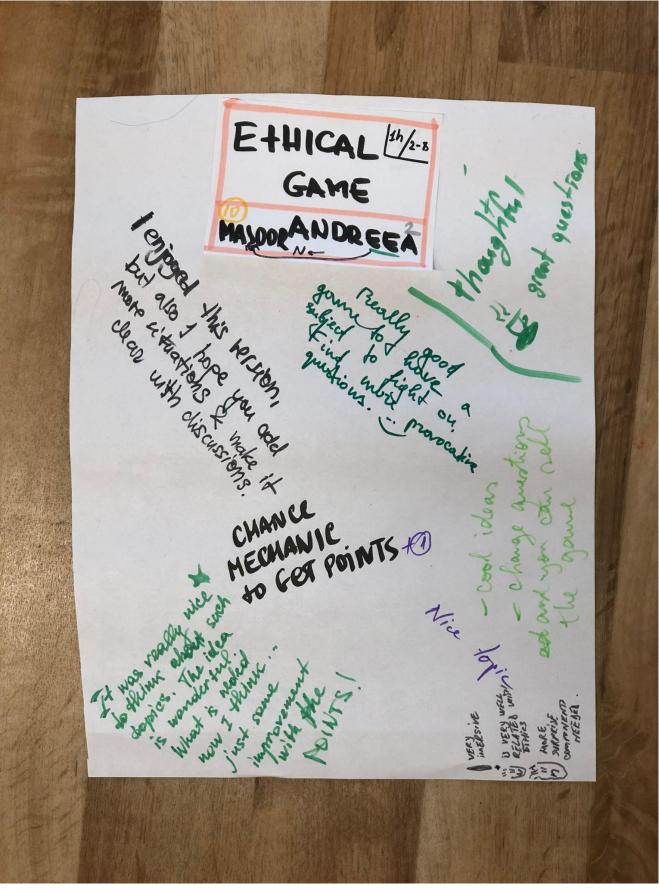


Figure 2: Feedback of participants











