

# Game People Play

1	Developer Name(s)	Alexis Papavasileiou, Esra and Furkan Solhan, Daniel Zamfir, Sami Ulla Nasir
2	Game Name	Inside
3	Educational aim(s)	Making realistic choices, being responsible, improving communication skills, teamwork, planning, analytical thinking, interpersonal skills
4	Target group	Young adults 14-25 mostly
5	Game Description	Debate, real life scenarios, convincing others, raising awareness about daily life dilemmas
6	Duration (time) gameplay takes	35-45 minutes
7	Number of Players	2-6
8	Game Objectives/Tasks	Choose a proposed course of action regarding a given topic, considering enjoyment and practicality- applicability of your desired decision
9	Rules/ Instructions	Read the rulebook, summarized and analytical rules and guidelines provided
10	Resources & materials (hand-outs)	Introduction card, topic cards, next round card, dama pawns or any other figurines to serve as pointers, rulebook, scoreboard.
11	Tips and comments	Rotate the Moderator responsibilities, give space to fellow players, keep time
12	Visuals/Photos	Check the drive file.