

**INSTRUCTIONS  
FOR FACILITATOR**

## **FACILITATOR –>**

### ***what he/she has to do?***

*The facilitator aims to create a climate of mutual respect that allows people to develop new creative solutions . He/she helps players to formulate opinions in a way not for blaming or accusing, but favoring mutual understanding and comprehension.*

*The facilitator promotes a spirit of cooperation helping players understand also empathetically a different point of view and encouraging the search for solutions and the development of the game.*

### ***how he/she gives explanations?***

*The facilitator must ensure that during the discussions each player has a chance to speak, so it would be better if there is only one thread at one time.*

*He/she summarizes and clarifies the main topic when the participants are too involved on discussioni singles, losing track of the overall picture.*

*The facilitator helps keeping the conversation active and always focused on the design vision and the ideas, listening to each other's feedback of the players during their conversations.*

*The facilitator should be particularly careful in stimulating ->*

*\_critical thinking (the ability to look at the state of things and to recognize what they can not , or should not be , acceptable);*

*\_creativity (the ability to imagine something that does not yet exist);*

*\_common sense (the ability to recognize the progress achievable and obtain the resources to make it happen).*

## **HOW TO TELL THE SPIRIT OF THE GAME AND THE RULES →**

At the beginning of the game the facilitator explains clearly the spirit of the game and the rules, making sure that all players have understood and leaving time for any questions.

## **HOW TO CHOOSE THE INITIAL STORY →**

The facilitator chooses a story with an initial situation among those available, which seems to him/her more suitable to the set of players of the match.

It may happen that if it is needed, the facilitator writes directly the initial situation and the resources available.

## **HOW TO TELL THE INITIAL STORY ->**

The facilitator, after chosen the initial story, presents it to players in an empathetic and attractive way, telling it if it wants in the form of narrative and adding pathos and details.

## **HOW TO USE THE WORLD BOARD ->**

Once told the story the facilitator arranges the **WORLD** board on the plain where the match take splace and puts on the first box the resources necessary for the chosen story (in the schedule of the story). He/she also states which time value represent the **TIME SLOTS** (written on the **STORY** card) .

It could be an option in an extreme case that the facilitator may choose to start with other 10 **TIME SLOTS** if necessary.

## HOW TO EXPLAIN RESOURCES AND THEIR USE →

Once the facilitator has provided the necessary resources, he/she briefly explains how to use them. Even in this case if considered useful he/she can remember to players more times during the game the main important characteristics of the resources.

### **law**

*elements -> law, regulation, referendum, bill, decree, provision contract;*

*usage -> issue, promulgate, discuss, suggest, repeal, implement, judge, sign;*

### **money**

*elements -> money, finance, loan, legacy, payment, salary, investment;*

*usage -> buy, sell, loan, apply, use, invest;*

**tech**

elements -> energy, information, tool for analysis, communication, help, knowledge, building, information;

usage -> improve, innovate, use, promote, change, delete, build, communicate, inform;

**culture**

elements -> religion, tradition, custom consolidated, education, knowledge, culture;

usage -> learn, enhance, transmit, know, establish, change, keep;

**care**

elements -> collaboration, barter, help free, voluntary, attention to other, information, support;

usage -> protect, help, support;

**nature**

elements -> environment, soil, vegetation, food, water, animals, natural resources (es. coal and fossil fuel);

usage -> protect, growing, exploit, use, collect, buy, enhance, help, eat, sell;

## HOW TO HELP PLAYERS WITH ROLES →

The facilitator make each player choose by extraction the role he/she will play in the game. To help players immersing themselves in the shoes of their best roles, the facilitator can give some examples of stories in which participants can draw inspiration.

[see bottom examples]

### **INSTITUTION**

#### **1\_Municipality**

*The municipality of a town of about a thousand people is trying to support environmental policies aimed at improving the sustainability of the lives of its citizens through support to associations and organizations engaged in the promotion of behavior that respects nature.*

#### **2\_Bank**

*The central bank of the area has promoted a system of customer loyalty that goes beyond the traditional banking model, managing loans tailored to all requests.*

## **BIG PRODUCER**

### *1\_ Company*

*The large corporation that controls the production and distribution of fruit in the valley wants to point out more about the quality of products and traditional methods of agriculture, while trying to be more sensitive to environmental issues.*

### *2\_ Big distribution*

*One of the larger companies in the area provides for animal feed and seeds. Thanks to the latest technology it is always able to bring to market products resistant and suitable for countless variety of animals and environments.*

## **PRIVILEGED OBSERVER**

### *1\_ Research center*

*The largest research center in the area is focused on studying changes in the Alpine region in relation to changes in society. It has an international reputation for its ability to develop strategies on the most sensitive issues of our time and especially for the well-being of mountain territories.*

### *2\_ Academic*

*Near the valley there is an economic research institute*

*in charge of forecasting and statistics on the economy of mountain areas, making analysis and comparison of data from field surveys and methods of agriculture and non- traditional.*

### **TERTIARY**

#### **1\_Service**

*The hotel in the center of the town has a long tradition of hospitality in the country where it is deployed.*

*A kitchen always careful in research local and fresh products and pays particular attention to the variety of the menu to better satisfy its guests.*

#### **2\_Worker**

*Most workers in the valley do not remain in the area to work but go in the big cities. But they are conscious consumers and are interested in the dynamics of cities also to check the protection of their rights as citizens and consumers.*

### **SMALL PRODUCER**

#### **1\_Farmer**

*The farm of one of the largest families of the valley has always bred cows and pigs, in addition to meat and has*

always worked well for other products derived from breeding, such as dairy products. They sell their products in markets around the farm, not arriving yet to the big cities.

### *2\_Cooperative*

*The small cooperative of local farmers is attentive to the needs of consumers and always tries to provide fresh products to small businesses and individuals, and products grown without use of chemical products, distributing them to the rest of the community.*

## **CIVIL SOCIETY**

### *1\_Association*

*The association representing the majority of the activists has been working for several years to organize events to raise awareness about animal abuses in farms and aims a return to a traditional system of care and breeding of animals.*

### *2\_Activist*

*A group of parents and activists has been working for several years to organize events to raise awareness on the methods of cultivation without chemicals and how they adversely affect the health of adults and children.*

## HOW TO HELP PLAYERS WITH PROPOSALS →

The facilitator can help the single player to develop his/her proposal and especially to imagine what and how many resources indicate.

N.B. specify that the proposal does not have to be bound to the resources of starting of each role.

*If two or more proposals are very similar, the facilitator will try to differentiate the proposals giving more emphasis to the role of the two players (ensuring that they are more related to the role of the player).*

*important! → this stage requires special focus and attention to the players involved, and then the people who are less motivated may find it difficult to develop proposals and especially allocate the necessary resources.*

## **HOW TO HELP THE DEVELOPMENT OF THE GAME ->**

The facilitator helps keeping the climate of active play moderating the proposals and putting limits on non-constructive behaviors. (examples -> making sure that all players motivate narrative movements of resources, that reasons are related to the proposal made, that no one makes deals while nobody else is listening). The facilitator will have to pay particular attention to ensure that the development of the proposals follows the initial idea of each individual player and take action when players get too far from their original idea.

## **HOW TO EVALUATE A PARTIAL END ->**

The facilitator may ask for intermediate agreement or stop the game when -> the objectives are to be reassessed or when the game has a low flow.

