



DIXIT BRAAMCAMP

Turning a boardgame into a co-design tool for citizen participation in local development

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📷 <https://www.instagram.com/codesignbraamcamp/>

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THE SCENARIO

The *Quinta da Braamcamp* is a ruined rural complex, in need of repurposing, with a rich milling and industrial past, and located in one of the few remaining natural areas of a highly industrialized suburb city.

The area, which belongs to the municipality of Barreiro (PT), was in risk of being sold for the construction of residential units and an hotel, a project that would have detached the space from the above mentioned natural, cultural, and social values.

The local people, through a civic platform, managed to bring the case to court and stop the selling process. Since then, Braamcamp remained abandoned to itself.

Dixit Braamcamp has to be seen as the first of a series of workshops aimed at involving the local community, for a process of reappropriation of the space.

One of the final goals of the project is in fact elaborating a project proposal to be presented to the municipality, for managing the space at least for a temporary period, and ensure the protection of the public space, at the same time taking into account the true needs of the Barreirenses.

THE TOOL

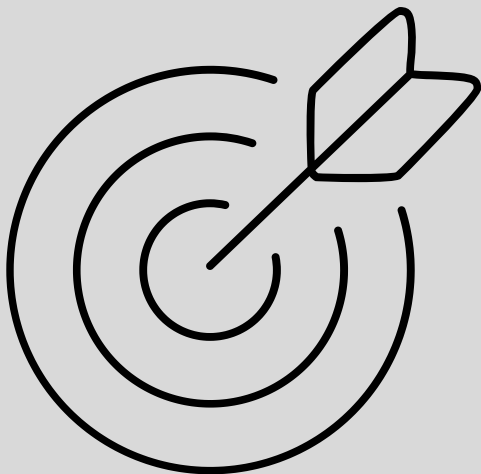
Dixit (name of the place)

limited edition

OPEN TO: local community, any age



- Games are enjoyable ways to get people to work together;
- The original Dixit is a board game based on perspectives, creativity and feelings;
- Games can produce preliminary design proposals and ideas;
- People are participant of the toolkit design.



GOALS:

- understanding people's needs
- produce creative ideas
- trust building
- citizen empowerment

TIPS

- Play in the premises of the space
- Seek for diversity in each group

THE WORKSHOP

Workshop schedule

1. MEETING & INTRODUCTION

It's important to clarify the scope of the workshop to participants. Our aim is: collecting ideas on activities that local people would like to see in the place.

Deliver the individual toolkit ★
(15-30 min)

3. INDIVIDUAL WALK

Participants are given some time to walk around the area and draw on the blank papers what activities they dream to see happening in the place.

IMPORTANT: Each drawing should represent a specific idea of what they would like to see there. It doesn't have to be a technical drawing! On the contrary, it can be a bit abstract (eg. representing a feeling or a dream).
(1 hour)

4. GAME SESSION

Participants are divided in groups of max 6 people, and delivered with the game set (SEE "game components", p.11). Deliver the game rules to each group playing, and remind them that you're available for any doubt they might have.

*******this is the most crucial part for data collection.

Suggestion: ask each group to record the game session, it will be easier to elaborate the data afterwards *******
(1 hour)

5. FOOD & TALKS :)

You might consider offering a free snack, if you believe this could increase the number of participants
(1 to infinite hours)

[total duration: around 4 hours]

INDIVIDUAL TOOLKIT ★

Each person gets:

- 4 blank cards
- 1-3 coloured pencils

REMINDER

Remember to document the workshop! (eg. photos, videos)

BUDGET:

20 - 30 €

TOOLKIT IN THE MAKING

MATERIALS FOR CREATING ONE GAME SET

- 6 coloured thick papers;
- 10 white A4 sheets;
- 1 black marker

INSTRUCTIONS

1. Design the board for the game (see IMAGE 1 and p.8). The original Dixit has 30 steps, we suggest to have 15 for the purpose of this tool. You can design it digitally (eg. using photoshop), and print it in an A3 format;
2. Prepare 6 origami players, one in each colour. Check online for the origami instructions!
3. Cut 6 squared voting tokens for each player (3,5cm x 3,5cm should work). Write numbers from 1 to 6 on each of them. Use a pen, to avoid the marker to leave a sign on the other side of the scoring tokens (they need to face down during the game!);
4. Cut the A4 sheets in 4 parts. You will deliver 4 blank cards to each player during the workshop;
5. Draw some cards in advance. We suggest to have around 15 additional, to make sure that there are enough cards to complete the game;
6. The toolkit will be completed once participants draw their cards!

According to the expected number of participants, you can create one or more game sets. Keep in my mind that you can have max 6 players per game



IMAGE 1. BOARD



IMAGE 2. PLAYERS AND SCORING TOKENS



IMAGE 3. COMPLETE GAME SET

ACTION PLANNER (1)

PREPARATION. Before the workshop

#	TASK	Details	Timing
1	Choose the venue	If possible, in the premises of the building / area to regenerate	1 month before the workshop
2	Event schedule	SEE example at p.5	3 weeks before the workshop
3	Prepare the toolkit	SEE example at p.6	From 3 to 2 weeks before the workshop
4	Communication strategy. Main goal: to reach out possible participants	You may use several means of communication: emails, social media (instagram and FB) and word of mouth. We tried to avoid printing flyers, but that might be the best options for your case (having a key informant person, in our case it was not necessary).	2 weeks before the workshop
4.1	Prepare a text for an email to be sent to possible participants	Important elements to include: location; time schedule; presentation of the researcher and the project; aim of the workshop; link to a google form for attendants (see 4.1.2)	10 days before the workshop
4.2	Create a google form	If you choose to send emails to invite participants, remember to include the link to a google form (see example here). Knowing the estimated number of participants will help you for the organization of the workshop.	10 days before the workshop
4.3	Social media promotion	In our case, we created an instagram page (@codesignbraamcamp) and started the social media campaign (check examples on the instagram page)	1 week before the workshop
5	Prepare a feedback survey	Prepare a feedback survey to be sent to participants some days after the workshop. You can still update it afterwards, but an early monitoring plan will help you keep focused on what you want to gain from the workshop. You can learn on where to improve.	1 week before the workshop
6	Prepare and print an attendance form and the game rules	SEE examples at pp. 11-12	5 days before the workshop
(7)	Buy ingredients and prepare a snack	You might consider offering a free snack, if you believe this could increase the number of participants	2 or 1 days before the workshop

ACTION PLANNER (2)

IMPLEMENTATION. The workshop day

#	TASK	Details	Timing
8	Setting up the venue	You may need to reach the venue before the event starts, to settle up the place. In our case, we had to bring some table and chairs, to be set up for the board game sessions	3 hours before the workshop
9	Take pictures	Remember to document the workshop. The material can be used for the promotion of the event after its end	During the workshop
10	Remember to let participants sign the attendance form.	You will need their email to sent further news on the project, and to deliver the feedback survey. Also, permission for photos	Before the end of the workshop

TO BRING ON THE WORKSHOP DAY

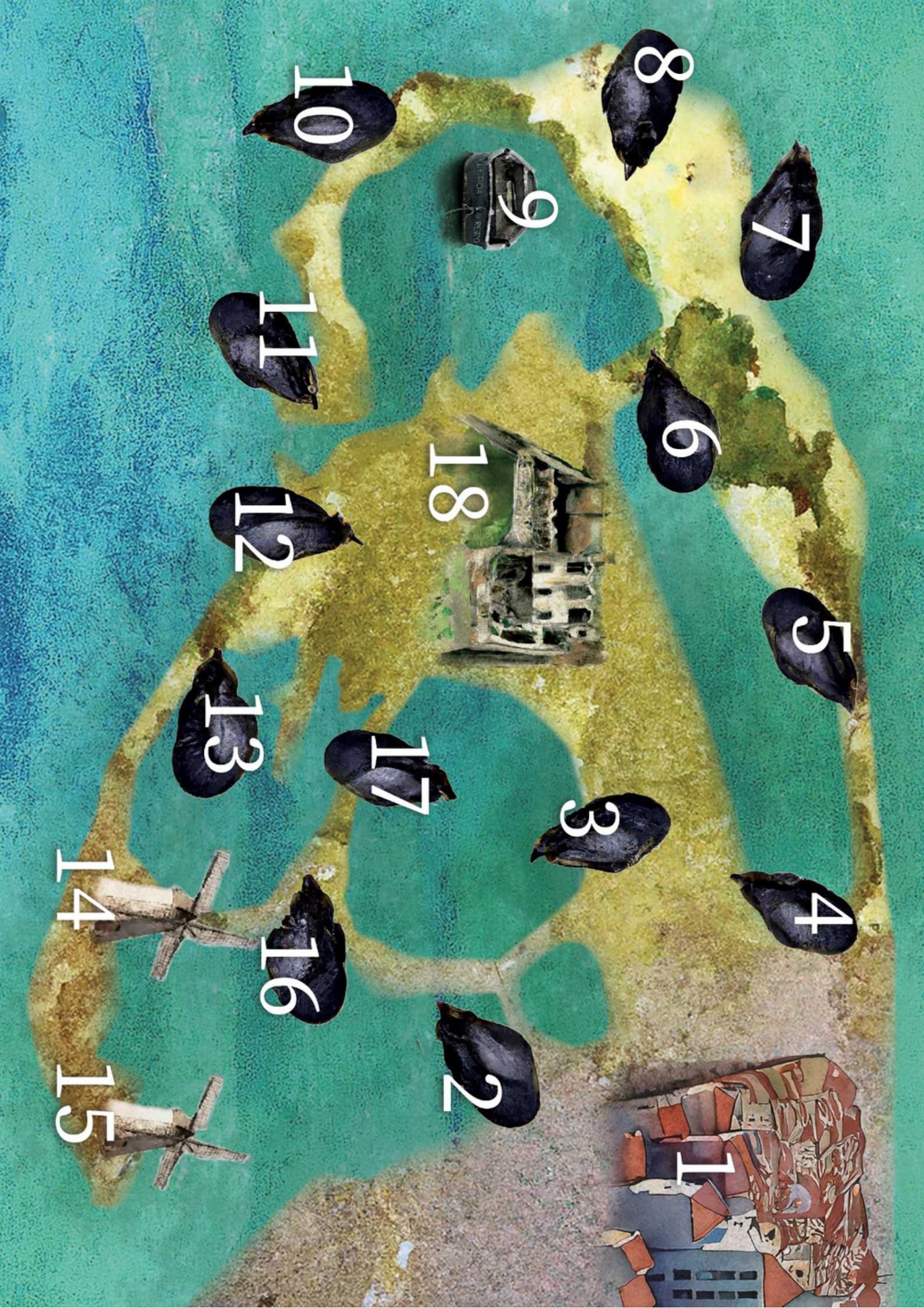
- Game set(s)
- 1 table and 6 chairs for each game set
- attendance form (SEE p. 12)
- game rules (SEE p.11)
- blank cards
- mix of colours and pens



ACTION PLANNER (3)

MONITORING. After the workshop

#	TASK	Details	Timing
11	Communication	As soon as the workshop is over, you might want to share the results of the workshop on social media, and send some emails to thank the participants. Also, if you are planning a follow-up, you might want to share some details to the participants.	After the end of the workshop
12	Store the cards into a digital format	This activity will ensure the storage of the cards in a safer format. At the same time, it will be easier to share them for a follow-up of the project	From 1 day to 2 weeks after the workshop
13	Remember to let participants sign the attendance form.	This activity might take long. Also, it is recommended to do it not too much after the workshop, so that your memory is fresh	From 1 day to 3 weeks after the workshop



18



Game rules



GAME COMPONENTS:

- one game board (scoring track)
- 40 cards
- 36 voting tokens in 6 different colours
- 6 origami players

GAME SETUP:

- Each group plays with the cards drawn by the players of the group
- Each player chooses one origami and places it on the 1st place of the scoring track.
- Shuffle the 40 images and give 4 to each player
- Make a draw pile with the remaining cards.

GAME RULES:

- One player is the storyteller for each turn.
- The storyteller chooses (secretely) one card, and makes up a sentence related to it. S/he says the sentence out loud, and puts the card (face down) on the table.

The sentence can take different forms:

It can be made of one word or more, it can even be a sound. The sentence can be either invented or be inspired on an existing work of art (poetry or song sample, movie title, proverb, etc).

- The other players select amongst their images the one that best matches the sentence made up by the storyteller. They place the card (face down) on the table
- The storyteller shuffles all the cards on the table, and randomly places them face up on the table. The card on the left will be number 1, the one next to it will be number 2, and so on...
- The goal of the other players is to find which image belongs to the storyteller amongst the displayed ones. Each player secretly votes for the card that s/he believes to be to the storyteller's (who doesn't vote).
- To do so, each player places face down in front of him the voting token corresponding to the number of the image he voted for. Once everybody has voted, all the voting tokens are revealed and placed on their corresponding images.
- Each payer moves as many steps as many points s/he score (see "scoring" after).
- **Each player will share with the others more details on his/her drawings showing in each round.**
- Each player draws one card. The storyteller for the new turn is the player to the left of the current one (and we keep going clockwise for the following turns).
- The game ends when the first player reaches the end (18)

SCORING

- 1.the storyteller gets 4 points if his card is chosen at least by one player
- 2.Each player that guesses correctly the storyteller's card, gains 3 points
- 3.However, If either all the players have found his image, or if none have found it, then the storyteller doesn't score any point and everyone else scores 3 points
- 4.Each player, except the storyteller, scores 2 additional points for each vote on his/her card
- 5.The players move as many steps as many points they score

ATTENDANCE FORM FOR WORKSHOP: _____

DATE: _____

#	NAME	AGE	ASSOCIATION (IF ANY)	E-MAIL	TEL.	CONSENT FOR VISUAL CONTENT	SIGNATURE
1							
2							
3							
4							
5							
6							
7							
8							
9							