**Manual Game-Based Digital Competency Workshop**

These are the instructions to play the Game-Based Digital Competency Workshop for educators. You will exchange valuable experiences and ideas with regards to your digital competences in your educational practice!

What you need to play the game:

* 1 facilitator
* 6 players
* 6 player boards
* 12 digital competency tokens (2 per player)
* 6 digital competency area cards
* 18 scenario cards (3 per digital competency area)
* Pens and papers or a Mentimeter to record scenario responses

Playing the workshop takes around 2 hours. In Phase 1 (15 minutes) you will set up the game and decide which digital competency area players would like to represent during the game. In Phase 2 (75 minutes) you will go through different educational scenarios and use your digital competencies to come up with creative ideas to solve the scenario. In Phase 3 (10-30 minutes) you will reflect on your experiences during the game. This manual describes how to play the workshop with one group; it is also possible to play the game with several groups at the same time.

**Phase 1: Setup**

The purpose of Phase 1 of the game is to let each player choose one of the six areas of digital competency. They will play the **expert** for this area during the game. Ideally there are six players such that there is a perfect match – otherwise there may be players having the same area (more than six players) or a few areas that were not assigned (less than six players).

There is a deck of **digital competency area cards**. Each area card describes an area of digital competency for educators and each area is associated with a color. The six digital competence areas are:

* Empowering learners
* Digital resources
* Teaching and learning
* Facilitating learner’s digital competences
* Professional engagement
* Assessment

Steps for the **facilitator**:

1. Deal out the digital competency area cards to the players with the color-coded **scenario cards**. If there are fewer than six players, select which areas you would like to include. Also deal out the **player boards** and **digital competency tokens** (2 tokens per player).
2. Allow a short amount of time for each player to read both the competency area cards and the scenario cards card for themselves and form an idea of what the area entails (up to 5 minutes).
3. Have a round where each player reads out their area title and provides an example of what that means in their day-to-day practice. If they cannot make such an example, they can go with one of the examples listed on the card (1 min per player).
4. Set a timer of 2 minutes. Instruct the players to discuss with one of their neighbors. They should decide whether they would like to switch cards or not.
5. Set a timer of 2 minutes. Similarly, players now discuss with their other neighbor and choose whether they would like to switch cards.
6. Some players may now have their original cards while other players may have switched it once or even twice. In all likeliness each player has now briefly considered three areas of competence and has been assigned a competence area that suits them – more or less.
7. Have each player read out the title of their competence area and show their card to show its color.
8. Ask each player to mark 12 digital competency tokens on the player board. These will be used for betting during the game.
9. Distribute the pens/papers or QR codes for the Mentimeter where responses will be recorded.

**Phase 2: Gameplay**

The purpose of Phase 2 of the game is for the players to explore their expertise in the six areas of digital competency for educators. Remind the players that the solutions are focused on digital competence, in terms of both technical proficiency and responsible use of the proper tool for the situation.

The facilitator decides which expert starts the first round.

1. The expert for a given competency area choses one of their three scenarios cards and reads the **scenario overview** out loud.
2. The players to the left and right of the expert (the **competing players**) now place a **bet** of 0, 1 or 2 tokens for their confidence in their own answer to the scenario overview being chosen by the expert. These bets are marked on the player board under the **current bet section**.
3. Other players can place a bet of 0, 1 or 2 tokens on which of the competing players will have their answer chosen by the expert (**side bets**). These bets are also marked on the player board under **the current bet section.**
4. The expert then reads the **full scenario** out loud.
5. Each competing player then has 1 minute to write their response to the scenario (on a piece of paper or digitally via the Mentimeter).
6. Each player has 1 minute to convince the expert with their answer to the scenario.
7. After both players have finished, the expert decides which answer solved the scenario best.
8. Based on the expert’s decision, all players mark their digital competency tokes on the player boards. This means, they add (in case they won the bet) or subtract (in case they lost the bet) the amount of tokens, that they bet on, to/from their score on the player board.
9. Playing proceeds clockwise. Now the player previously on the right of the expert becomes the expert. The players to the left and right of that new expert are now the competing players.
10. Repeat the steps above until each expert has gone through two scenarios.

**Phase 3: Reflection**

1. The facilitator asks the group to reflect on their experience during the game and decide on their top three scenario responses.
2. In case several groups are playing at the same time: The facilitator asks each group to present these three top scenario answers to the entire group. When presenting, first name the competency area, the specific scenario and then the scenario responses.
3. The facilitator thanks everyone for their contribution and ends the workshop.

**Glossary**

**Bet**: Competing players bet 2, 1 or 0 tokens on their confidence in convincing the expert.

**Competing players**: The players to the left and right of the expert, each of whom is convincing the expert of their response to the scenario.

**Current bet section**: The section on the player board where players can mark whether they bet 0, 1 or 2 digital competency tokens on the answers of the competing players.

**Digital competency area cards**: The color-coded cards relating to competency areas according to the DigCompEdu framework.

**Digital competency tokens:** Two tokens per player; one marking current digital competency points and one marking their current bet.

**Expert**: The player acting as a subject matter expert for a digital literacy competency area during the game.

**Full scenario**: The expert reads this to the competing players after the bets and side bets have been placed.

**Player boards:** The boards that have the current player score, bet and rules for each turn.

**Scenario cards**: Cards that describe a scenario per competency area. They have a scenario overview on one side and a full scenario on the other.

**Scenario overview**: A short description of the scenario. Expert reads this out loud before players are placing their bets.

**Side bet**: Non-competing players can place a 0, 1 or 2 token bet on which player will convince the expert with their response to the scenario.