

Inclusion Ambassador



Why we created this game?

The educational aim of the game "Inclusion Ambassador" is to promote awareness and understanding of diversity, equity, and inclusion principles while encouraging players to actively design and foster inclusive communities. The game aims to achieve the following educational objectives:

Through the Knowledge Cards and discussions during gameplay, players are exposed to various topics related to inclusivity, such as different cultures, identities, and social issues. This promotes a deeper understanding of diversity and expands players' knowledge base.

● CRITICAL THINKING

The game challenges players to think critically about real-life scenarios and propose inclusive solutions. By evaluating the proposed ideas and engaging in discussions, players develop their analytical and problem-solving skills.

● ACTION-ORIENTED MINDSET

By exploring the Action Cards and reflecting on real-life challenges through the Challenge Cards, players are encouraged to consider practical ways to implement inclusive actions within their communities. The game inspires players to become change agents and take proactive steps toward creating inclusive environments.

● PROMOTING POSITIVE SOCIAL CHANGE

The game aims to inspire players to take the principles and lessons learned from gameplay into their real lives. By encouraging inclusive behaviors and actions, Inclusion Ambassador seeks to foster positive social change and contribute to building more inclusive societies.

● COLLABORATION & COMMUNICATION

The game fosters collaboration among players as they discuss, evaluate, and provide feedback on each other's ideas. Effective communication skills are vital to convey inclusive solutions and engage in constructive dialogue.

● EMPATHY AND PERSPECTIVE TAKING

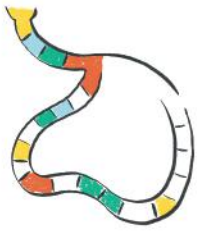
Inclusion Ambassador encourages players to consider different perspectives and empathize with others' experiences. The game prompts discussions that highlight the importance of empathy, respect, and understanding in creating inclusive communities.

● PROMOTING INCLUSIVE DECISION-MAKING

Inclusion Ambassador emphasizes the concept of inclusivity in decision-making processes. Players are encouraged to consider the impact of their choices and propose inclusive solutions that benefit diverse individuals and groups.

By addressing these educational aims, Inclusion Ambassador provides an engaging and interactive platform for players to learn, discuss, and actively participate in the creation of inclusive communities, equipping them with the knowledge and skills to promote diversity, equity, and inclusion in their daily lives.

Let's start? Take all the components.



GAME BOARD

The game board represents the community and its various locations. It consists of a path with spaces for players to move along.



DICE

A standard six-sided dice is used to determine the number of spaces a player can move on their turn.



POINT TOKENS

Point tokens are awarded to players based on their performance and actions in the game. These tokens are used to keep track of each player's score.



PLAYER TOKENS

Each player selects a player token to represent themselves on the game board. The tokens are placed on the starting point of the game board.

CARDS

20 Scenario Cards

These cards present different situations or problems related to inclusivity within the community.

20 Knowledge Cards

These cards cover various topics related to diversity, equity, and inclusion. Learn and discuss important aspects of inclusivity!

20 Action Cards

These cards suggest specific actions or initiatives that players can take to promote inclusion within the community.

20 Challenge Cards

These cards present real-life scenarios and ask players to think about potential solutions and examples of inclusivity.

Set it up!

Place the game board in the center of the playing area, ensuring all players can access it easily.

Each player selects a player token and places it on the starting point of the game board.

Shuffle the Scenario, Action, Knowledge, and Challenge cards separately, creating four face-down decks near the game board.

Place the dice and point tokens within reach of all players.

3-5
number
of players



Gameplay

1. The youngest player starts the game, and play proceeds clockwise.
2. On a player's turn, they roll the dice and move their player token along the path on the game board, advancing the number of spaces indicated by the dice.
3. If a player lands on a special field, they must perform the corresponding action:

Scenario Space

- The player draws one card from the Scenario Cards deck and reads it aloud.
- The player proposes an inclusive solution to the problem described on the card.
- Other players evaluate the idea and award the player from 0 to 3 points based on its inclusiveness.

Action Space

- The player draws one card from the Action Cards deck and reads it aloud.
- The player decides whether to skip their next turn to take the action immediately or continue playing and describe the idea in the next round.
- If the player chooses to skip their turn, they have time to think about the implementation of the action in real life. In the next round, they describe their idea and receive 2 points. If they continue playing, they receive 1 point.

Knowledge Space

- The player draws one card from the Knowledge Cards deck and reads it aloud.
- The player leads a small discussion about the topic mentioned on the card.
- If the player collects 2 Knowledge Cards, they can exchange them for 2 points.

Challenge Space

- The player draws one Challenge Card and reads it aloud.
- The player reflects on real-life examples of similar situations and possible solutions.
- The player has until their next turn to think about and research if desired.
- The player can earn 2 points for this card.

4. Play continues clockwise with the next player taking their turn.



★ Game End

The game ends when all players cross the "City Hall" field for the second time. Players tally their points by counting the point tokens they have earned throughout the game and adding them up. The player with the highest score becomes the Inclusion Ambassador for the next game, signifying their success in designing an inclusive community.



Winning Conditions

The winning conditions vary based on the number of players:

For 3 players

All players must collectively accumulate a minimum of 60 points.

For 4 players

All players must collectively accumulate a minimum of 75 points.

For 5 players

All players must collectively accumulate a minimum of 90 points.

Players must work together and individually to achieve these minimum point thresholds, emphasizing the importance of collaboration and inclusive actions throughout the game.

Note: Players can establish their own variations and adjust the winning conditions to suit their preferences and the length of the game.

Additional Gameplay Tips

ENCOURAGE

open and respectful discussions during the game. It's an opportunity to share perspectives, learn from one another, and promote inclusivity.

PROVIDE

constructive feedback and suggestions for improving the proposed inclusive solutions, fostering a supportive and educational atmosphere.

RESEARCH

and expand your knowledge about diversity, equity, and inclusion topics to enhance your gameplay experience and gain insights into real-life inclusive practices.

CONSIDER

keeping a record of the proposed ideas and solutions throughout the game. This can serve as a resource for future discussions and as inspiration for promoting inclusion in real-life communities.

