



Let's Play Serious Games!

Social sensitivity games of the
College of Advanced Studies on Social Inclusion
2017-2023

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Imprint

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Foreword

Since 2016, the College of Advanced Studies on Social Inclusion (CASSI) has been working on the development of social sensitivity games. The games serve a dual purpose, on the one hand, to familiarise players with important social values, mainly aimed at changing negative attitudes towards disadvantaged people based on gamification as a learning methodology, and on the other hand, to provide a testing framework for research by game developers. Players as participants of the games provide continuous feedback during CASSI events, both on the playability of the games and on the social and moral messages they contain. Hundreds of players have so far been introduced to the games described in our book at our events. Scientific researches based on the games' measurements has been published in our study book in both print and online versions under the title „*Let's Play Serious Games! Methodological studies in the field of social sensitivity*” in 2022. In this current book, we provide more detailed descriptions of these games, organised into thematic chapters, providing information on the history of their creation, what knowledge and skills they develop, and an introduction to the authors. The thematic chapters are based on

methodologies applied for the creation of escape rooms, drama, role-playing games, space games, table-top board games and online board games.

In *Big Brother is Watching You*, players can progress linearly through reading comprehension tasks, using the information resources of the library space to find the solution. *The Black Silence* uses the frame story of the short story under the same title to allow participants to create their own interpretation while reconstructing the process of the escape from a mental hospital. The third escape room, *Dis-Comfort*, channels a linear progression, allowing for a space investigation representing a school. Participants solve the mystery at hand while learning about the everyday problems of people with learning and mental disabilities associated with their role in the game.

Bring them back! aims to raise awareness of discrimination against people with visible and invisible disabilities by modelling the mechanisms of society. In *Colour Yourself!*, which demonstrates the logic of group building, participants can learn about the patterns that make groups work by taking their own positions. *For the Eyes Only* helps players to recognise how their own non-

verbal cues affect those around them. The *Keep Up with Yourself* session, based on movement therapy, provides a non-verbal space for participants to learn about socioemotional relations. The focus is more on verblivity in *Rapid Debate*, where opposing players develop their debating skills by arguing for or against public debate issues.

Magic Adventure – The dragon is waiting! board game gives participants the chance to play as fairytale characters and join forces to fight the evil dragon. Built like a diary, the *Weekly Planner* aims to put the real-life activities of family mothers on the board, giving players a sense of the real weight of domestic work. The first board game of CASSI is called *What's next?* aims to increase participants' knowledge of career guidance in a competitive framework. *Don't just look, see!* is not a usual board game, but participants can develop their information literacy by competing with each other and discussing the veracity of specific old photographs.

Our online games follow the rules of traditional board games, but the spatial distance between our players does not prevent them from playing together. *How Do You Play?* explores issues around gender stereotypes and

cooperation strategies with its own questions related to popular multiplayer video games. While, *Where's the Limit?* specifically addresses gender identity, aiming to increase players' knowledge and break down the walls of taboo topics.

The editors:



Inez Z. Koller



Míra T. Bruszt

1.

Escape the Room Games



The continuing popularity of escape rooms is due to the process, borrowed from crime thrillers, where participants solve the mystery that serves as the frame story. At the start of the game, participants are given or acquire the first puzzle while locked in a room, and then move freely through the space on a path of puzzles and logical tasks towards the solution. The numerous objects - useful or misleading for escape - and the tight time frame ensure a high level of tension for the group of participants. In our book, we present three escape rooms created by members of CASSI, all of which have in common that the participants have to use their problem-solving skills to work their way through the puzzles to the solution.

Big Brother is watching you! – Escape the room library!

How to play?

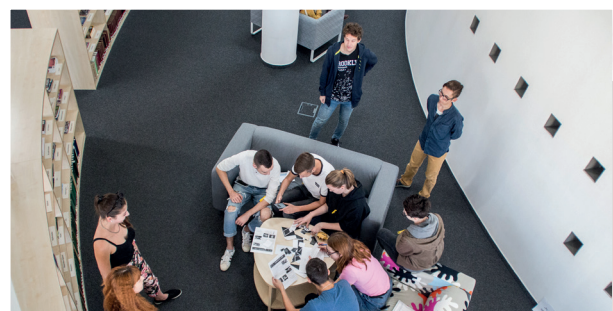
The aim of the game is to promote the library, to introduce the library space in an active and entertaining way. In the library's escape the room, players have to guess - task by task - how they can escape from the library space, based on the information crumbs provided. A puzzle consists of three parts: the first part is the instruction itself, telling the players what information to look for, the second part contains the information crumbs, details, basically the essence of the library escape room, and the third part shows where the next envelope is. The puzzles are based on school readings, youth literature and popular works of the wider Hungarian consumer culture, fairy tales, TV programmes. The riddles can be solved using the whole library space and general library book search and information retrieval techniques/practices.

Skills improved

Navigating skills within the library, teamwork, problem solving, logical thinking, communication and mediation, time management and pressure control



Target group
+14



Background

The game was launched at the Hungarian National Library Days of 2019. The first library escape room took place in the space of Csorba Győző Library, Pécs. At this event, a total of ten teams played in the library and literature focused escape the room. Then in 2021, also as part of the Hungarian National Library Days, 9 teams played the game. As a result of the positive feedback, the Csorba Győző Library has started to develop further escape rooms, which now offer several thematic games for visitors of the library.

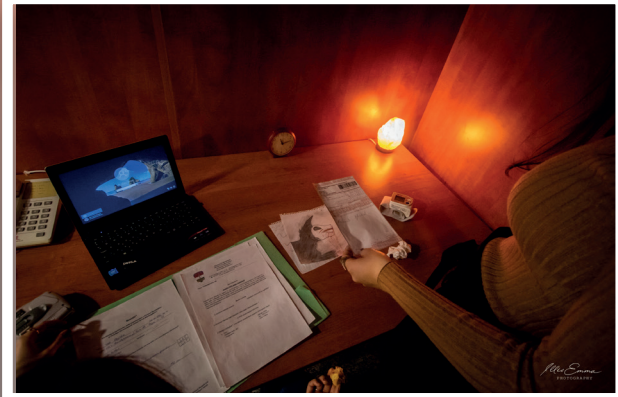
The creator

Ferenc Molnár obtained a master's degree in library science in 2022. Until then, he was a member of the CASSI escape the room development team, designed several rooms, and processed their methodology and testing results in his research and presented them at the National Scientific Students' Associations Conference. Currently he's working at the Music Archive of the Csorba Győző Library in the Library and Knowledge Centre, Pécs. His tasks include running the escape the rooms on the library bus and at the Knowledge Centre.

The Dark Silence: A literature-based escape the room

How to play?

The aim of the game is to get students engaged in schoolwork during literature class. Through elements woven into the room's puzzles and imagery, participants have the opportunity to create individual and group interpretations. The base of the story, written by Géza Csáth, is that our little team broke into a mental hospital in search of information regarding the main character, but during their search they triggered the alarm system. The players must reconstruct the story and break free from the trap they got into. The game can be played by 6 people at once, optimal playtime is around 30 minutes.



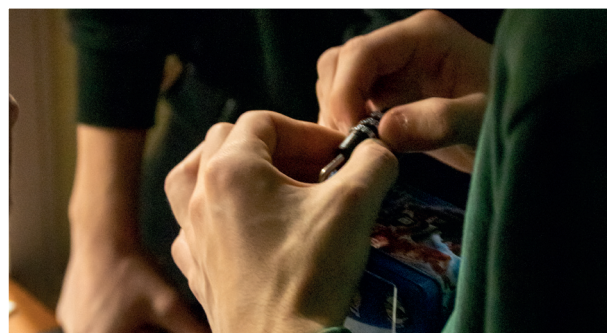
Skills improved

The game motivates players to interpret the novel by their own means. The room – from a methodological point – builds on cooperative work where the main motivation is to solve the mystery via communication and cooperative problem-solving. As a result, it is nearly impossible to complete the room without these skillsets and attitude: everyone must select a role which suites their personality and abilities in the process (subconsciously) to be able to reconstruct the story and finish in time. Each individual player must work and solve tasks that are most suitable for them.



Target group

+14



Background

While planning we wanted to build a game that is somewhat modular in its structure: these modules can be entertaining and educative at the same time, adding other literatures, too. The whole game is based on one specific novel, but the modular structure makes it possible to swap out the original literature with another one without losing any of the elements mentioned above. The game was introduced during the 5th Vision of Tomorrow Workshop of CASSI, later versions were held during the Ördögkatlan (The Devil's Den) Festival in 2019 and at the Social Sciences Library of the University of Pécs on multiple occasions.

The creators

The game was designed by István Ábrahám Bálint, Viola Horváth Ádámné Römer and Ramóna Sütő. Designing the first version of the game was smooth and quick, hence the developers knew each other well, all three of them studied library science at the University of Pécs. The joint product was fit together by research from every member. Ábrahám was most interested in the mechanism and methodology of escape the rooms, Viola conducted research on how to increase the will of high school students to read literature, also she was interested in the methodology of escape the rooms and Ramóna, who was most interested in gamification and the possibilities it provides in the classroom.

Dis-Comfort – Sensitivity training while investigating

How to play?

The goal is to introduce the players to mental and learning disabilities/difficulties. The methodology is based on roleplay with visuals of a crime scene, with the mechanism of an escape the room. Players must solve puzzles and riddles while experiencing difficulties similar to ADHD, dyslexia, dyscalculia and such.

Skills improved

During session, players not only experience what it's like to be a meddling detective but also what it's like dealing with depression, ADHD, anxiety and dyslexia. Shedding a light on such topics helps players understand their peers who live with these disabilities.





Background

Target group

+10

The game was originally designed as part of a course on ethics of disability, and then implemented through CASSI. Since day one, 147 players have tried Dis-Comfort during 11 games in 5 different locations (events of the Institute of Human Development and Cultural Sciences of the University of Pécs, 7th Vision of Tomorrow Workshop, South Transdanubian Regional Library and Knowledge Centre, 15th Ördögkatlan Festival, Nagyharsány, 8th Let's Play Serious Games! Workshop). Compared to the original trial version, changes were made to almost every aspect of the game after each testing session, as each time we had to work with a different age group, a different composition and a different event setting. However, it is by no means the case that the game has reached its final version, as there will be more testing opportunities in the near future, that always brings a new perspective.

The creators

Our game development and research team within CASSI consists of two members, Bianka Balga and Tamara Novák. We are both fourth-year students at the Faculty of Humanities and Social Sciences of the University of Pécs. In addition to the common ground of English language and culture, we were able to draw on our knowledge of ethics, philosophy, chemistry and natural sciences, as well as our pedagogical and psychological skills, to develop the game. We have also sought to bring our professional insight and natural curiosity to our game, while exploring a subject that is rarely discussed in public education.

2.

Drama, space and role playing games



Playful activities based on drama and movement pedagogy provide a wide range of opportunities for social inclusion. Through action, intra- and inter-personal knowledge is captured experientially for the participants. Small and large groups can experience the mechanisms of society. These games serves as the backbone of CASSI.

Bring them back!

How to play?

The aim of the game is to raise awareness among people of able-bodied society of how their disabled peers are discriminated against, even when they are not aware of it, and even when their goal is to help them. It is all in the 'how'. In a decision-making situation, the game challenges participants to find the basic, fair rules that make society work, and in their responsible decision-making process, they learn about the barriers that prevent people with disabilities from participating in democratic institutions. The session consists of a game simulating a highly discriminatory system and a T-group discussion. The game introduces different types of disability and divides the participants into able-bodied and disabled people. In the T-group session, participants in different roles share and process together their feelings about what they have experienced.

Skills improved

Increase knowledge about types of disability, develop competences for consensual decision-making, self-awareness and self-reflective skills regarding discriminatory behaviour.





Target group
+15

Background

Bring them back! has been tested 32 times between December 2018 and April 2023, with a total of 421 participants. In each test, the number of participants varied between 3-42, with the ideal number of participants, where group dynamics were best, ranging from 12-18. Most participants were aged 17-25, the youngest was 14 and the oldest was 63. A total of 12 countries were represented, 9 tests were conducted abroad (8 in the Netherlands, 1 in Turkey), 4 with international university students in Pécs. In 3 test groups, a total of 7 participants had a visible disability, and almost all test groups had someone with an invisible disability.

The creator

The game was developed by Inez Zsófia Koller based on political philosophy, ethical and psychological theories. Máté Balogh and István Ábrahám Bálint assisted in the development and later in the testing as game masters. Inez Zsófia Koller is an assistant professor at the College of Social Studies on Social Inclusion and institutional disability coordinator at the University of Pécs. It is important to her to provide as much information and knowledge as possible about disability to able-bodied members of society and that this is done in a way that does not discourage and pity people, but rather makes them understand and self-reflect.

Colour Yourself!

How to play?

Both small and large groups have their own logic in structure and activity. A deeper understanding of these is essential to understand social events. The game is about the journey of a few people with a random or loose community of values and interests getting to know the methodological foundations of the path to create a real community. The mechanics of the relatively large game, which can accommodate up to 60 people, are based on occupying a space at stations of four different colours (yellow, red, blue, green). The colours are associated with different positions per task, based on reflective media. By occupying the colour-coded positions, participants not only represent their own position, but also position themselves in relation to the positions of others. Each task is composed of random, emotion-based and cognitive response-evoking elements, and during the game participants gain practical skills in identifying them.

Skills improved

Knowledge of group formation methods and their background, recognition and understanding of social psychological behaviour patterns, development of reasoning and critical thinking in dealing with current social issues.



Target group
+15



Background

Since September 2021, the game has been tested 11 times with Hungarian high school and university students and Dutch university students, with a total of 257 participants in classrooms, as a lead-up game for the Let's Play Serious Games! Workshop and during the International Week of HAN University in the Netherlands.

The creator

Inez Zsófia Koller is the head teacher of CASSI and also teaches community coordinator university students. Several of her subjects are based on group theories and collective action theories, which she introduces to her students in an increasing number of playful activities. It is important to her that the subjects she teaches contribute not only in content but also in methodology to the enrichment of her students' knowledge and the development of their skills.

For the Eyes Only

How to play?

The basic premise of the game is that all people discriminate, but the majority of people do so unintentionally. In most cases, we signal to other people that we reject them by the way we look at them, and often we don't even realize it. The game therefore focuses on the gaze, on the communication of the eye. By performing a series of interlinked playful tasks, participants will learn a lot about how accepting or rejecting they are perceived by their peers and learn to use their gaze more consciously. The game elements are based on well-known drama pedagogical exercises, which follow a predetermined sequence throughout the session, with ice-breaking exercises first to get participants in the mood for playing together, followed by the learning of the technical elements. The final elements of the game build on the experience of both acceptance and exclusion. The session is accompanied by a guided interpretational analysis of each exercise.

Skills improved

Self-reflective cognition, more conscious use of facial expressions, spontaneous association, attunement to others, listening to each other





Background

Target group

+15

The game was developed as part of a discrimination awareness session at the 2017 International Week of HAN University in the Netherlands. In their joint work, the two brought together discrimination research, disability theory and drama pedagogical expertise. The game was later incorporated into Inez Zsófia Koller's disability studies courses and into the repertoire of CASSI sensitivity games. Its easy-to-follow structure and simple instructions make it a great platform for members of CASSI who do not have their own games but want to develop their skills as game masters and facilitators. More than 100 people have already played it.

The creators

Inez Zsófia Koller has been the leading teacher of CASSI since 2016, she has designed several sensitivity sessions on her own and together with the members of CASSI, but her main activity is to provide the theoretical, methodological and infrastructural framework for the members' own game development. She considers it important to raise the issue of disability to a social dialogue and believes that we can successfully combat discrimination by first identifying and combating our own discriminatory behaviour. Norbert Hosszú is one of the founding members of CASSI and is currently the leader of the Improvocal Theatre Company. He considers the interactive, creative collaboration between actor and audience important, and his work is based on breaking out of the familiar, comfortable situation, which also supports self-discovery and self-affirmation.

Keep up with yourself

How to play?

„Keep up with yourself!“ is a dance and movement session for self-awareness with musical background. It is a guided experiment as well as a game, which does not require any previous dance training. The sessions are open to anybody with no expectations or restrictions, regardless of gender, body shape, or movement affinity. One of the best ways to get to know ourselves is diving in human interactions and connections. With that said, when participants do group or partnering exercises during the sessions, or even when they just spontaneously connect to each other by moving, they have a great chance to observe their own personality, their operating patterns or social expressions, and, as a result, to discover themselves, on a deeper level. In a „Keep up with yourself“-session, our goals are to better understand our social relationships, to develop our social-interpersonal skills and empathy for fellow human beings, to activate our attention and to improve our ability to cooperate; we'd also aim to enhance the perception of ourselves and to mobilize our intuition. The free movement sections will also help participants to enter the flow state and to experiment creativity.

Skills improved

Aims to improve the social-emotional skills.





Background

Target group

+17

Both a longer (one and a half hour) and a shortened (45 minutes) version of the session have been tested so far. Two longer sessions have already taken place outside the framework of CASSI among university students at the University of Pécs, such as some shortened versions among high schoolers at the CASSI workshop in December 2022. Part of our further plans is to test such session in the form of an extended version (meaning regular sessions in a closed group setting) during a school year, in the future. The number of participants is maximized to 12 people due to the intimate nature of these sessions in which working individually, with partners or in small-group settings would all happen in the form of specific exercises. In the longer version, in addition to the instructed, guided parts, improvisational and meditative elements can also appear.

The creator

Bettina Botos, member of CASSI and first-year PhD student, Sociology of Education Programme at the Doctoral School of Education and Society, University of Pécs. She is researching the possibilities of social and emotional skill development in education through the methodological tools of dance and movement therapy. The session forms the basis of the doctoral research of its creator. With the support of these sessions, she aims to answer her research questions and to verify the established hypotheses through various qualitative measurements and some quantitative ones as well.

Rapid Debate

How to play?

The main aim of the game is to break down social constructed taboos through debating, and to sensitise players with different perspectives to discuss their opinions. The game itself is similar to a debate night, but the rapid debate twists the situation by giving players a position they have to represent. Players sit opposite each other, having to argue for the yes position on one side and the no position on the other. This is interesting because it shows that what matters in a debate is not necessarily what your players agrees with and how much they feel comfortable with it, but for example how much it matters what tools and rhetorical skills they have to convince the other side, even if they disagree with it.

Skills improved

Convergence of different perspectives, debate culture, stress management, empathy and tolerance, attention to details, verbal expression, quick thinking.





Target group
+14

Background

The game is a follow-up to the CASSI debate nights, which were organised and moderated by Gábor Koszorús. These classic debate nights start with the introduction of a key issue of a social problem, from which a semi-guided debate unfolds around a provocative question to be decided. The success of these debate nights motivated Gábor to develop a debate game to fit the framework of the Let's Play Serious Games! Workshop. So far, eight groups have tried it in two CASSI events.

The creator

Gábor Koszorús is a graduate student in community coordination, mainly working in event management. He is the main organizer of the Ésatöbbsi Szabadszínpadok and a volunteer of the Pécs Bike Maffia (NGO). As a community coordinator student, his mission is to bring together young intellectuals from Pécs with the civil communities of the town.

3.

Board Games



Board games are becoming increasingly popular as a leisure activity, as participants can compete or cooperate with each other to reach the finish line, and they also offer a funny way to spend their time. The games developed by the members of CASSI have in common that they are based on a specific theme and educational objectives, which not only develops logical and critical thinking, but also helps participants to learn about gypsy/Roma fairy tales, domestic work, fake news and career choices.

Magic Adventure – The dragon is waiting!

How to play?

The aim of the game is to familiarise players with the structure of a fairy tale. In this cooperative board game, participants play as fairy-tale heroes and must work together to defeat the dragon attacking the castle. In the board game, the player must go through the different fairytale chapters in the guise of a character, collecting magical items, while a helper performs various tasks.

Skills improved

The board game can provide participants an inclusive learning environment in which motivation, social interaction, critical analytical and systemic thinking, and practical orientation form a fourfold unit.



Target group

+8



Background

A synthesis of the theoretical framework of folktales and board game-based education, the board game Magic Adventure – the dragon awaits! was created with the intention of indirectly helping primary school pupils to understand the structure of fairy tales. The game was tested by 203 players on 53 boards, during which it underwent continuous development and data gathering until it reached its final form. The game was tested on the 7th and 8th Vision of Tomorrow Workshops, on the closing event of the HFMI Cultural Heritage Project, the 5th and 6th Learning City Festival of Pécs, the 13th PécsiBölcsész KreaTábor (Liberal Arts Creative Camp of the University of Pécs), the 15th Ördögkatlan Festival (Liberal Arts Garden), the Terrace Opening Party of Wislocki Henrik College of Advanced Studies, courses of the University of Pécs and Corvinus University and also at the Élmény Tár Tanoda.

The creators

The game was developed by Míra Tünde Bruszt and Ramóna Sütő, current co-presidents of the College of Advanced Studies on Social Inclusion. We are both graduate students at the Faculty of Humanities and Social Sciences of the University of Pécs. Our duo was established in 2019, and our main interest is the methodological renewal of literature as school subject. As future becoming teachers, we both try to push traditional frontal teaching method into the background.

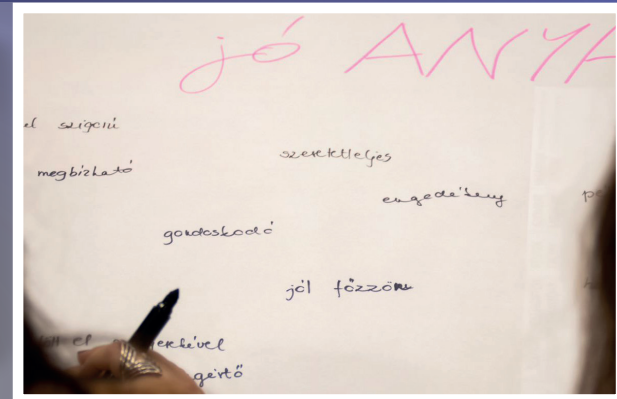
Weekly planner

How to play?

The aim of the game is to assess stereotypes of young people about domestic work and to raise awareness of its disproportionate distribution among genders. While playing, participants take on the role of working mothers in teams and then organise their daily tasks into a weekly agenda using task cards, based on their own choices. Through this activity, they can experience what a working mother faces every day.

Skills improved

During the game, participants learn about domestic work and develop their creativity, empathy and time management skills by planning their weekly tasks.



Target group
+14



Background

The reason for creating the game is that the disproportionate distribution of domestic work places a huge burden on women with children, who are also disadvantaged in the labour market due to their living circumstances. The first test took place in 2019 at the 5th Vision of Tomorrow Workshop, where 60 high school and university students were introduced to the game in Hungarian and English. The improved version was presented at the 6th and 7th Vision of Tomorrow Workshops and 212 students from a secondary school were invited to play the role of a mother in a family.

The creator

Dóra Hajnalné Darabos is a community coordinator student, former co-president of CASSI (2019-2021). As a mother of four herself, she has experienced the difficulties of reconciling parenthood and work in her own life, and she first aimed to raise awareness of this issue among male employers and employees, but after testing it with participants from different demographic backgrounds, she found that there is generally a very low level of awareness of women's domestic work across society.

What's next?

How to play?

The game can be played by two players - individually or as a team - with a game master. During the board game, you have to deal with situations in the life of a fictional character, such as studies, job search, work life and retirement. The cards for the different stages contain situations and tasks that the team answers together. The game ends when the most important stage of the life path is reached - buying a holiday home at Lake Balaton. The winner will be the party with the most points, followed by a discussion, during which the participants can gain knowledge about career choices and the labour market.



Skills improved

The board game will give participants information about further education and the world of work. Career guidance knowledge is passed on informally, thus increasing the effectiveness of knowledge absorption.



Target group
+16



Background

During a university course, the idea was to create a career guidance board game that would incorporate the creators' areas of expertise - career guidance and discrimination. The first prototype of the game, which was presented to more than 200 people, was presented at the 2nd Vision of Tomorrow Workshop in 2017, after which the number of cards was expanded to give a more complete experience to the participants. Later, the tool was also used in career guidance sessions in secondary schools and other school events to increase knowledge of further education opportunities.

The creators

Mirandella Pálmai and Dóra Pelczer were the first co-presidents of CASSI (2016-2019). Their games were not only used at CASSI events, but also at university and school career guidance programmes. Their measurements, based on the questions of the game, became the basis for their scientific research, won them third place and a special prize at the National Scientific Competition of University Students, and through their successful participation in several other conferences they paved the way and encouraged others, showing that gamification not only conveys social value but can also bring academic recognition. Both are now working in the world of HR.

Don't just look, see!

How to play?

The aim of the game is to familiarise participants with the relationship between text and image, and with the mechanism of fake news, as images can be misleading if the text source is unreliable. To this end, the session first explores preconceptions about images through free-word association, and then by exploring possible book and film connections. Then, three descriptions are given for interpreting the photographs, two of which, although seemingly correct, are false, and one of which is genuinely related to the photo. The task is for the participants to guess which text belongs to each picture.



Skills improved

The educational tool develops media and information literacy and closely related critical thinking skills in a playful way by simulating the mechanisms of fake news.



Target group
+15



Background

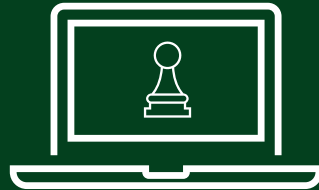
The idea for the session came up during a university course focusing on the possibilities of using image archives from different museums and libraries in education. In 2018, the first version of the game was developed, and the first test was carried out at the 4th Vision of Tomorrow Workshop. Afterwards, in May 2019, it was tested at the Nagyatád Photography Club's stand at the Nagyatádi Retro Fair, and in 2020 at the Nagyatád Culture Cocktail event. At the 6th Vision of Tomorrow Workshop, the game was also available in English.

The creator

Zoltán Gergely Kóczyán, Master of Library Science, ethnographer, photographer. In 2019, he was awarded the AFIAP for his photographic work. During his university studies, he was co-president of CASSI (2019-2021). He is currently the director of the Bertók László Municipal Library in Nagyatád. His publications are mainly on family history, history of pharmacy and local history, but his research interests also include the history of photography.

4.

Online Board Games



At the beginning of 2021, members of CASSI started working on the online presentation of sensitivity games. The compulsive path caused by the COVID-19 pandemic then evolved into a viable, independent research area in CASSI. We now have two online platform-based games, „How do you play?“ focusing on how video games shape society and strategic thinking and „Where’s the limit?“, a game exploring taboo issues of gender roles in society.

How do You Play?

How to play?

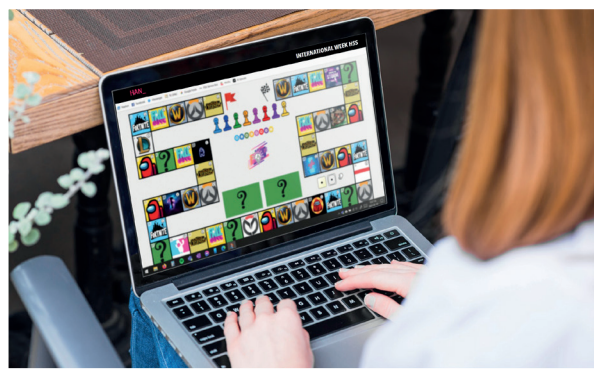
The game is based on popular online multiplayer video games that either have a strong sexuality in their imagery or use explicitly gender-neutral characters (Fortnite, Overwatch, World of Warcraft, League of Legends, Among Us, Fall Guys). These video games are not only popular, but can be examined in relation to gender on several levels: they feature idealised male characters, over-sexualised female characters, masculine and muscular female characters, and gender-neutral creatures. The online sensitivity game is based on the characters of these popular video games, their background stories and the plot of the games, and we developed our own questions about the community-forming and civilising effects of video games as part of our culture, whether they shape social stereotypes, and how they affect personal development, and what knowledge and skills they develop or re-develop. In the online interface, we tried to create a visual world that provided clearly recognisable characters, skins and avatars for both those with and without background knowledge, and a well-defined reference point for questions on identification and mating expectations. The rules and the course of the game were designed to reveal what shapes the individual's relationship with society, his social interactions, strategic thinking, cooperative skills and rule-following behaviour, when considering the choices and the consequences to be taken into account.

Skills improved

Complex approach, strategic thinking, critical thinking, results-oriented, understand the details and the big picture, cooperation, helping others, following rules, acceptance and appreciation of diversity

Background

The objective of our research team of four was to develop an immersive game that explores the social and societal effects of multiplayer video games, in line with the profile of CASSI. The topic was divided into three sub-units:



the impact on the formation of body image influencing self-image and mate choice (1) in the approach of women and (2) in the approach of men, and (3) the influence of players' cooperation strategies. A further objective was to make the game playable online, as the host event at which we first presented it was the International Week at HAN University in the Netherlands, and we were unable to attend in person due to the Covid-19 epidemic. So we had to try a new platform for our social awareness game. We did a pilot test before going live. We selected eight testers to ensure a broad age range, a good boy-girl ratio and a good gamer-non-gamer ratio. In the first week of February 2021, our game was presented at the HAN, where a total of 31 participants took part. The students were mostly girls, but also included students who identified themselves as gamers and non-gamers.

Target group
+18

The creators

Inez Zsófia Koller is the head teacher of CASSI, and she is experimenting with more and more new methodological frameworks in the field of social sensitisation. Fruzsina Csébi and Kristóf Marcell Szabó, currently in their fourth year of a Master's degree in English and Ethics. They take part in many programmes organised by CASSI. István Ábrahám Bálint has been co-president of CASSI since 2021 and has been involved in numerous graphic design and content development projects that have contributed to CASSI's visibility and recognition. He has a Bachelor's degree in library science and is currently studying commerce and marketing at BsC level.

Where is the limit?

How to play?

The main aim of the game is to break down social constructs and talk freely about taboo topics, also to sensitise players with different perspectives to discuss their opinions. 8 players move from field to field by throwing with the dice. The aim of the game is not to be the first to cross the finish line, but to get people thinking and discussing different opinions about gender-related issues.

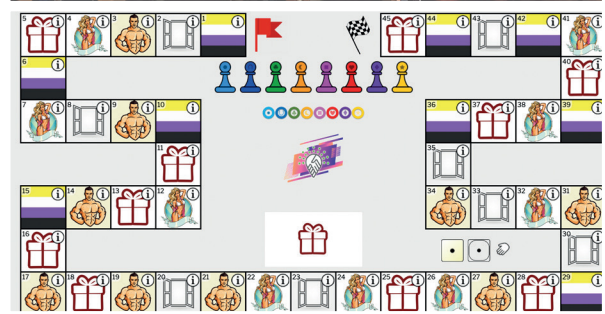
Skills improved

Every person has a different point of view, so the game also focuses on promoting a civilised culture of debate as well as it demonstrates a sensitivity training.

Background

Where's the limit? is an online board game, an improved version of an earlier project, How do you play? At the heart of How Do You Play? was one question: why do video game makers feel it is so important to present their male and female characters in a non-realistic, over-sexualised way in their games? The game was first developed on the platform of a role-playing game called Dungeons & Dragons, where the original plan of the researchers was that each participant would play as a stigmatised character, and then





Target group
+18

have to solve various problems and challenges while staying in the character's role. However, the researchers ran into several technical problems and the game was completely redesigned, where the social focus became less about the experience of playing and the game itself, but more about starting a conversation about taboo topics. For the first test run, some members of CASSI were invited to help further improve the game. Subsequently, at an event organised by CASSI, about ten foreign students tried the game, at the end of which they also reflected on the researchers' work and provided reflective critiques for further development and improvement of the game. After all this, the researchers presented their board game online to nearly 90 Dutch university students during the HAN International Week in 2022. The game was even included in a month-long series of programmes for Budapest Pride 2022, where the researchers were able to discuss said topics with 15 participant.

The creators

Fruzsina Csébi and Marcell Kristóf Szabó, are currently in their 4th year of a master's degree in English and Ethics. They take part in many programmes organised by CASSI, thus helping the work of other members and CASSI itself. Their online game is still under development. Their aim is to reach as many people as possible through a website and later an app, and to raise awareness of the topics mentioned above.

College of Advanced Studies on Social Inclusion

CASSI's activities are based on three pillars. A significant number of members carry out their own research. As part of this, they also design social sensitivity games, which are presented and tested in the bi-annual Let's Play Serious Games! Workshop with high school and university students. They also organise debate nights on current social, political and cultural issues, aimed at developing critical and self-reflective thinking and persuasive argumentation techniques and skills in the context of a cultured intellectual debate. Finally, CASSI strives to participate in supporting the activities of educational and cultural institutions in the city of Pécs and its surroundings, as well as the activities of various target group civil organisations, along the lines of defined social values, and therefore we carry out volunteer work in cooperation with these institutions and organisations on several occasions.