

Game of Trust

Information on how to set up the game

Aim of the Game

Game of Trust is designed for innovating, planning and highlighting actions to improve open government and for making personal commitments for these improvements. The game is intended to be a concrete tool for communities and organisations to further develop open government.

Materials

You need the following materials to play the Game of Trust. You can print the materials yourself from the website <https://avoinhallinto.fi/en/>. On the same page you can also find the guidelines for ordering a printed product if you wish to have it done by a printing house.

- Game board
- Tokens
- Action cards
- Perspective cards
- Information cards for running the game step by step from part A to part E + “Before the game” information card.

In addition you will need

- Post-it notes
- Pens

At the end, to document the played game it is good to take a picture of the game board with the notes attached. This can be done by e.g. mobile phone.

Running the Game

PART A – creating a common understanding on what open government means.

PART B – familiarizing the participants with the different open government aspects and methods in order to discuss the current situation and desired future.

PARTS C–D – choosing and designing one concrete improvement action.

PART E – giving a concrete personal commitment to enhance openness.

- In addition all the ideas and improvement plans created during the game are documented.

Background Information

The game has been designed as part of the Finnish Open Government Action Plan (www.avoinhallinto.fi/en/). The visuals of the game have been designed by Ida Juva.

Participants

The ideal number of participants is 6-8. If there are more participants it is recommended to divide the group to several game boards or play in pairs.

Starting the Game

Place the information cards (A-E) by the game board. First read the card "Before starting". Then start the game so that one of the participants reads the information card A to the others. Each participant acts according to this information until all the actions of this part have been accomplished.

Next move to part B and another participant reads the relevant information card to the others. Everyone follows these instructions given. Keep on repeating this routine until you reach the finish. Every participant gets a turn to lead a part of the game, the same person is in charge for keeping the time and informing the group when the time for that specific part of the game is running out.

Estimated Duration of Different Parts of the Game

PART A – Begin – 20 min

PART B – Take a look – 20 min

PART C – Design – 15 min

PART D – Study & Adjust – 25 min

PART E – Commit – 10 min

HAVE FUN!

Questions and feedback are warmly welcomed at:
avoinhallinto@vm.fi