



CENTRE FOR
SYSTEMS
SOLUTIONS

GAMES 4 SUSTAINABILITY

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EVACUATION CHALLENGE GAME

GUIDELINES FOR MODERATOR

NUMBER OF PLAYERS:

12 – 72

NUMBER OF MODERATORS:

AT LEAST 1

DURATION:

20 – 45 MIN. (GAME) + 30 – 60 MIN. (DEBRIEFING – SPECIFIC TIME DEPENDS ON THE NUMBER OF PARTICIPANTS)

ENVELOPES – LEGEND:

E – EVACUATION TEAM

B – BLIND

D – DEAF

M – MUTE

T – TABOO

RM – RESTRICTED MOBILITY

O – REGULAR PEOPLE

MATERIALS:

- ✿ instructions (in corresponding number of participants)
- ✿ earplugs (in number of deaf players)
- ✿ blindfolds (in number of blind players)
- ✿ envelopes for materials (in number of participants)
- ✿ evacuation sites signs (downloadable)
- ✿ vests for rescuers (in number of Evacuation team)
- ✿ tape (to mark borders of evacuation area)

CONTENT OF ENVELOPE:

- ✿ instructions (available in this document, printed out and distributed between corresponding envelopes)
- ✿ earplugs or blindfolds or vest for rescuer

GAME SETTING:

- ✿ evacuation during a disaster
- ✿ players take roles of rescue team members and disaster victims
- ✿ evacuation team's goal is to gather the victims in evacuation sites
- ✿ disaster victims' goal is to survive
- ✿ the game best played with linguistically diverse group of players
- ✿ restrictions:
 - ✿ evacuation team can talk only in English
 - ✿ disaster victims can talk only in their native languages
 - ✿ some of the disaster victims are disabled
 - ✿ some cultural factors differences might be included

*Please note that we have left blank spaces in the instructions for players so you can include your own restrictions to adapt the game for your needs.

STEPS FOR MODERATORS:

01. BEFORE THE EVENT

Prepare room for the game, prepare space and materials for all participants:

- ✿ Read the whole guideline for moderator
- ✿ Read instructions for players to better understand game premise and players' roles
- ✿ Determine how much time will be needed for the game
- ✿ Prepare envelopes for participants with corresponding markings. In every envelope players should be able to find instructions for the role and corresponding gadget (e.g. in envelope for person in the role of blind person, blindfold should be included)

- ✿ Setting for 12 participants:
 - ✿ 1 Evacuation Team (E)
 - ✿ 1 Blind (B)
 - ✿ 1 Deaf (D)
 - ✿ 1 Mute (M)
 - ✿ 1 Taboo (T)
 - ✿ 1 Restricted Mobility (RM)
 - ✿ 6 Regular People (O)
- ✿ Check the space outside of the room
- ✿ Check where the 'Evacuation Assembly Point' signs could be placed (possibly outside of the room)

02. GAME INTRODUCTION:

- ✿ Don't spoil the game! Players should not know the name of the game, its main premise, nor roles playable in the game.
 - *You can use presentation and your storytelling talent!
- ✿ Distribute envelopes (help from 1-2 players might be necessary, especially if number of participants is big)
 - When I clap, open your envelopes and start reading. Questions are not allowed. Some of you will need to leave the room - it will be the first sentence in your instruction. If this is the case please leave immediately and continue reading outside. (need one person outside; put EAP signs on walls)*
- ✿ CLAP! (signal can be delivered in different way)
- ✿ When evacuation team leaves the room ask other players to follow their instructions
- ✿ Tell Evacuation Team that they can start.

03. GAMEPLAY:

- ✿ Observe, let players get engrossed into game
- ✿ After fixed time (determined by you before the game), announce end of the game
- ✿ Ask people to return to their places

04. DEBRIEFING:

Supplementary questions:

- ✿ What happened?
- ✿ Have reached your goals? If not, why not?
- ✿ What was difficult? What was helpful?
- ✿ What would you do differently next time?