



EUROISLE

COMMUNITY ENGAGEMENT GAME



Imaginative and adaptive scenario-based game designed to inspire quick and creative thinking in an unpredictable and ever-changing environment.



Learning experience



Topic

Social conflicts and (community) engagement



60 min.



Participants

- understand how complex environments where Outdoor Sports take place can be
- understand different communities, their problems, and specific of different habitats
- are able to predict areas of conflict and come prepared to different environments (both with the right equipment and the right mind-set)



Suitable for outdoor sport instructors



(Practical sessions)
Theoretical lessons



Indoor F2F
Digital

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Materials needed

- The scenario needs to be prepared in advance and presented either with a PowerPoint or on paper.
 - flipchart paper for harvesting
 - post-it notes + pens/markers



Preparation

Prepare the material, the room/space and split the participants into sub groups of max 5 people

Activity instruction

SETTING THE SCENE - Example story to be read out to participants:

You are in Euroisle (name of the fictional place). The whole island is a Protected Area. Renowned for its marine and terrestrial flora and fauna. It has opportunities for mountaineering, MTB, sailing, canyoning, cross country skiing, kayaking...every sport conceivable.

It has arable and animal farming, some tourism, and small villages with limited infrastructure.

You are here to take part in your sport.

Different things in and around the community will arise.

Describe how you as a group would deal with it.



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You have arrived and are engaged in your sport. Having parked as close as you can be to the best spot. You also see several other sports happily doing their sports thing. Imagine and describe the scene and any interaction you have had with local people and or officials to that point.

Participants have now 5 minutes to put down their thoughts (can be extended if needed).

Noise/bell/alarm.....something new has happened

A Community Ranger appears, on friendly terms, and asks if you have permission. They also indicate there are birds/animals being disturbed and soil and plant compaction because of sports use.

- How do you respond there and then?
- Do you modify your activity?
- What would a longer-term solution be?

Participants again have 5 minutes to put down their thoughts

Noise/bell/alarm.....something new has happened

You were in the middle of enjoying your sport when the activities of another get in your way.

What do you do? e.g. mountain bike/hikers. kayakers/surfers. Choose your scenario!

Participants have 5 minutes to put down their thoughts

Noise/bell/alarm.....something new has happened

You pop into the local café and there overhear a conversation between some locals about the increase in sports people using their area. Some are expressing concerns about parking and waste etc., others saying it's good for the economy.

They see you there in all your gear... what do you do next?

Participants again have 5 minutes to put down their thoughts



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Noise/bell/alarm.....something new has happened

The police have announced that emergency services are having difficulty on the roads due to the increase in the volume of traffic and parking. Local politicians spurred by annoyed residents are asking the park to close sections to non-local/sports use. The park has published a state of nature report showing a decline in biodiversity in the most used areas.

What is your response and your actions going forward?

Participants have 2 minutes to put down their thoughts

You leave Euroisle... how do you feel? What do you think the community may need to interact with your sporting groups better?

Reflection and discussion

Ask one or two groups to share their outcomes.

After this, facilitate some discussion on the different plots of the stories.

- When were critical points in your plot?
- Do you (re)consider any actions as possible mistakes
- Did you have a lack of knowledge about a certain topic?
- How can we adopt our behaviour in real life to not causing conflicts?

Euroisle is an imaginative and adaptive scenario-based game designed to inspire quick and creative thinking in an unpredictable and ever-changing environment.



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Potential Variations

Manifold depending on the story.



Background knowledge

This scenario planning game lets you immerse your audience in any world you prefer to, in order to stimulate their thinking and problem-solving abilities. With the story developed in stages, you can create multiple plot twists and raise awareness among your participants about a variety of topics, in an engaging way. You want the participants to feel the story as if they were living through your scenario, and by the end of the exercise make them aware of possible mistakes in their approach or lack of knowledge about a certain topic. Another great aspect of this exercise is that you can warn participants about the mistakes they are making, and in that way prevent them from making them in real life. This exercise creates a safe environment for further discussion and enables learning from each other's experiences.



Key words

#scenario #roleplay
#storytelling
#socialconflicts
#communityengagement



Source

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