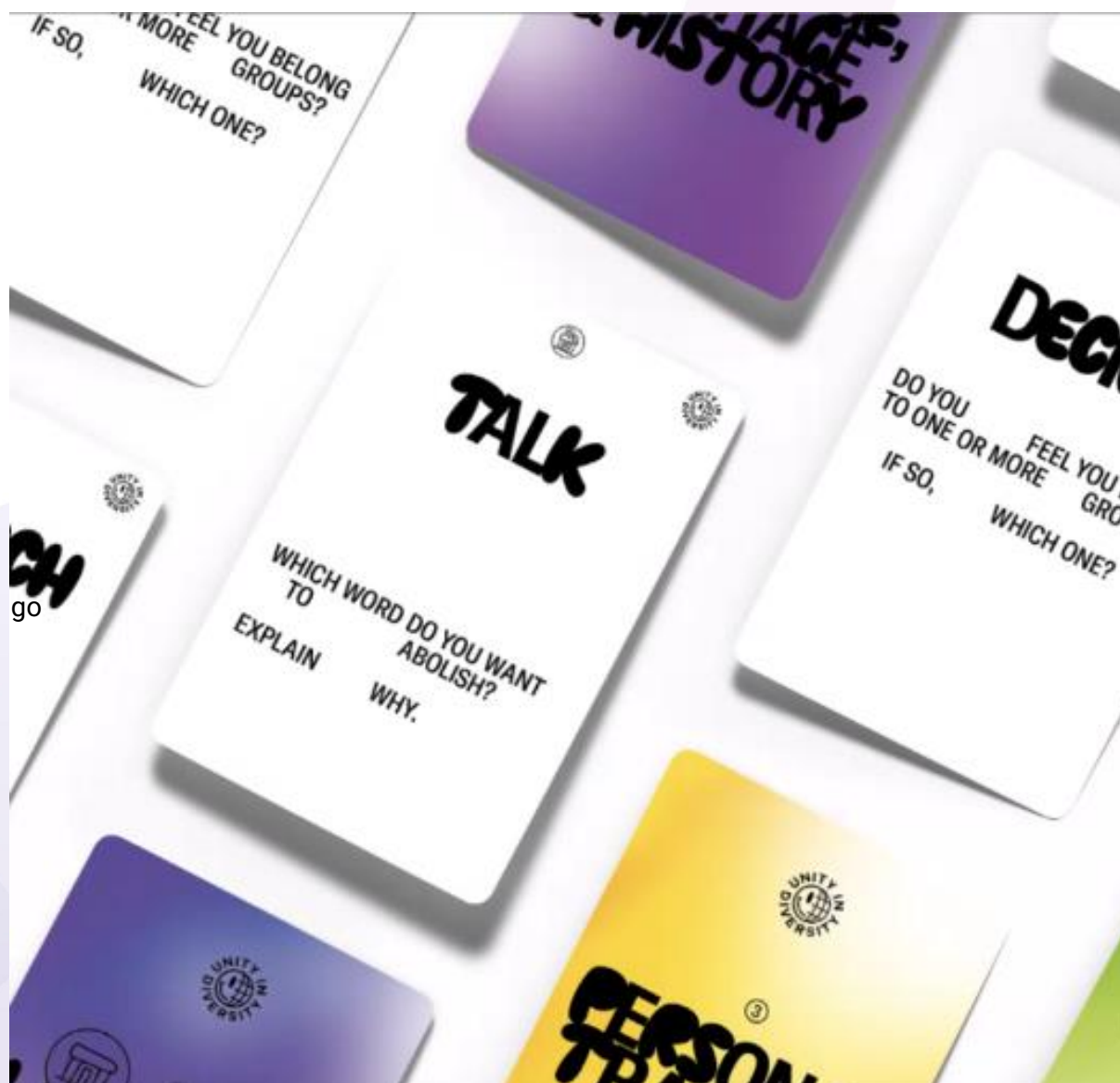


#6 UNITY IN DIVERSITY

CARD GAME



INTRODUCTION

About Europefiction and the Academy

EUROPEFICTION is an association of 10 youth theatres from 6 European countries. In a network of five theatres for young audiences from the Ruhr area and five European partner theatres, we want research transnational encounters and develop new aesthetic forms together with young people and other partners.

Every year a group of young theatre people come together a summercamp for an encounter and exchange with performances, workshops, conversations and firetalks. Encountering creates the basis of our society: community and solidarity. We want to develop an artistic utopia for a common future through art.

After two years of working together on the project of Europefiction, the Europefiction Academy is a next step to strengthen the partnerships between the co-working theatres, their local networks and to reflect on innovative methods in collaboration between the professional group leaders, talented ex-participants and students from a variety of theatre minded studies.

With this academy we want to develop new artistic and communicative strategies to convey the value of a democratic future with an interplay of political issues and art to a wide professional public of formal and non-formal youth-education.

Want to know more about Europefiction and the Academy?

<https://europefiction.org>



Introduction and Motivation

Unity in Diversity

To create unity in a diverse group of (young) people, we decided to develop a card game. A game with easy rules, that works for 2 people and 30 people. That you can play for 5 minutes or for 50 minutes. A game that makes you think about yourself and about the other people in the room, about your differences and similarities. A game that, by being fun, creates a group, where you can share thoughts, feelings, knowledge with the other people in the room.

We were inspired by the following games:

1. <https://www.thisisliveart.co.uk/projects/playing-up-a-live-art-game-for-kids-and-adults/>
2. <https://www.hzt.nl/theejater>
3. <https://theskindeep.de/products/the-and-on-racism-edition>
4. <https://vertellis.de/collections/shop>

We developed six categories that can be played, in which we experience unity and/or otherness, six categories that have to do with society, relationships, personal tastes or political impact:

1. **Powerstructures and Universe** – if you want to learn about thoughts on making impact
2. **Connections and life phases** – if you want to learn about the importance about relationships
3. **Personal traits and belonging** – if you want to learn about behaviour and identification
4. **Food and rituals** – if you want to learn about needs and emotions
5. **Philosophy and art** – if you want to learn about cultures and inspirations
6. **Language, heritage and history** – if you want to learn about roots and memories

You can play each category by itself, you can mix them, choose one or two or all. That gives everyone the possibility to play the game that suits the group that plays it.

Each category consists of five tasks: talk, decide, do, research and design. Some of the tasks need internet and a cell phone / tablet. Some need printed out materials. Some need nothing at all. You can play it all or just what is convenient for you. If there is no wifi, just don't do those tasks.

We tried to make a game that is suitable for a diverse group of people, but it will work for each individual group.

Our research, our sources, our inspirations can be found in the game, on the cards. We threw together our experiences with working with diverse groups of people, all bringing in our knowledge and expertise. Being a diverse group of adults, we looked for our unity, our differences and similarities.

You can print out the cards and

play the game analogically.

- ★ Here you can download a pdf-document to print out: [LINK???](#)

Note: Set your printer to print on both sides with mirroring on the long side.

In that case the group members draw a card and do the task that is written on their card – one after the other. That gives you the possibility to choose categories and/or tasks beforehand and sort out the ones you do not want to play.

Online Link

- ★ There is also a online link to the game: <https://uid-game.netlify.app/>

Here you let the algorithm decide. It shuffles and you play the card that is drawn automatically. In this case you cannot choose the tasks or categories, but you can always decide not to play a certain card and keep on shuffling!

The groups that tried out the game really liked it. For them it was important that there is a game guide who is in charge, can answer question, set the times etc. They also said it is important that it takes place in a safe space, where it is ok for everyone to answer honestly.