

## ***Welcome to Electionville online!***

### **What is Electionville online?**

Just like its analogue sibling, the online version of Electionville comes in the shape of a fictional city, only this time the game is played in an entirely digital setting.

### **Objectives**

Either used in conjunction with the analogue game or individually (see suggested activity formats below), the main objective of the online version is still to educate about and provide insights into local governance and democratic processes necessary for a functioning democracy. Although conducted simultaneously via an online game plan and a video conference platform (e.g., Zoom, Google Meet, Windows Teams, Skype, et cetera), playing the game enables the participants to reflect on different questions about local governance and how it should be carried out in a community. We also hope that they will reflect on how to create a positive atmosphere for negotiation and political diplomacy.

### **Target groups**

The primary target group is people aged 15–24. Relevant target groups also include teachers, and opinion-makers.

### **Content and technical requirements**

#### *The game board (20 pcs/12 pcs in use)*

Again, just like the original Electionville floor game, the online game board is made up of 12 hexagons, each hexagon symbolizing a unique *political area* such as Health care, Arts and culture, and Public transport. Hence, while activating the game by pressing the ‘Set up game’ button on electionville.se, there is a total of 20 political areas to initially choose from (see below), out of which you will select the 12 political areas you think best correspond to the political environment of your region. It is recommended that the selection process is done by the organizer/game master before inviting the players to log into the game (see more in the [Online game manual](#)). The available political areas are:

Public Transport	Social Services	Water and Plumbing
Waste Management	Health Care	Police
Firefighting / Disaster Relief	Elderly Care	Agriculture and Environment
Tourism	Education	Economic Development
Arts and Culture	City Planning	Child Care
Leisure and Recreation	Vocational Education	Local roads
Housing	Energy	

As you will find closer described on page 4 in the [Online game manual](#), the specially appointed game master will place the chosen hexagons within a pre-set grid, forming the online game board. It is recommended that the game master reads through the [Online game manual](#) and the additional online [game instructions](#) in order to further prepare the set up.

During the game, the game master will be guided by written prompts. These are not seen by the participants. The game master can choose either to read the prompts from the screen directly, or study them beforehand in order to lead the game according to your wishes. Please note: Anything in italics is

intended as a script to be read to the participants. Anything in normal typeface is intended only as instructions for you.

#### *Duration*

The game takes approximately 30–90 minutes and can be played with 3–6 teams/political parties, with one player for each party. If you have more players, you can create teams where every party in the game consists of more than one person. You can also run multiple games, with one game master for each game. The game consists of a set number of rounds, with each round consisting of one turn for each player (or team of players).

#### *Technical requirements*

Playing online enables connectivity between players regardless of geographical distances or physical whereabouts. To play the game, each player and the game master therefore need access to a computer, a stable internet connection, and access to a video conference tool (e.g. Zoom, Google Meet, Windows Teams, Skype). Also make sure that your browser programs are accurately updated.

#### *Event cards (60 pcs/48 pcs in use)*

Here too each political area comes with 3 event cards. Since the game is based on 12 areas, only 36 event cards will be in circulation throughout the game. The event cards are automatically shuffled and handed out randomly by the game master. Displayed on the screen, all players will be able to read the cards at their own pace.

#### *Party cards (6 pcs)*

The online Electionville can be played with 3-6 players (or groups of players), all representing one imaginary political party. The main difference from the analogue game is that the players fill out the party cards on screen while entering the game session, and at the same time choosing a name that suits to the party's intended political profile. See pages 7-8 in the [Online game manual](#).

#### *Resources (24 pcs)*

The resources too are built into the online game. They will appear on screen once the participants have placed their priority widgets on the game plan See pages 9-10 in the [Online game manual](#).

#### *Game manual*

As stated above, the online game also comes with an additional [Online game manual](#). The manual is primarily intended for the appointed game master and explains the generic functions of the game. *The game manual can either be downloaded to digital tablets or printed and distributed to the game master as brochures. Since the game master needs to prepare, please make sure that the he/she gets the manual in good time before the event (1-2 weeks).*

#### *Post-event discussion points*

Instead of the moderated group talks suggested in the overall toolkit instruction, we recommend that each online game session is followed by a sum up, using the set of questions provided in the written prompts (see pages 18-19 in the [Online game manual](#)).

### **Additional material**

### *Canvas bag*

Included in the toolkit is also a special give-away Electionville canvas bag. *Please visit [sharingsweden.se](http://sharingsweden.se) for printing instructions.*

### *Digital backdrop*

For enhanced visual effect during the game event it is suggested that the game master downloads the digital backdrop to the video conference tool of your choice. Make sure to mirror the video for the backdrop image to appear correctly.

### *Roll-ups*

In case you prefer a physical backdrop, we suggest you use one of the specially designed three roll-ups available [here](#).

## **Planning the event**

It is important to plan ahead and to have an idea of how to use Electionville online beforehand. You can choose whether to use it solely as an independent educational tool by offering it within your partner networks, or to launch a coordinated project where local partners (e.g. youth organisations, secondary schools), are invited to participate in a series of parallel online gaming events, all leading up to a joined public event. This way the online version becomes an additional and integral part of the bigger analogue Electionville material. *For example:*

1. The foreign mission identifies and invites 3-6 secondary schools to host their own Electionville online gaming events.
2. Following these locally hosted gaming events, the schools are then invited to a joined public event together with the other participating schools, hosted by the Swedish foreign mission and in the presence of representatives from the local mayor's office and/or city council officials.
3. 1-2 weeks prior to the event, each school selects 4 students to represent them during a public Electionville floor game session, thus making up as many teams as there are schools, i.e. maximum 6 teams per game session.
4. It is suggested that the students who are not actively taking part in the game, take on the roles of audience, civil society/political activists with own placards, or even journalists/reporters posting live tweets from the event, e.g. using the hashtag "We are #CitizensOfElectionville".

Read more about how to prepare a public event [here](#).

### *After the event*

Don't forget to follow up and report back to SI using the online 'project report for toolkits' available on [sharingsweden.se](http://sharingsweden.se). Make sure to also have a look at our other related toolkits, such as [Fake ≠ Fact](#), [The Cube Project](#), [Images that change the world](#), [Gender equal world](#).

### *Share it further*

If relevant, use feedback from the participants to actively offer other partners in your area (e.g. schools, youth organizations) to use the toolkit material.