Welcome to Electionville!

What is Electionville?
Electionville is a fictional city in the shape of an educational floor game, where the participants take on the challenging role of county council members. Originally developed by the Swedish content bureau Fabel and commissioned by Swedish Association of Local Authorities and Regions, the Electionville floor game provides a hands-on tool that encourages players to think about the dealings behind political decision-making as well as the fundamental needs of a local community.

Objectives
The main objective of the Electionville toolkit is to educate about and provide insights into local governance and democratic processes necessary for a functioning democracy.
Apart from initiating relevant conversations about fundamental aspects of democracy and its development, playing the game enables the participants to reflect on different questions about local governance are 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 printing instructions

The game board (20 pcs/12 pcs in use)
The floor-placed 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. Initially there is a total of 20 political areas to 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. The selection process can be done by the organizer in advance, or as part of a workshop together with the players immediately before setting up the game. Please note the latter option requires you to print all 20 hexagons, making it both more expensive (approximately 9,000 SEK instead of roughly 5,500 SEK) and less environmentally sustainable. 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 Game manual, the chosen hexagons will be placed on the floor, together forming the game board. With each hexagon measuring 100 cm across, you will need approximately four square metres to fit the game board, and a minimum of an additional 60 square metres for the overall event, depending on the number of participants. Keeping in mind that the participants will most likely step over the game board while playing, *we recommend that you print the hexagons on 2-3 mm thick vinyl carpet for both durability and anti-slip features.*

Event cards (60 pcs/48 pcs in use)
Each political area comes with 3 event cards. Since the game is based on 12 areas, you will be using 36 event cards. *We recommend that you print the event cards on matte laminated paper. Please note that the cards are double-sided. (In case you wish to show the event cards on a digital screen, you only need to use the document marked "FRONT".)*

Party cards (6 pcs)
Each player (or group of players) will represent one imaginary political party. The maximum number of political parties is six. *We recommend that you print the party cards on matte paper. Please note that the cards are double-sided.*

Resources (24 pcs)
To represent the resources, please use *small single colour bean bags in the shape of your choice*.

Game manual
As stated above, the game also comes with a Game manual. The manual consists of two parts – one that explains the game to a game master (pp. 2-9), and one that contains a script to be read to the players ahead of and during the game (pp. 9-12). *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
For best result we recommend that the game event is followed by moderated group talks or seminars (#DemocracyTalks), for example between the target group and specially invited representatives from the local community (e.g. municipality, mayor's office) on adjacent themes. This part of the material helps you to plan and to arrange a both reflective and interactive summary of the game as well as in-depth talks on the different aspects of democracy. Use digital tools such as the Menti app or similar.

Additional material

Canvas bag
Included in the toolkit is also a special give-away Electionville canvas bag. *Please visit sharingssweden.se for printing instructions.*

Roll-ups
There are three specially designed Electionville roll-ups to be used for communication and enhanced visual effect during the game event.

Planning the event
It's crucial to plan ahead and also to work together with local partners, such as youth organisations, secondary schools, or local political representatives.

3–4 months prior to the event
You should start by identifying local conditions and taking initial contact with SI to let us know what you are planning and when. Due to local variances in distribution and production it is recommended that the organiser submits their application to the Swedish Institute no later than four months prior to the planned event. In case you plan to invite a Swedish guest speaker, we recommend that you do this as

soon as SI has approved your application. This is also the time for you to reach out to your intended target groups and local partners (e.g. secondary schools, youth organizations, the local mayor's office, city council representatives). Press release/invitation letter can be downloaded here (in English).

2 months prior to the event
Next, we recommend you start looking for suitable venues that meet the spatial requirements as well as provide easy accessibility.

You should also start planning any seminars or other related activities at this time. Do not forget to make sure that the local printer offers the different materials needed for the Electionville toolkit. Now is also a good time to start translating the content to your local language if necessary. Should you decide to pre-select the 12 political areas as suggested above, you will only need to translate the templates regarding the 12 hexagons and 36 event cards in use. In case you want to make the process leading up to the actual gaming event more inclusive you might consider hosting a pre-event during which you invite the target groups to a workshop and jointly argue for which 12 out of 20 political areas to choose (and hence to translate).

Allow time for translation and proofreading by qualified professionals. Once you have the texts in the local language, please send them to SI so that we can prepare the printable files. Please allow at least 14 days for this. Full text version of the material (Game components and Instruction) can be downloaded here (in English).

1 month prior to the event
After receiving the printing files from SI it is time to start printing the game content and wall exhibition – please see detailed recommendations and list of content above.

If you plan any extra activities such as lecturers or seminars, you should make travel and board arrangements for Swedish experts.

1–2 weeks prior to, and during the event
Communicate the event to participants and send out invitations. Use printed information as well as web and social media (e.g. hashtag "We are #CitizensOfElectionville").

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. Make sure to also have a look a 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.