Comparative **R**esearch **N**etwork:

Aims – People – Projects – Methods – Results

KA220 Conscious Consumption
2021-1-DE02-KA220-ADU-000033718
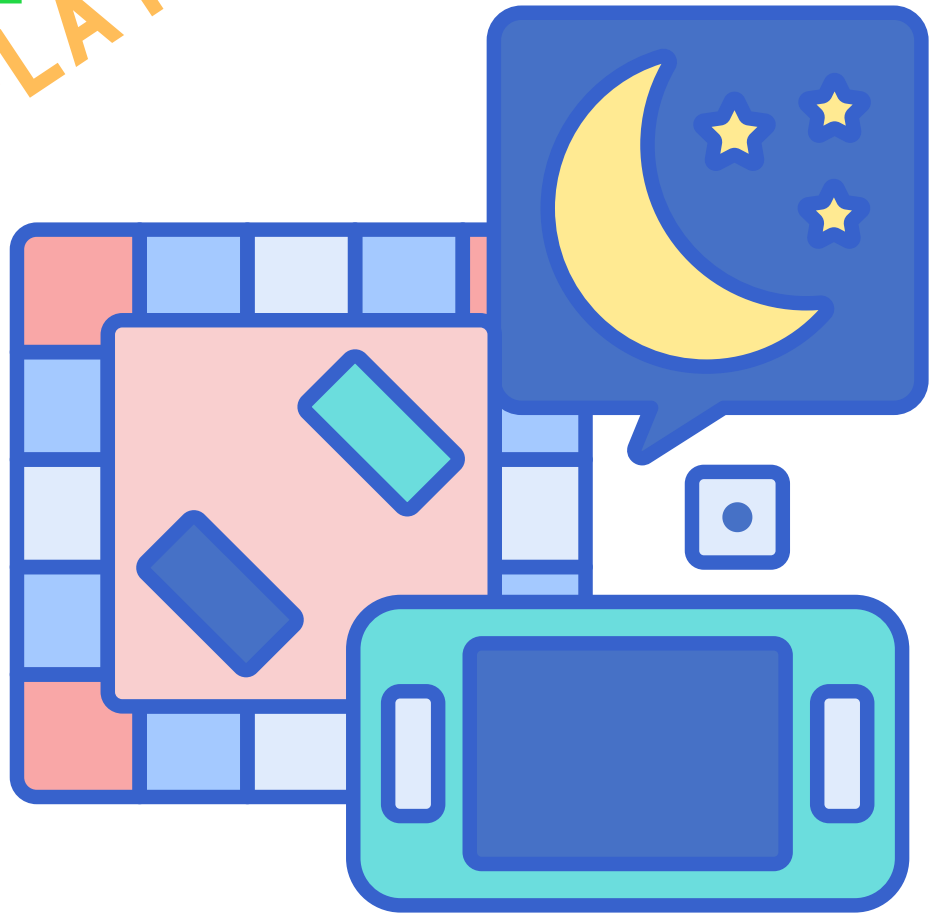
GAME
JAM
TEMPLATES

COCO
CONSCIOUS
CONSUMPTION

Co-funded by the European Union

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Comparative
Research
Network:

euro-net

DR. LUDWIG
INTELLIGENT
PROJECTS

XAMK
South-Eastern Finland
University of Applied Sciences

OTWARTY
PLAN

ela

BLUE
ROOM
INNOVATION

GAME **UNPICKING**

Games are driven by actions, aka *verbs* defining what you **can do** in the game, what you **should do** to win it, and what you simply **can't do**. While playing the games, reflect on the questions below.

CURRENT **VERBS**

As you play this game, write down what you **can do**, what you**s hould do**, and **why**.

NEW VERBS

Imagine what you **cannot do** currently in the game, but you'd like to be an option, and **why**.

MESSAGES

What may be the *mora* of the game? What does it teach you to do?

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NEW MESSAGES

How could the games be re-adjusted for a world with a more concious consumption? Which lessons could be give by the games and Which new rules could you use? Try out the game with the new rules and write down as well your reflections

NEW LESSONS

Which lessons could be give by the games on teaching conscious consumpation? What should you do and what shouldnt you do?

NEW RULES

 Which new rules could you use to include conscious consumptions patterns? Try out the game with the new rules and write down as well your reflections

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CHALLENGE BUILDING CANVAS

This canvas will help you to explore and create the first building blocks for you challenge description. Start with impact and then move clockwise. Use the filled canvas as your guide when writing challenge description.

IMPACT

What is the change you want to create? Which needs do you want to adress and for whom do you want to formulate a solution?

OUTCOME

What is the concrete change we want to achieve directly through the solutions created? It can be described as a change or comparison to the initial state you wish to see or an improvement in some area, for some specific target group. It should be measurable - either in a quantitative or qualitative way.

OUTPUT

What do we expect to create in the process? Think about possible solutions that could help achieve the goal. Don't design them, but are there some minimum requirements or e.g. technical limitations for them? Have you found or created some already? Do you know of solutions that would not work?

INPUT

What resources are needed or can be provided for creating solutions? Your input, that could help (resources, expertise, data..) and solvers' input you think would be useful (certain technologies, expertise or existing components).

EACH GAME JAM IS UNIQUE
A MAJOR STAGE FOR CO-CREATION

FREE, INCLUSIVE, SUSTAINABLE, OPEN TO ALL

Coco welcomes gamers & gamers, with no discrimination regarding the gender, education level, or origin.

A COMMUNITY IN MASKING

From Europe and beyond, CoCo builds a community of practice of everyone interested in the topic, might it be educational stakeholders, NGOs, companies, institutions. #StongerTogether, for real!

REAL-LIFE IMPACT EDUCATION

The CoCo Game Jam aims at fostering game-changing solutions to challenges on teaching a more conscious consumption towards marginalised communities.

EACH GAME JAM IS UNIQUE
FOCUSING ON TANGIBLE OUTCOMES

SOLUTIONS THAT CHANGE LIVES

All Game Jam solutions answer a burning challenge in education: all of these solutions have the potential to impact and change lives

AN EMPOWERING JOURNEY

No matter the level of experience in hackathons, being part is a shared journey through design thinking, co-creation and user-driven innovation

AN EVER-GROWING ACTIVE COMMUNITY

CoCo aims at becoming a community of like-minded pioneers in gamification who believe in co-creation and collaboration to make a greener, better world

EACH GAME JAM IS UNIQUE
HOW DOES IT WORK?
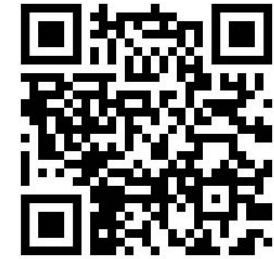
Unpicking Games → Find resources → Get support from the other → Craft your challenge → Protype in changing teams → Pitch your Prototypes → Feedback from the challengers → Publish your Experience → Implement the solutions

PITCH CANVAS

This canvas gives you an overview of all the fields you will have to fill when creating your solution pitch.

Use this canvas as a base for rehearsal: prepare and write down all your answers in a text editor, gather your images and PDFs and when you're ready, upload it to the padlet.

Important! All the info filled in the pitch will be public. And remember that only one person per team should upload the team's solution.

Good luck!

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1. General information
Title the title of your solution that appears in the header

2. Intro
Header title a sum up of your solution / 65 characters max
Intro title a short teaser located just under the header / 65 characters max
Intro text a longer teaser / 300 characters max

3. Solution
The challenge this field should be left as is
Solution description What is your final product/service/tool/activity? How could the solution be used to enhance conscious consumption in your challenge area? How could the success of the solution be measured? How will the solution provide benefits to the challenge owner?
Solution context What problem are you facing? What challenge(s) are you solving?
Solution target group Who is the target group for your solution?
Solution impact What is the impact of your solution? How do you measure it?
Describe your solution in a tweet describe your solution in a short catchy way / 280 characters max
Innovativeness What makes your solution be different and original? Can anything similar be found on the market?
Transferability Can your solution be used in other contexts? What parts can be applied to other contexts?
Sustainability What is your plan for the implementation of the solution, in the mid and long terms?

4. Images, videos and links
Title image this is your main image, displayed as header / max 2Mb in jpg or png
Image gallery add up to 25 images in 1280x978 / max 2Mb each in jpg or png (click on "Upload from computer" to add more images)
Videos add up to 10 video links from YouTube/Vimeo
Links add up to 10 URLs to be displayed on your page
Extra files add up to 10 files to be displayed for download on your page / max 2Mb each / allowed formats: zip, doc, xls, pdf, xlsx ,docx, ppt, pptx

5. The Team
Show team members names publicly? decide if you want your names to appear
Team name the official name of your team
Roles and background of team members describe your team
Contact details, if you wish This is the place where you can leave your contact details