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SERIOUS GAMES



COCO
CONSCIOUS
CONSUMPTION

Comparative Research Network:



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Open Educational Resources



EPALE



DRESS 4: motivational doll game

Alternative name: DRESS 4 TRAVEL

“Dress your doll according to the weather but mind money and ecology!”

Introduction

Dress your doll for the new season while keeping in mind how your choices affect yourself and the environment. Travel to warm or cold locations and trade your old clothes with your friends to save money (and the environment!) in this all-ages dress-up game, for 4 players and up.

The final product is a [print-and-play doll game for children](#) 10 years old and up. The game will teach kids to adapt their limited budget to an environmentally friendly lifestyle by exchanging clothes and checking labels before buying new clothes.

How to set up the game

The game is meant to be easy to set and to be played in classrooms. Materials should be clear-shaped, black&white vector images that the teacher can print at school and kids can cut out and decorate. The only non-printable element is the dice, but a normal dice is perfect as they can just glue colored piece of paper on it (or stickers as we did) and repurpose it.

We tested it with a small groups of 4 people (each person 1 doll) which we think is the minimum requirement to maintain enough options of exchange between the players. We also think that it might be played by small groups, each one of them assigned with one doll (ex. 1 doll, 2+ children). It is up to the teachers to assess the level of attention and participation of the class and decide how to set these numbers.

In a few words: **easy, accessible and highly customizable.**

Target

The target are children between 8 and 12 years old, from elementary to middle school.

Rules

1. One doll for one kid/player or small group
2. the doll/player starts with 35€
3. you pick one clothe item per turn until you have a complete outfit (hat+shirt+pants/skirt)

YOU CAN'T READ LABEL AT FIRST

4. everyone throw the dice to pick a color (just from 2nd match)
5. when you get your destination you probably need to fix your outfit.

You can do that by:

- exchanging with others
- buying from others
- buying from market

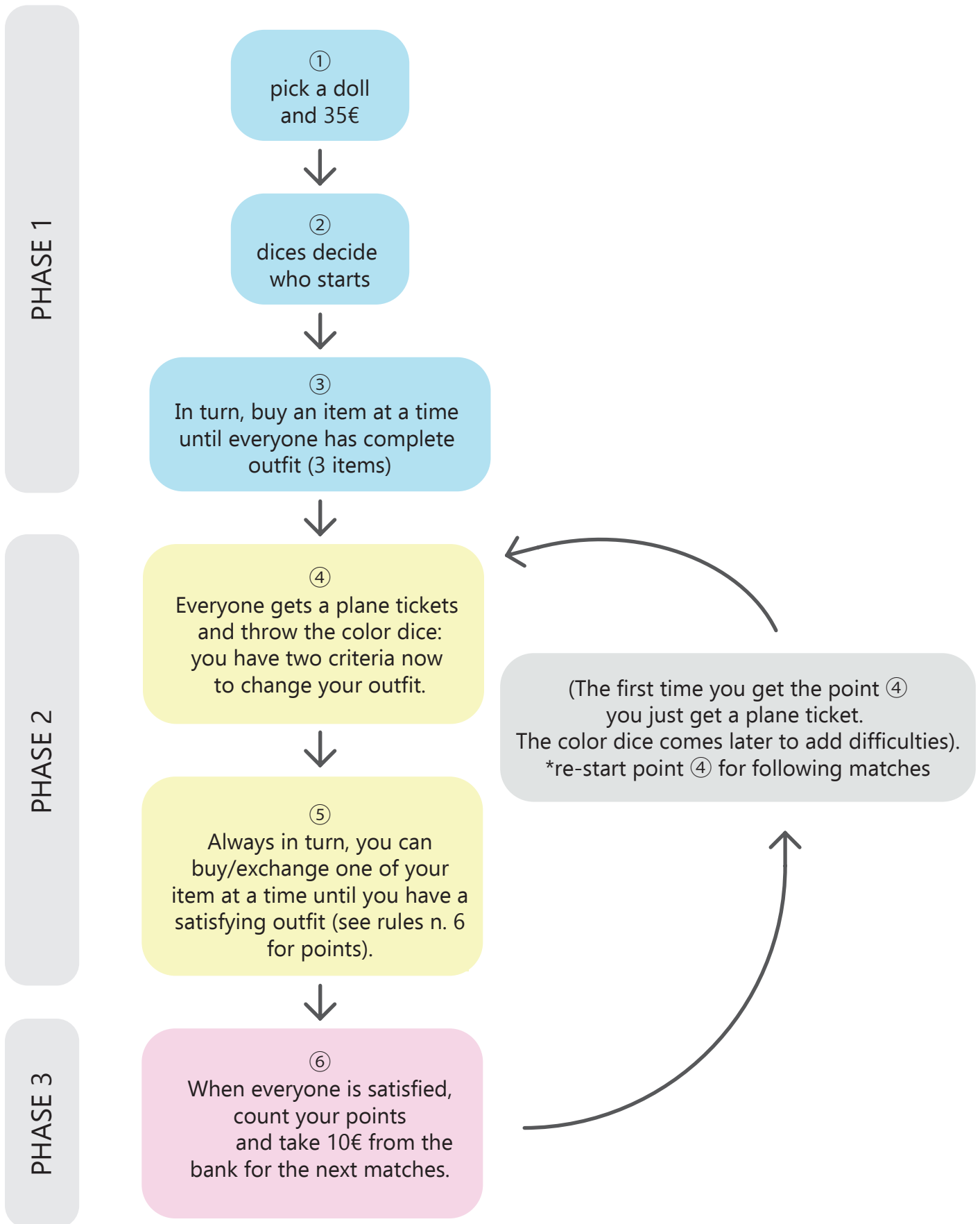
6. at the end of every match (when you are satisfied with your outfit) you count your points:

- 10 € left = 2 points
 - Good label = 1 points
 - Half label = ½ point
 - All bad = no points
- Max 3 points (complete outfit)

- COMPLETE OUTFIT
for your assigned season = 1 point
(ex. Summer=3 piece of clothingv for summer)
- 2 or 3 items of the right color = 1 point

7. write down your points and get 10 € from bank for the next match
8. following matches don't need rule n. 3 because you already start with your previous outfit.

How to play



Materials - what do you need



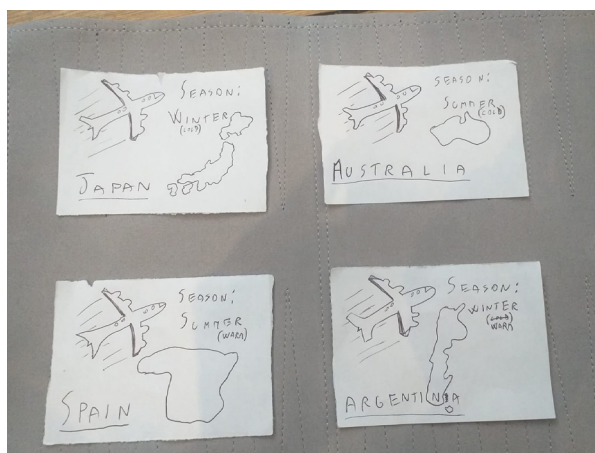
color dice



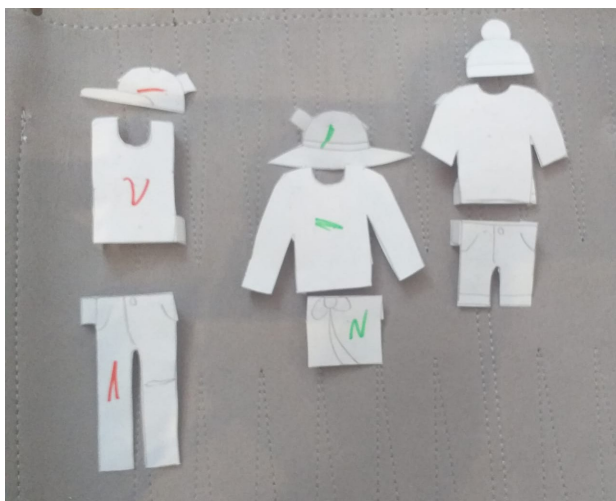
paper dolls



printed fake paper money



plane tickets (destination name and hot or cold season indicated)



Clothes examples (on the left hats, shirts, pants and skirts for both winter and summer seasons) to print and cut out. As you can see they have small "flaps" so that they can be secured to the dolls (optional).



Extra signs useful as visual aids to remember how you can't gain points. Optional but useful and, as the rest of the materials, very much customizable.



The complete set (from top left): dolls, money, dice, clothes, tickets and points signs.

How could the game be played in other contexts?

We think the game is very easy to adapt for three reasons.

First it is possible to **change the topic** and maintain the actual rules. An example could be “Build you conscious consumption meal”: instead of dolls and clothes the game could be about buying seasonal food, possibly local, spending as little as possible (the points count would be similar). It might also be good for talking about buying furniture, like “Furnish your house with conscious furniture”: it could be a whole house or just a room with the same principle, buy furniture made with certificated wood, from stores that pay right their workers and, as always, buy used when possible.

These two examples bring us to the **second** point: the game is **modular**. There is basically a central element (a doll in our case) that needs items to be completed and doing it gives you points. It is possible to make it more complicated by requiring a larger number of items, more specific ones or just by adding rules to make it more difficult to acquire the right items.

Third, we also think that the game could easily be **digital**: if we change the main topic and/or we focus on an older target the paper materials are definitely not necessary and we could focus just on the game’s mechanics.



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The Coco Garden Game



This game was developed during the Game Jam in Berlin in December 2022 by Volker, Luca, Amelie, Jani and Arif.

It is an easy and fun game that teaches the principles about seasonal product.

Description of the Game:

Board game for 4 players meant to be played on schools and homes.

It can be used as a tool for teaching producing natural products on their season.

Growing vegetables and fruits on the right season will give advantages and minimize the consumption of the resources. Fun and easy to learn.

Rules

Setup

- Lay season boards on the table
- Shuffle all the card piles
- Each player selects product cards equally
- Place Event cards on one pile
- Deal 3 resource cards for each player and put the rest on pile
- With selected method (highest roll, rock-paper-scissors, etc.) define who gets what season board
- Player, who got the Spring board will be first

Game

On your turn, you can do ONE of the following actions:

Option 1.

- Draw cards:
- Throw 2 dices.
 - If pairs, draw an Event card. Do whatever card tells you to do and put the card on the bottom of the Event pile.
 - If not pairs, draw 2 resource cards.

Option 2.

- Grow your product
- When you gathered the necessary resources, you can grow your product.
- Necessary resources are defined by the product and the season you have. Check the resource table for needed resources. (it will be on the product card later)
- Discard the resources. Put the cards on the bottom of resource pile
- Put product, that you want to grow on the empty slot on your season board.
- You can only grow one product on each round.

Winning the game

- Whoever grows all their products first, will win.

Alternative growing method

- If you want to make the game more difficult, you can alter the growing method.
- Instead of using all the needed resources at once, you need to use your resources on specific order:
 - o First you will use seeds
 - o After that all the other resources one by one.
 - o You can only put one resource on the board each turn.

What you need

4 season boards
12 product cards
7 event cards
120 resource cards including:
48 water
48 fertilizer
24 seed
2 dices

On the pages in the print out section of this game manual you will find all the needed boards and cards to print out.

You will find front sides and backsides. Print out the front sides, turn the paper and print out the back sides, so that you can cut out the cards you need.

The season boards need to be printed out just once without a backside.

The 12 product cards you find on 3 front pages. There is one backside for them you can use for all of them.

Print out the 7 event cards, turn the paper and print the back sides, then you can cut out the cards. 2 cards do not have an event, you can create an own event, if you want.

To get enough resource cards print out the resource card with the fertilizers and water 12 times. To get enough cards with seeds print out the resource card with seeds 2 times. Then turn all pages and print the resource cards backsides on the 14 sheets and then cut out all the cards.

You have to find 2 dices in your home to use it with this game.

Solutions

Final product is a tabletop game for primary school student and their families.

Players learn that it is possible to grow vegetables and fruits on any season. They learn that usually fruit or vegetable grows in one season when all the resources that they need are available naturally.

The basic amount of resources needed is printed on the product card.

In case you want to play the game in a way that you can grow the products in whatever season then follow the table with the resources needed per season:

Products

Raspberries	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Cherries	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Radish	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Tomatoes	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Carrots	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Cucumber	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Pumpkins	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Apples	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Watermelon	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Watercress	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Brussels sprouts	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Coulliflower	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Playing the game like this the players learns that everything can grow out of their natural season but it will require some extra resources so it is not that efficient. Game can also be used as a tool when teaching local producing.

The game will also teaches some basic gardening principles and some of the most common products. Events in the game will also teach about the natural variables or surprise elements that comes with gardening.

Our solution is not that original, but it will combine some basic game mechanics to keep the game simple enough for the target group. The innovativeness comes regarding the growing the products out of their natural season.

The aspect that can be used in other contexts is to produce something on different settings with different resources so it can be used with something else than gardening by changing the theme of the game. So the setting-resource mechanic can be added on different areas.

Now follows the print out section:

SPRING

Radish



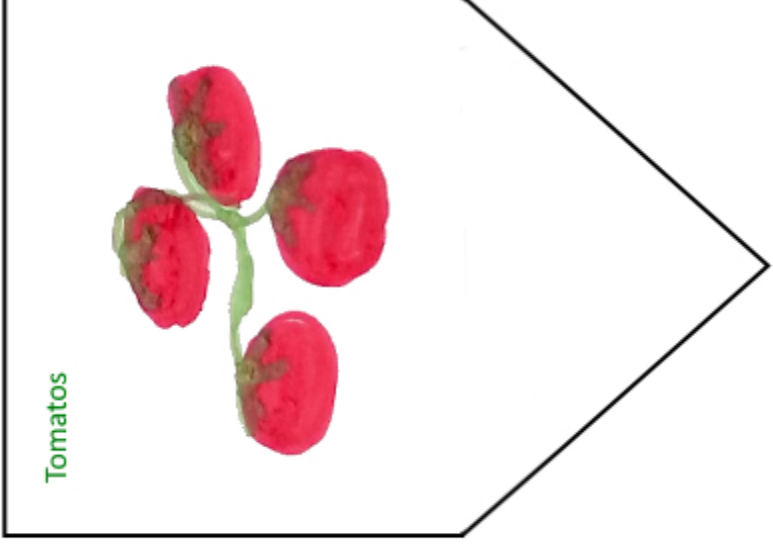
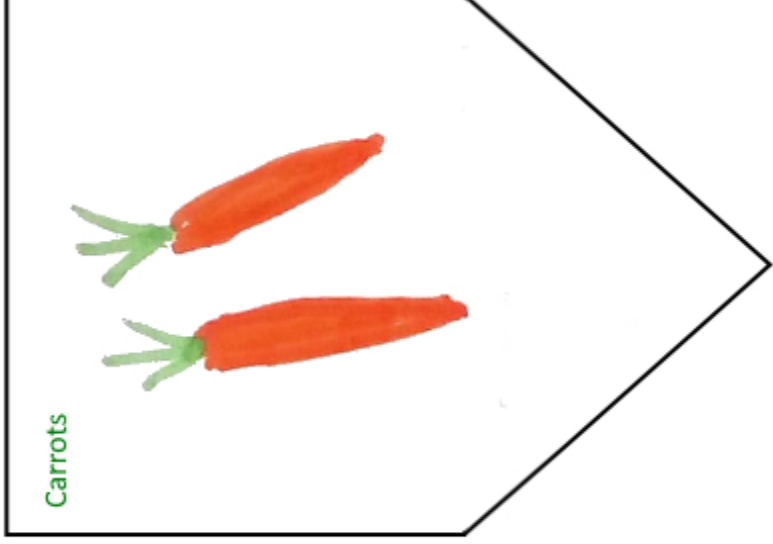
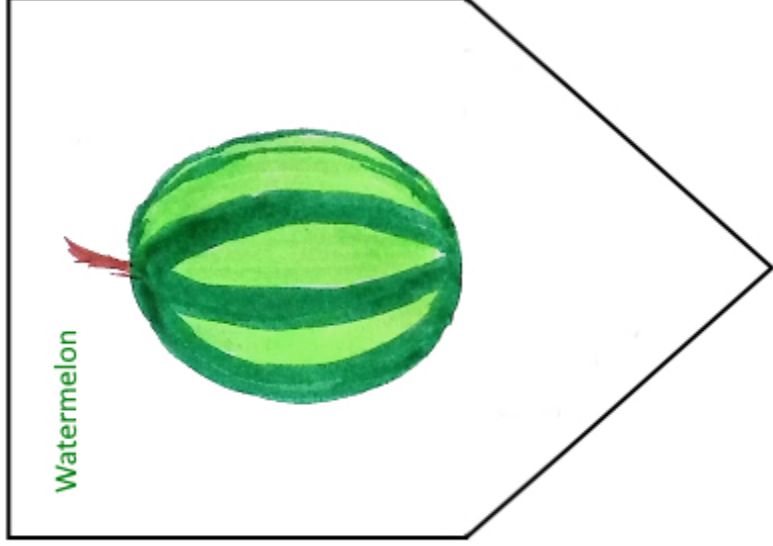
Raspberry



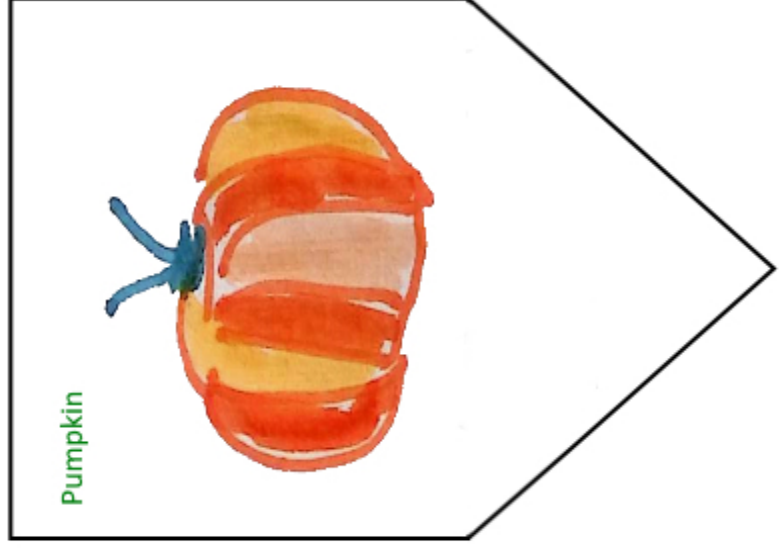
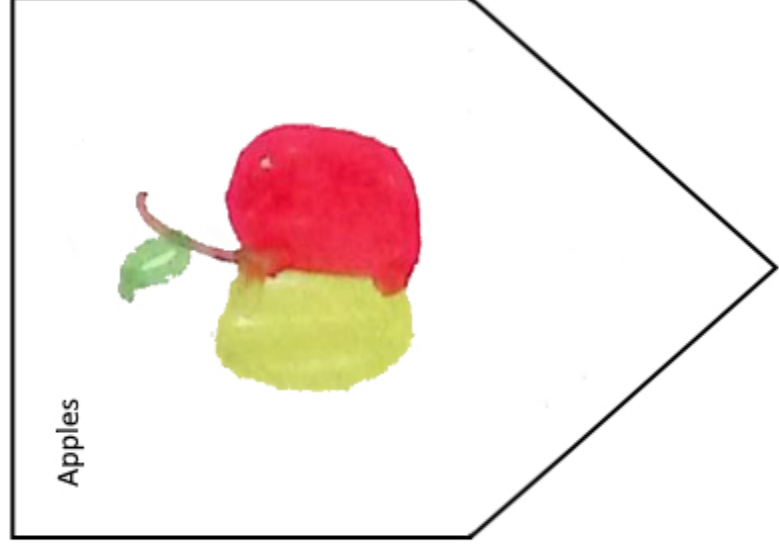
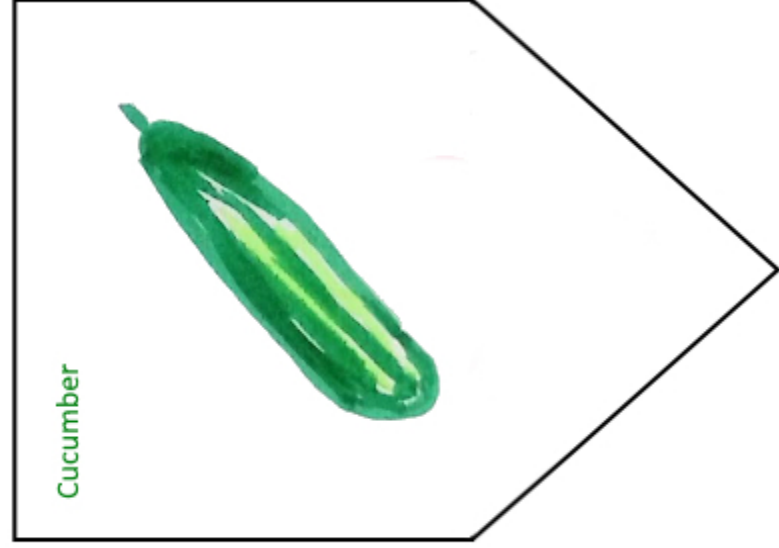
Cherry



SUMMER



AUTUMN



WINTER

Watercress



Brussel sprout



Cauliflower



Radish



Spring:
1 seed
1 fertilizer
1 water

Raspberry



Spring:
1 seed
2 fertilizer
2 water

Cherry



Spring:
1 seed
2 fertilizer
2 water

Watermelon



Summer:
1 seed
1 fertilizer
3 water

Carrots



Summer:
1 seed
1 fertilizer
1 water

Tomatos



Summer:
1 seed
1 fertilizer
3 water

Cucumber



Autumn
2 seed
1 fertilizer
2 water

Apples



Autumn
1 seed
2 fertilizer
2 water

Pumpkin



Autumn
1 seed
1 fertilizer
1 water

Watercress



Winter
1 seed
3 fertilizer
1 water

Brussel sprout

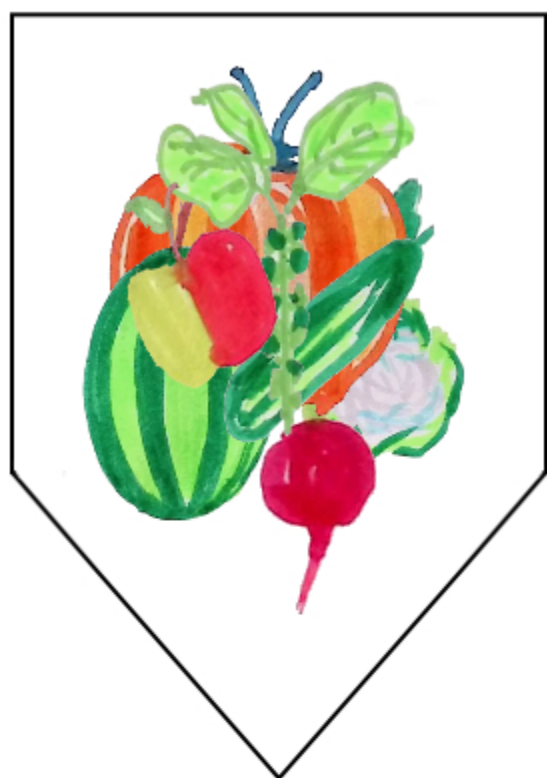


Winter
1 seed
2 fertilizer
2 water

Cauliflower



Winter
1 seed
1 fertilizer
1 water



BEES

Play 2 times extra

BEES

Play 2 times extra

MICE

Stop for 1 round

STORM

minus 2 cards for
everyone

DROUGHT

minus 2 water

SNAILS

Stop for 1 round

FLOOD

minus 2 fertilizer

EVENT

EVENT

EVENT

EVENT

EVENT

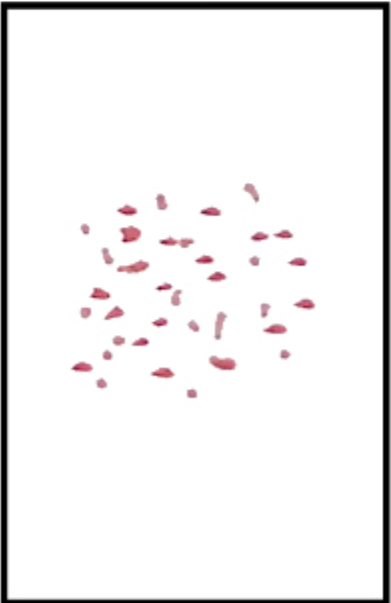
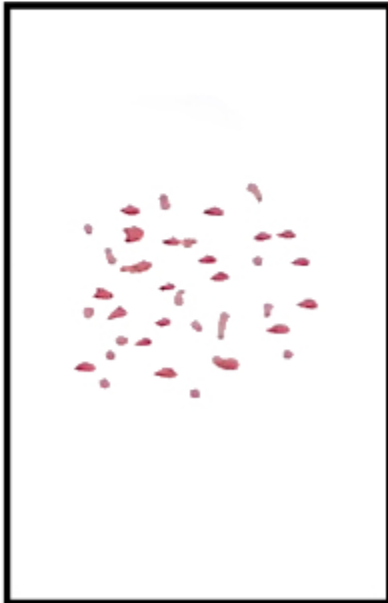
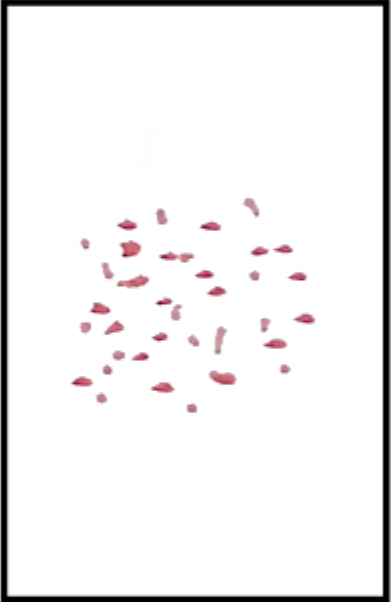
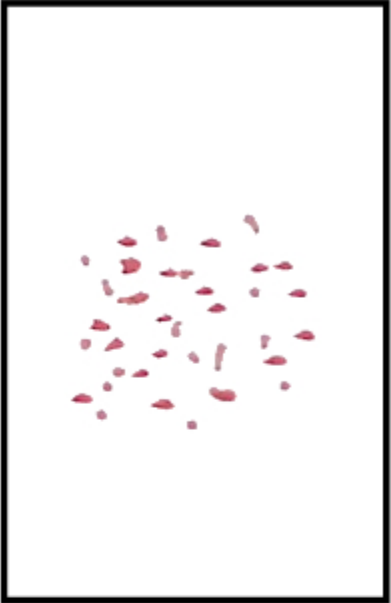
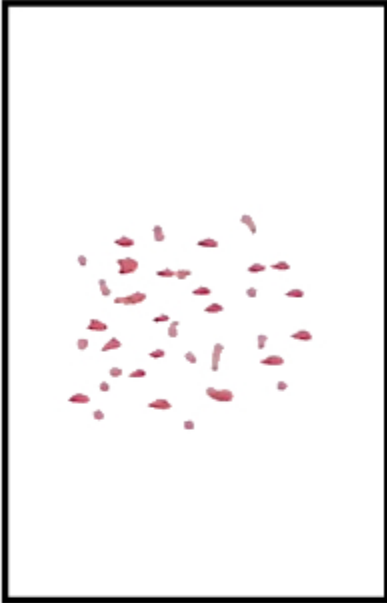
EVENT

EVENT

EVENT

EVENT





RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

End of print out section..... you got your dices.... ok? Then start and have fun....

Print outs and manual created by Dr. Ludwig Intelligent Projects GmbH, on behalf of the CoCo Project, March 2023.



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4.7. Cotraco: A Game for Conscious Consumption

Introduction

In an era where climate change and environmental sustainability are at the forefront of global concerns, Cotraco emerges as an innovative game designed to educate and engage players in conscious consumption. This blended game combines online and offline elements to teach players about their carbon footprint and how their daily decisions impact the environment.

The Logic of the Game

Cotraco is built on the principle of making players aware of the CO₂ emissions generated by their everyday activities. The game challenges players to evaluate their choices in various areas: work, school, travel, and food. By doing so, it aims to foster a deeper understanding of how individual actions contribute to the larger environmental picture.

Link to the Game: <https://consciousconsumption.eu/pantalla-1/>

How to Play Cotraco

1. Setup:

- Players need a phone, QR codes, or a game link, and a printed stars table.

2. Starting the Game:

- Players scan one of the provided QR codes or access the game through the link.

3. Answering Questions:

- The game presents a series of questions related to different areas of daily life (e.g., work, school, travel, food).
- Players answer these questions, which are designed to reflect their real-life choices and habits.

4. Earning Stars:

- Upon completing each area, players earn several stars based on their answers.
- Players record their earned stars on the printed stars table.

5. Determining the Winner:

- Once all participants have finished answering the questions, they count the total number of stars they have earned.
- The player with the most stars is deemed the most "Cotraco," indicating they have made the most environmentally conscious decisions.

Cotraco teaches about CO₂ production through an interactive, engaging gameplay experience that evaluates daily decisions. Here's how it works:

- Question-Based Learning:
 - Players answer a series of questions related to different aspects of their daily lives, such as work, school, travel, and food. Each question reflects real-life choices and habits that contribute to CO₂ emissions.
- Evaluating Decisions:
 - The questions prompt players to think critically about their actions and the environmental impact of those actions. For example, questions might be asked about the mode of transportation used, the type of food consumed, or energy usage at home.
- Earning Stars:
 - Based on their answers, players earn stars representing their environmental consciousness level. The eco-friendlier their choices, the more stars they earn. This gamified reward system encourages players to make better decisions.

- **Feedback and Reflection:**
 - At the end of the game, players can see how their choices compare to others and reflect on areas where they can improve. This feedback loop helps reinforce the learning objectives and encourages continuous improvement in sustainable choices.

◦

By combining these elements, Cotraco effectively educates players on the impact of their daily decisions on CO₂ production, promoting a deeper understanding of sustainability and conscious consumption.

Target Group

Cotraco is designed for a broad audience, including:

- **Students:** The game is an excellent educational tool for schools, helping students understand the impact of their daily choices on the environment.
- **Families:** Cotraco can be played at home, making it a fun and informative activity for family members of all ages.
- **Eco-conscious Individuals:** Anyone interested in learning more about sustainable living and reducing their carbon footprint will find Cotraco both engaging and enlightening.

Cotraco is a tool for education and awareness. By challenging players to think critically about their daily decisions and their environmental impact, Cotraco promotes a culture of conscious consumption. Whether played in schools, at home, or among friends, The game offers a fun and interactive way to learn about sustainability and make more eco-friendly choices.

◦



NAME	WORK OR SCHOOL	HOLIDAYS	FOOD	TOTAL

Cotraco - Star Table

Play Cotraco and switch & match your way through different levels in this CO2 quizz adventure. Join your colleagues in their daily transport journey in an online game full of conscious consumption treats!

Topic: Food



Topic: Work



Topic: Holidays

