

PSC

Register/Login

Select SDG(s)

not needed for CWCs testing

Create CWCs

Coaching with Compassion / Dreams/ Visions

- create 5 CWCs

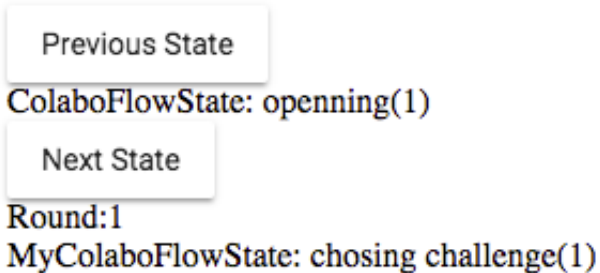
Performative DialogGame

Opening / Round 1

Moderator

- we have to set at the beginning that the correct state by previous next to set up opening state (according to the next illustration)

Moderation Panel

- 

The diagram illustrates the state transitions for the Moderation Panel. It features a central text 'ColaboFlowState: openning(1)' with a box labeled 'Previous State' above it and a box labeled 'Next State' below it. Below the 'Next State' box, the text 'Round:1' and 'MyColaboFlowState: chosing challenge(1)' are displayed.

Player

- in **My response** we can see the current move being played

- we choose one of the **17 suggested SDG Question cards** "Start the dialogue by choosing a question that the dreaming you've done might answer on Click the one you want to reply on"

Your turn to play!

Start the dialogue by choosing a question that the dreaming you've done might answer on
Click the one you want to reply on

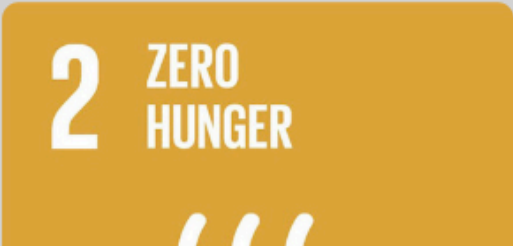
1

How the future looks when this goal is fulfilled?

The icon for SDG 1, 'No Poverty', is a red square. It features a large white number '1' in the top left corner, followed by the words 'NO POVERTY' in white capital letters. Below the text is a white silhouette of a family consisting of two adults and three children, with one adult holding a cane.

2

How the future looks when this goal is fulfilled?

The icon for SDG 2, 'Zero Hunger', is an orange square. It features a large white number '2' in the top left corner, followed by the words 'ZERO HUNGER' in white capital letters. Below the text, the top of a white silhouette of a person's head is visible.

- then we select some of the suggested respond cards, made out of our CWCs "Your turn to play! These are your cards to respond Click the one you want to play"

Your turn to play!

These are your cards to respond
Click the one you want to play

11 Sr24

the world is covered with white
flowers that are more precious
than golden coins in all banks

- after choosing our response card, we can decorate it with several decorators, divided in 2 groups "actions" and "emoticons"

Your turn to play!

You can decorate your card
Choose type of decoration

actions

In which way you connect your card with the previous one

emoticons

what is the emotion of your card?

DialoGame

Undo

Finish

My response

Manage your current response



Your turn to play!

You can continue decorating your card or you can Finish and send it

Choose type of decoration

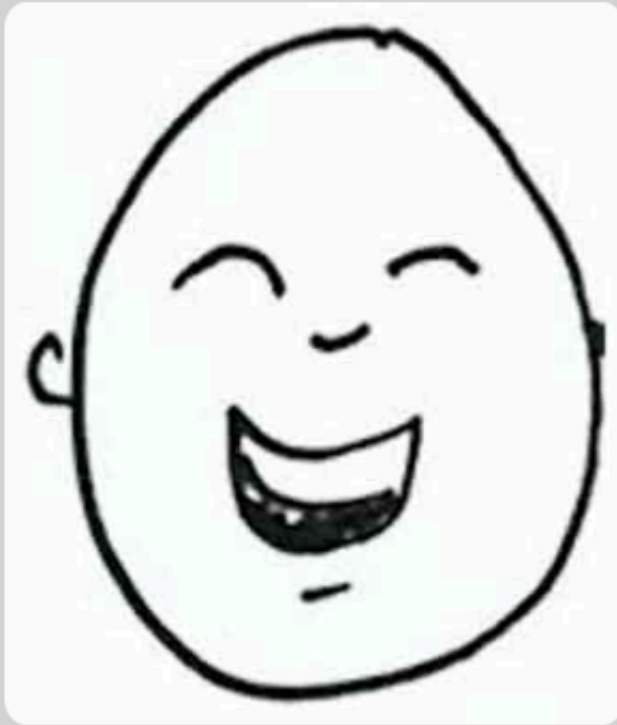
actions

In which way you connect your card with the previous one



You have chosen type of decoration
Now choose the specific decoration

joy

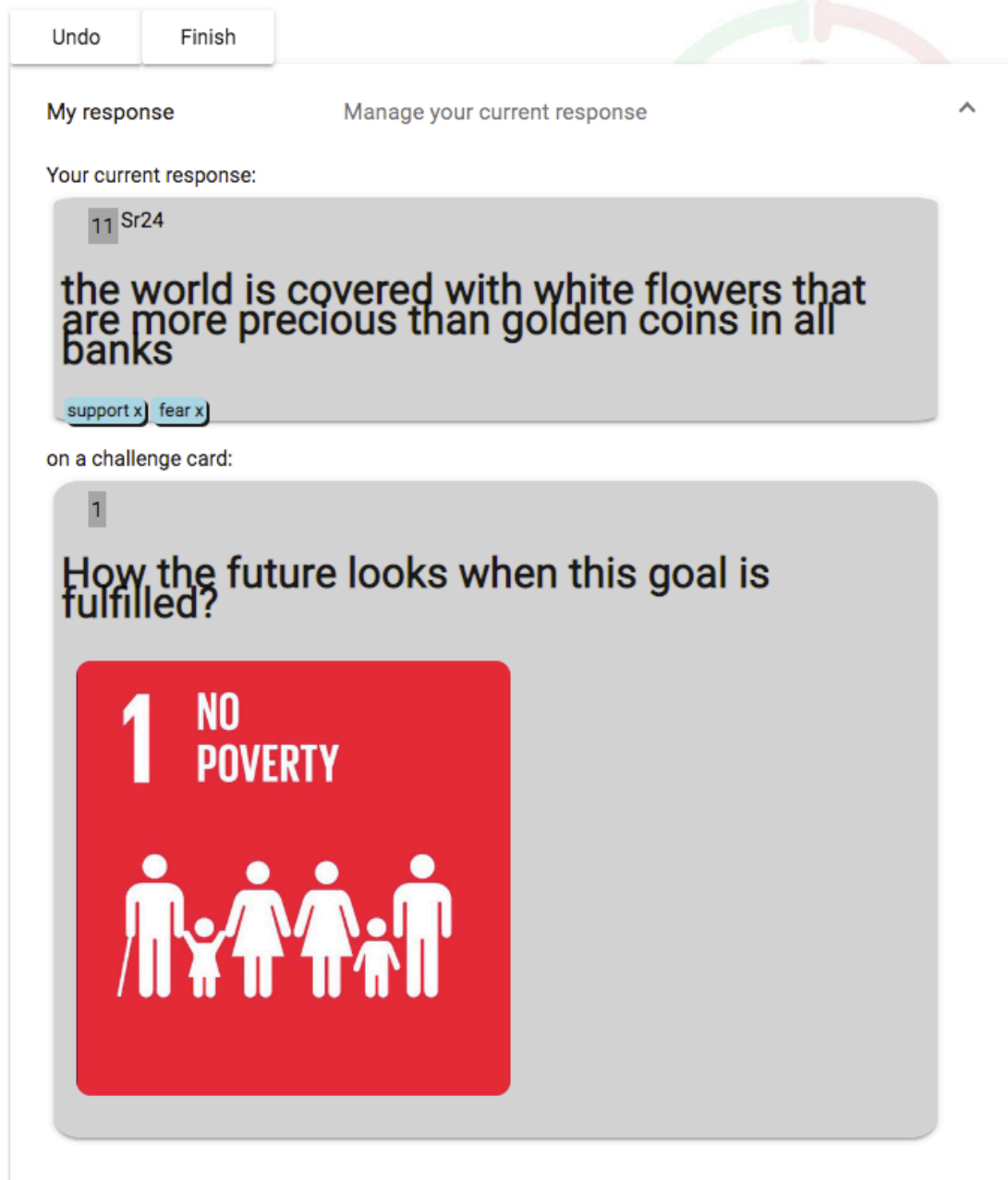


fear



- In **My Response** we can see our complete response:

DialoGame



- we can **delete any decorator** by clicking on it
- we can also go to the previous phase of playing, by pressing the **UNDO** button
- when satisfied, we can click on the upper **FINISH** button
- the following screen appears when we finish playing the current round
-



Sr24

opening / round:1 (finished)

GetCFState

DialoGame

Please, wait for the next round.
Coffee and Smoki are for free
as it is watching your co-creators
in deepness of their creative process ...

- now the player is "blocked" at the end of the first round, waiting for the **moderator** to change the round to the 2nd, when the player's system would automatically initiate new round and show the suggested cards to the player to play on them

Moderator

1. wait to see that **all the players have played the first round**
 1. by refreshing the moderator page and checking the column for the current round
 2. if all players have that column filled
2. when all have played, he press the button to **request similarity suggestion**
3. when all the suggestions have received, moderator press the button **next state** - it initiates the new round (for all the online players) as stated above

Round 2

Player

- receives suggestions for challenging cards
 - suggestions are 3 selected cards from the cards other players played in the previous round
- player chooses one of these cards that he likes the most as a challenge card
- then he chooses one of his cards as a response on the selected challenge card
- the rest is the same ... as in round 1

Moderator

- repeats finishing steps from the Round 1

Round 3

Player

- same as round 2