

# Print & Play **WHERE IS DATA IN YOUR STORY**

## **Preparation**

Ensure that you have access to a high-quality printer and paper of the appropriate thickness to print the cards. We recommend you use A4 paper, cardstock, or photographic paper of 80gsm or more.

## **Print the Cards**

Print the cards onto A4 paper, ensuring that you select the option to print at actual size, or no scaling. This guarantees that the cards will be printed at the correct dimensions. If your printer has the option to print double-sided, you can select this to print both the front and back of the cards onto a single page. If you do not use this option, you will need to print the face and back of the cards separately.

## **Cutting the Cards**

Once your printed cards are dry, use a ruler and a cutter, or a guillotine to cut the cards out. Make sure to follow the cutting lines indicated within the PDF file and cut as accurately as possible to create cards of uniform size. If you prefer your cards to have rounded edges, you can then use a rounded corner cutter to give them a more professional finish.

## **Sleeving the Cards (Optional)**

Once you have cut out your cards, you may place them into transparent protective sleeves of standard playing card size. If you have printed your card double-sided, place one card into a single sleeve. If you have printed the front and rear of your cards separately, you will need to match the front of each card with the corresponding card back before placing into the sleeve.

## **Game Instructions**

You may print the instructions onto a sheet of A4 paper for use as reference when playing the game if you wish. However, we advise you read them in digital format to help protect the environment.

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We have included a blank page between the versions to make them easier to identify.





## Where is Data in your Story?

### Instructions

Adaptation of What is Your Story? developed by Coventry University under the licence CC-BY-NC 4.0.

Have you ever noticed that we are surrounded by data? And that we are constantly generating data? Even in the most unbelievable places and doing the most weird activities, we are creating data. This game makes you aware of how data is created in your everyday routines and how you can take advantage of it for good. Learn about yourself and how to improve people's lives.

Use your imagination to create a story about how data is created through digital devices, by different people in different activities and contexts suggested by your cards.

Enrich the world with your story and contribute to a better world!

### Equipment

- Playing cards: Data / Activities / Locations / Individuals
- Timer (not included in the package)
- Pen and paper (optional, not included in the package)

### Number of players

5-8 players

### Cards

There are 64 cards in this game. The cards are divided into four groups and the letter identifies the group. The letters stand for DALI.

- 4 cards with images of datatypes (D):



- 20 cards with images of activities (A):



- 20 cards with images of locations (L):



- 20 cards with images of individuals (I):



### Game cards interpretation

- Players are free to be as creative as possible when interpreting and including the characters, activities, and situations in their stories.
- Players are also free to imagine how the characters act in relation to the data actions on their cards. However, in the case of the data cards, players have to follow the data type that is indicated by the icon on the selected card:
  - The person icon: human generated data. This is the data generated by people with no technology (for example, when we write text with pencil and paper).
  - The mobile icon with a hand: human-machine generated data. This is the data that we introduce and generate while we interact with technology (for example, when we register into an app or when we add our favourite places into a map app).
  - The graph icon on a screen: visible metadata. This is the data that we can see on our devices and files (for example, when we see the date and time a photograph was taken, or the data collected while recording our sleep activity).
  - The strikethrough eye: the non-visible metadata. This refers to data that tech companies create when interacting with our personal data (for example by creating profiles of customers for microtargeting).

### Gameplay

Players sit around a table. The four card elements are placed into separate decks in the middle of the table, with the back of the cards facing up. There are three rounds per game.

The aim of the game is to create stories with the help of the cards. Each story includes references to how the character (Individuals card) manages data (Data card) based on the action (Activity card) and setting (Location card) given.

- 1) At the beginning of each round, one random player takes one card from the Data deck. This card will be effective for all players in that round.
- 2) Then each player in turn picks a card from the top of the remaining three decks: Individuals, Location, and Activity.
- 3) Players now have two minutes to look at their cards and think of a fictional narrative that links the four story elements (Data, Activity, Location, Individual). They are also required to think of a title that fits their narrative. One random player will keep a check on the time (preferably with their mobile device).
- 4) When the two minutes are up, in a clockwise direction, each player in turn tells their story, revealing the three story cards to the rest of the players while telling their tale. Remember that this game is about being aware of how data is created in our everyday routines and how you can take advantage of it for good, to learn about ourselves, and to improve people's lives. The other players can add to the story with questions and ideas, making it even more fun. You can decide if you want the others to add to your story or not.
- 5) When all players have told their story, they choose which player they think had the best story (the funniest, the most consistent, the most special....). Players declare and briefly explain their choice. The story that gets the most votes wins. Once this process is complete, the next round begins.

Example story:

*Saving an unborn life (title). A pregnant woman (I) is caught up in an accident. A young guy on his bike (A) who just checked his health app for his pulse (D) sees it and phones the emergency services. The emergency services arrive quickly, the woman is given medical attention and rushed to the nearest hospital. The lives of the woman and her unborn child are saved (L).*

### Winning the game

For each round of the game, the best narrative will be chosen. All players participate in this process. Maybe an open discussion evolves and some players will change their decision, this is allowed. The narrative that gets the most votes wins the round.

After three rounds, the winner of the game is announced. The player who receives the most votes for his/her stories, or the player who won the most rounds, wins the game.

Tie break examples:

*If, in a group of 6 players, one Player X has a share of 8 votes, collected in three rounds, this player might have won only one round but will still be the winner of the game. If none of the other players has a bigger share than these 8 votes, and if none of the other players has won more than one round, then Player X is declared the winner.*

*If Player Y has a share of 7 votes but won two rounds, this player will be the winner, even if this player does not have the biggest share of votes.*

*If two players have the same share of, for example, 8 votes, the player who won the most rounds will be the winner. If they have both won the same number of rounds, then the game ends in a stalemate... or you can choose to play an additional deciding round!*

One random player lists all players and rounds on a piece of paper and summarises the votes each player has received at the end of the game.

## ADAPTATIONS

### Senior adults

The adaptation for senior adults includes the following cards:

Group	Card	Group	Card	Group	Card
<b>Individuals</b>		<b>Location</b>		<b>Activity</b>	

### General adults

Group	Card
<b>Individuals</b>	

### Workers

Group	Card	Group	Card	Group	Card
<b>Individuals</b>		<b>Location</b>		<b>Activity</b>	

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All images except \* are from <https://pixabay.com/>



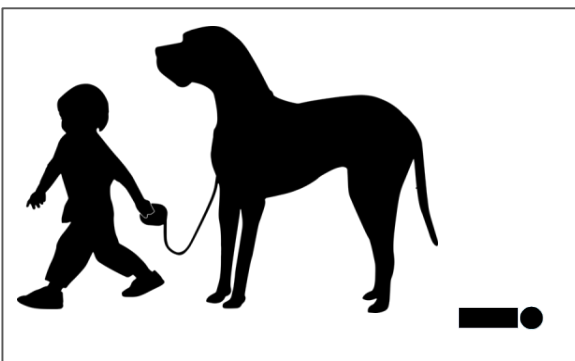
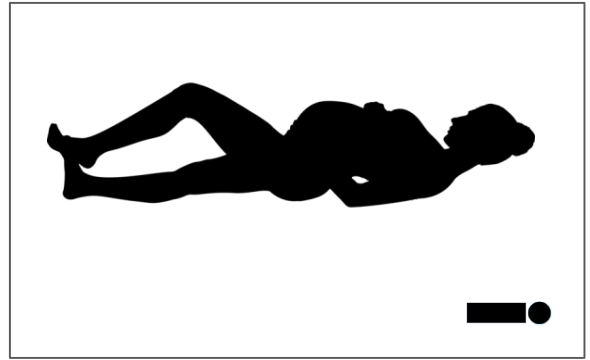
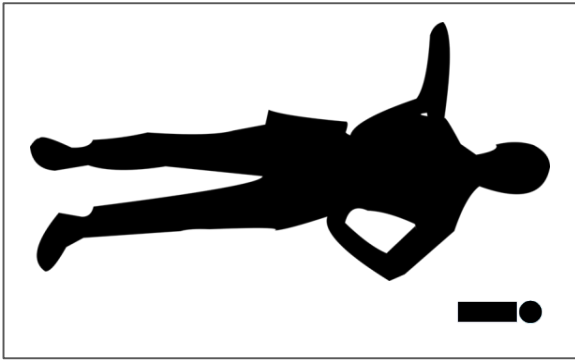
[dalicitizens.eu](https://dalicitizens.eu)  
@DALi\_Citizens



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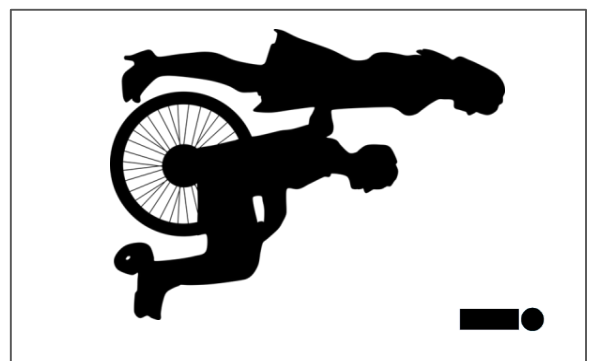
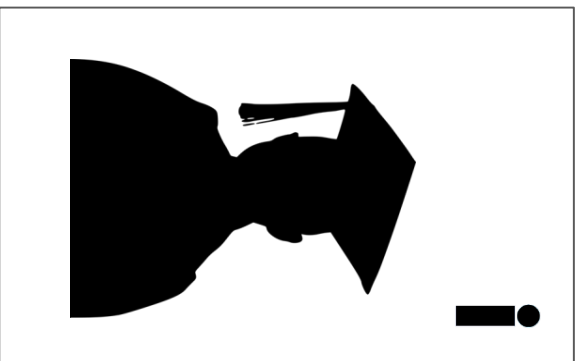
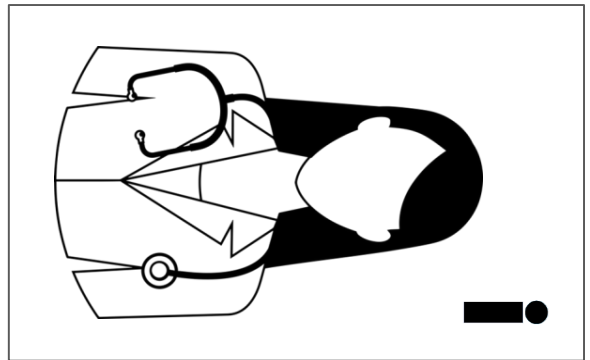
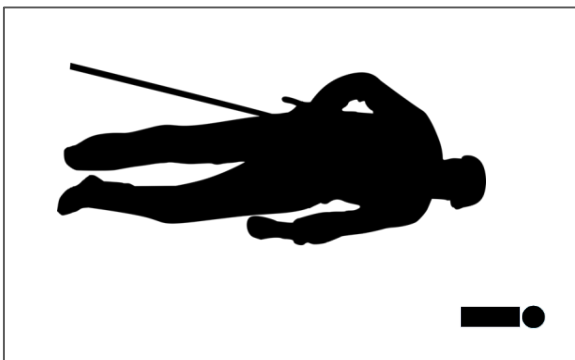
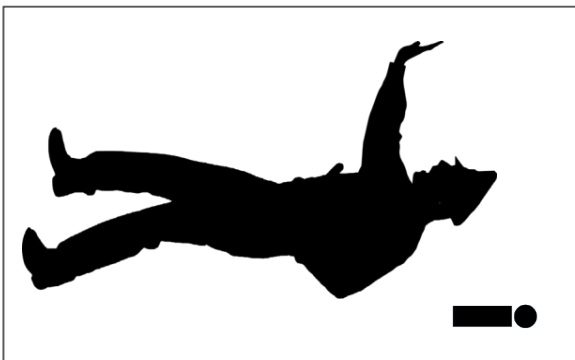
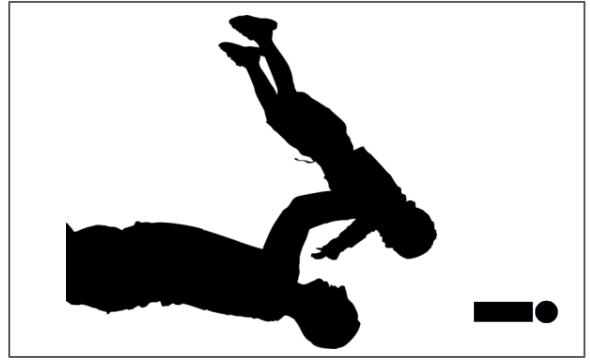
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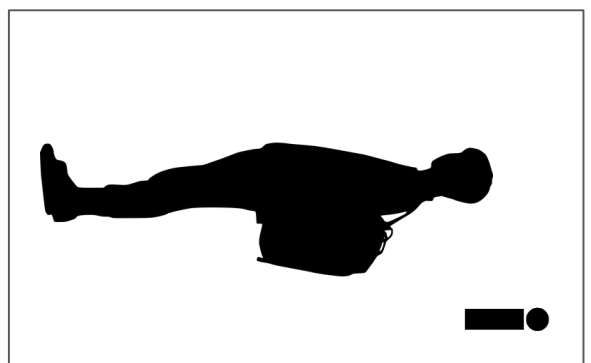
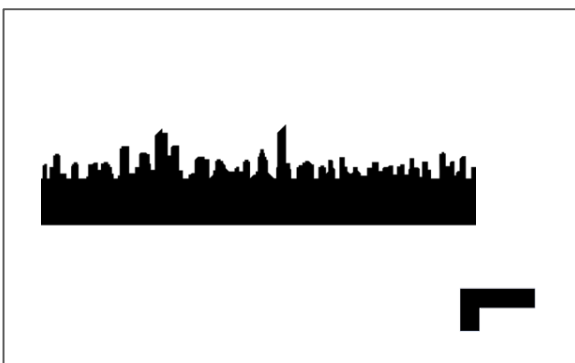
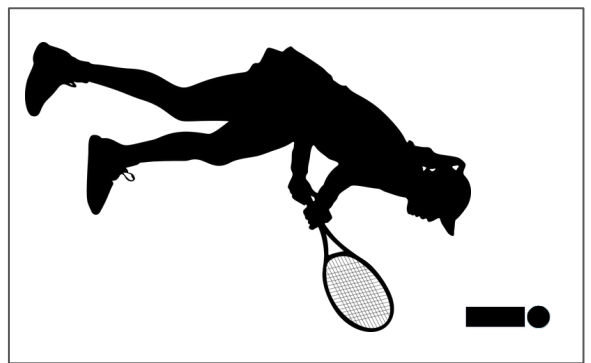
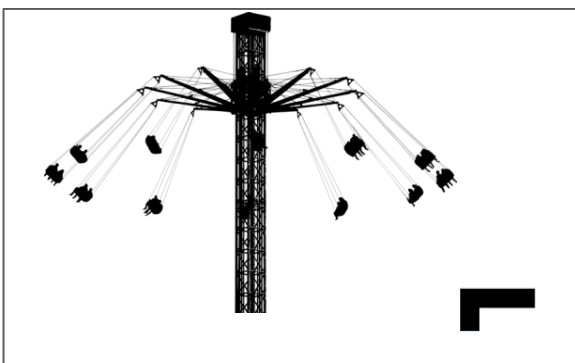
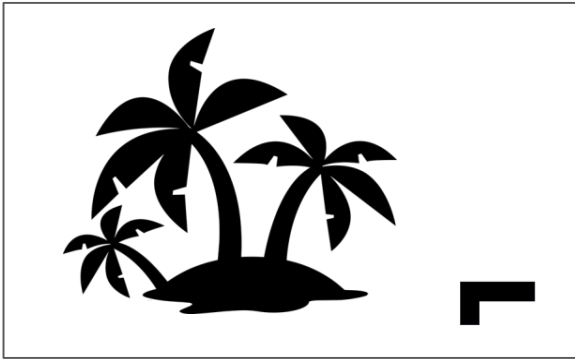
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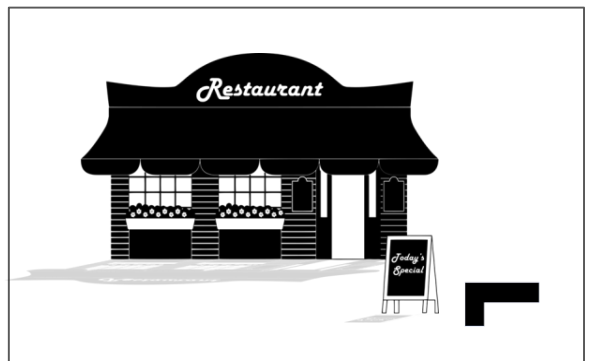
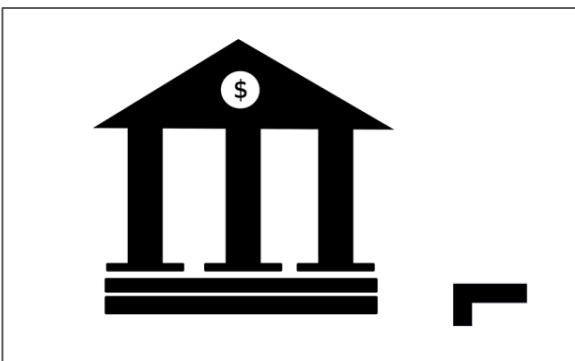
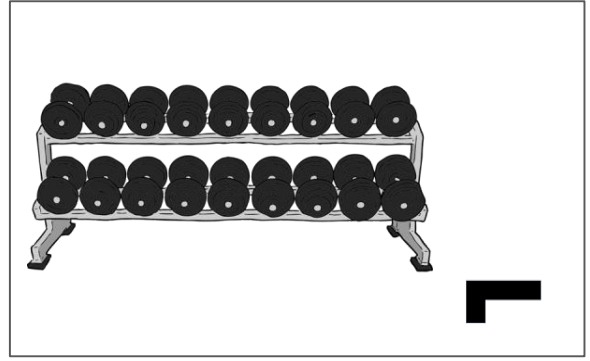
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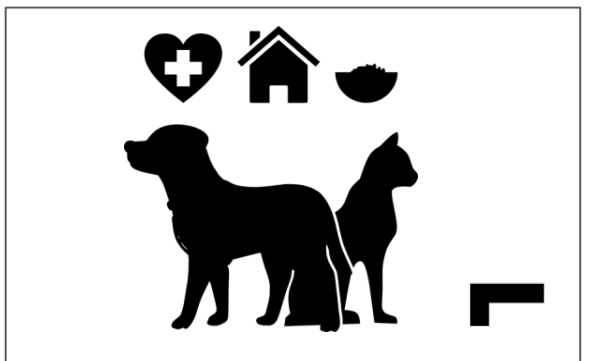
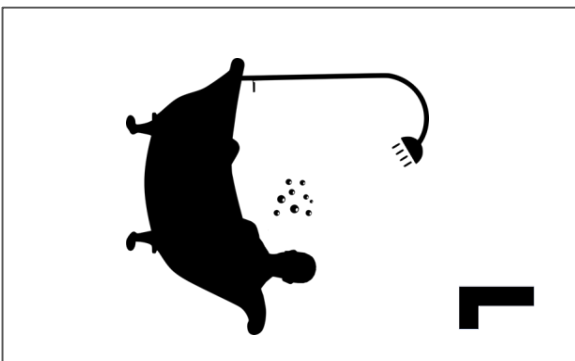
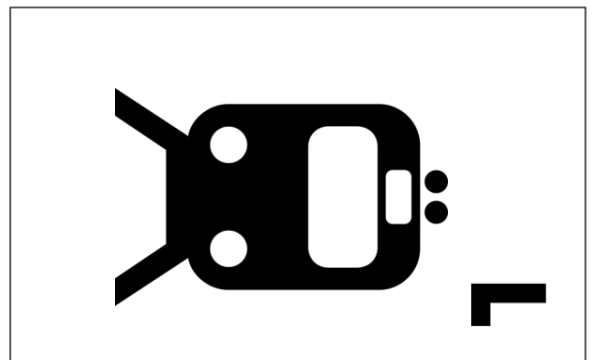
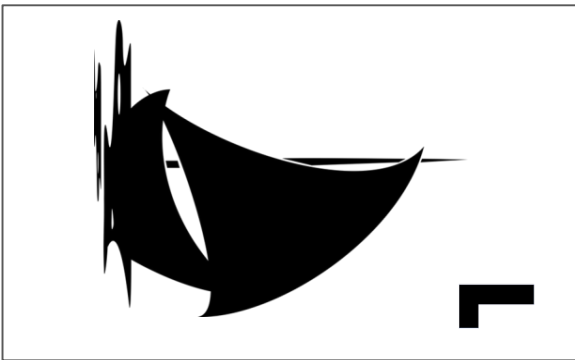
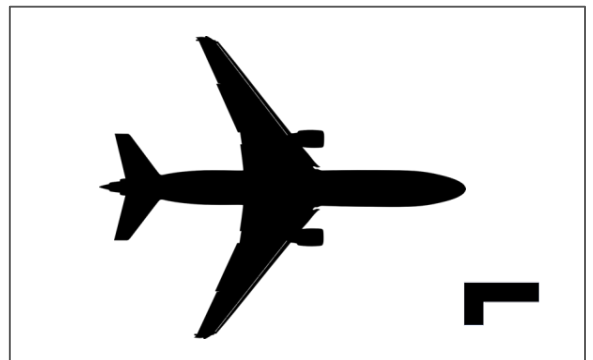
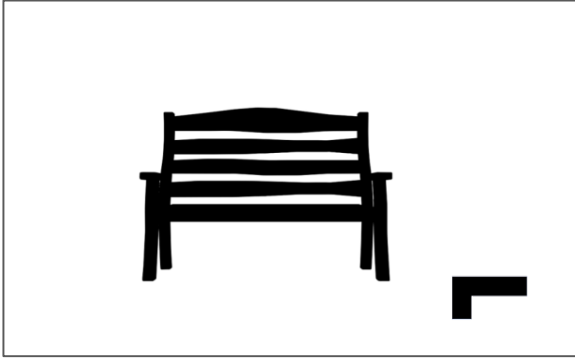
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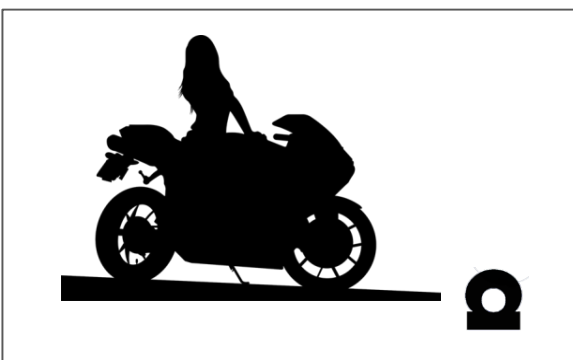
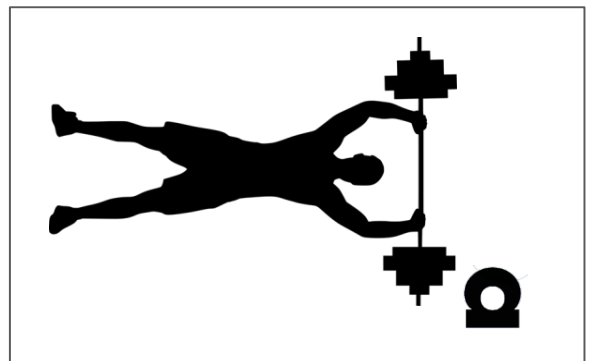
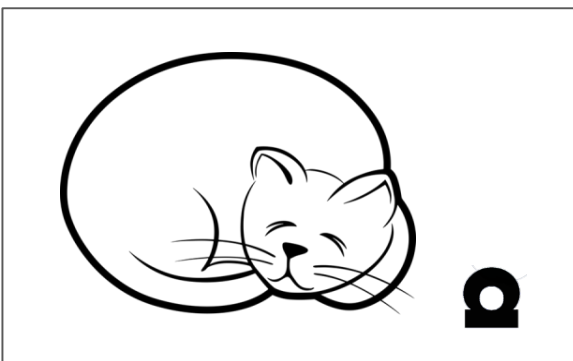
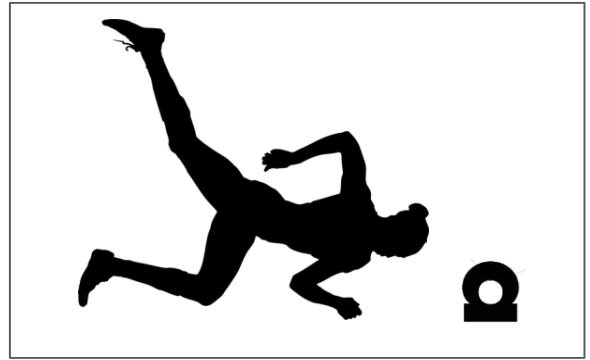
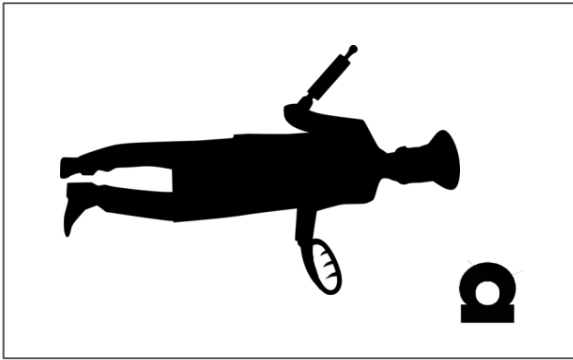
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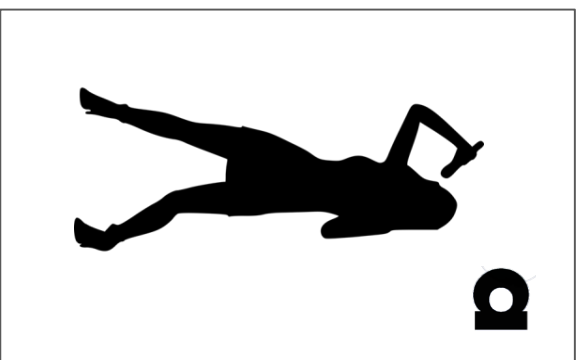
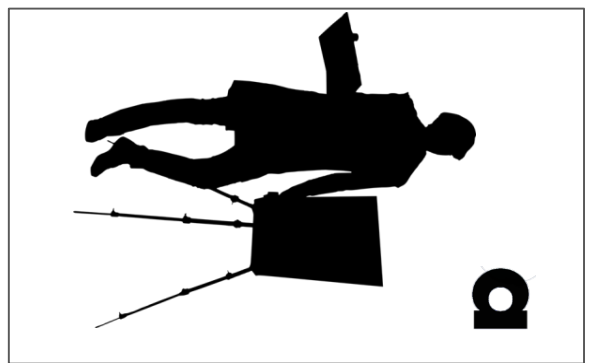
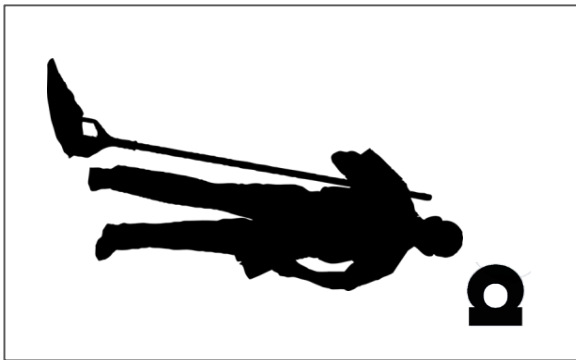
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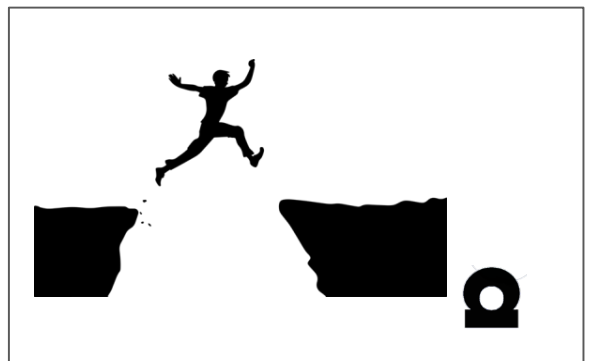
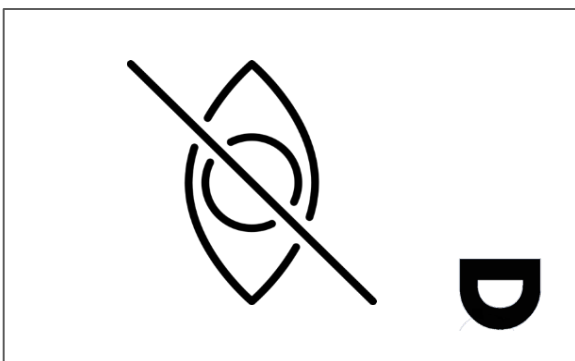
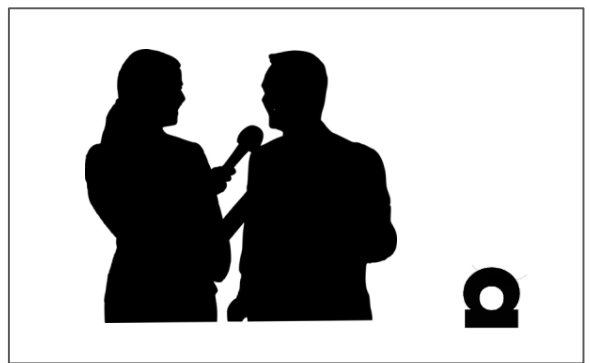
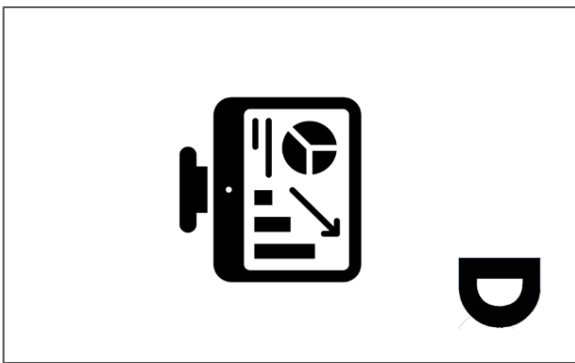
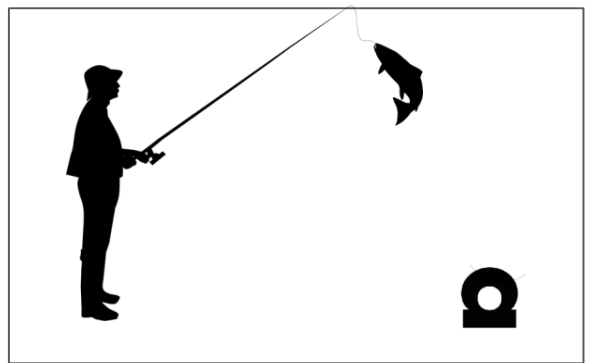
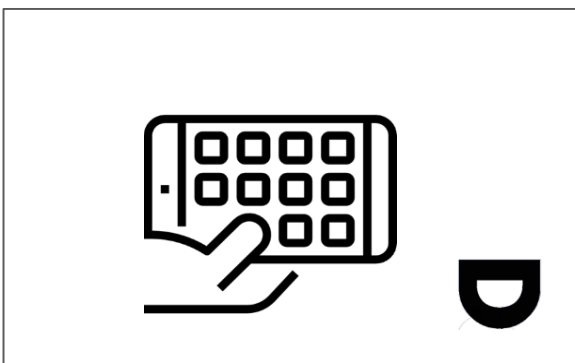
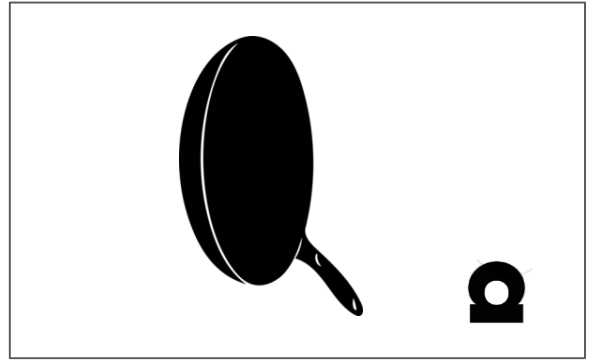
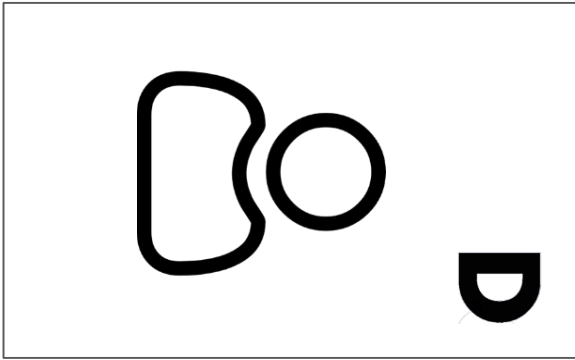
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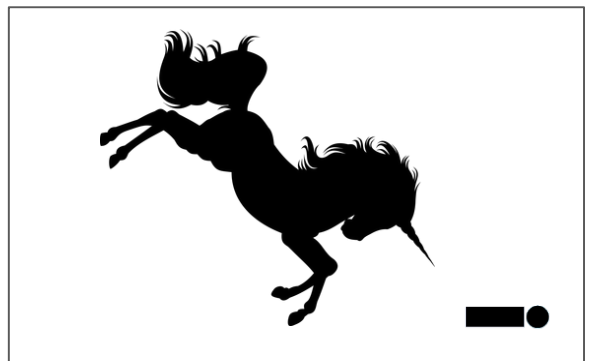
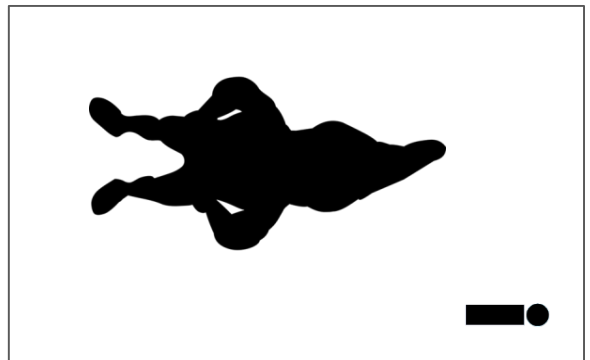
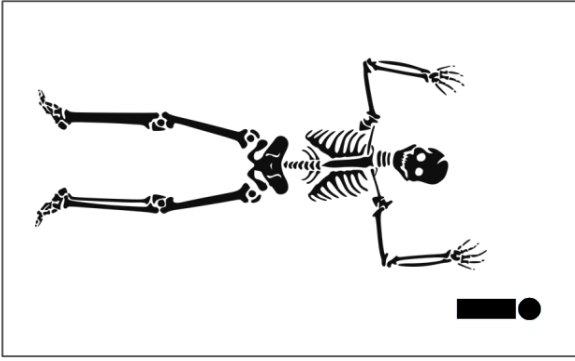
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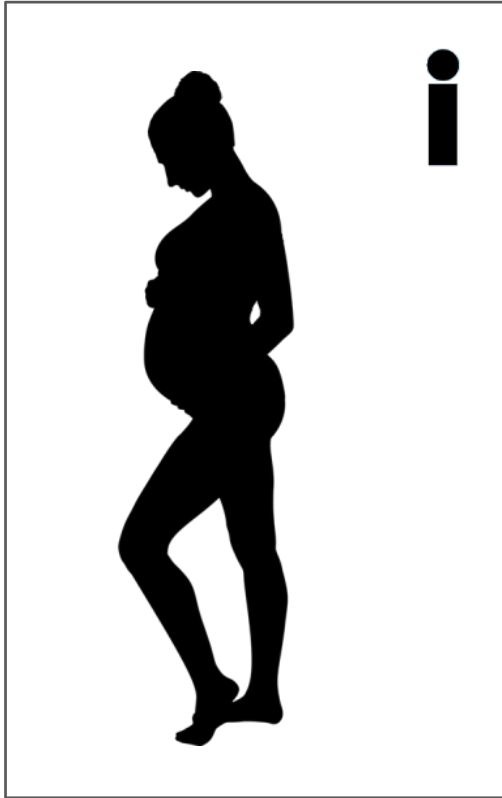
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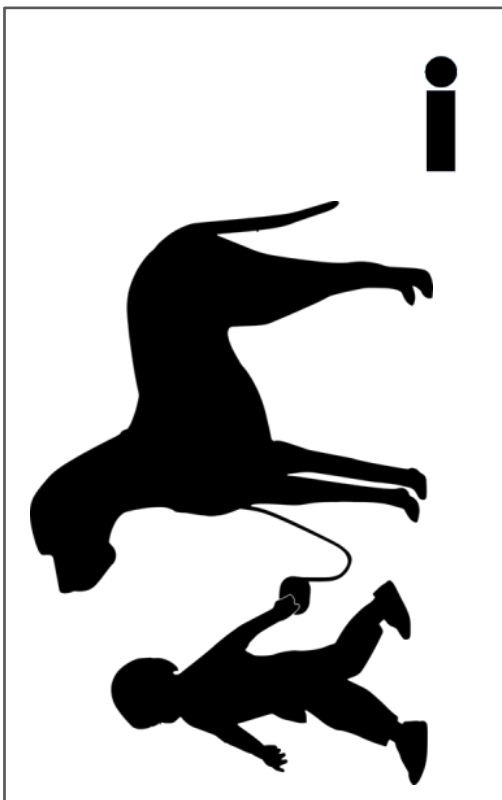
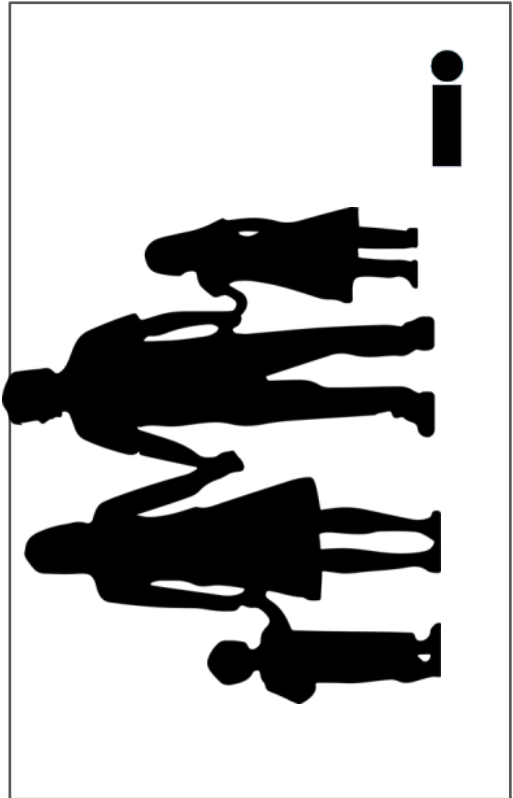
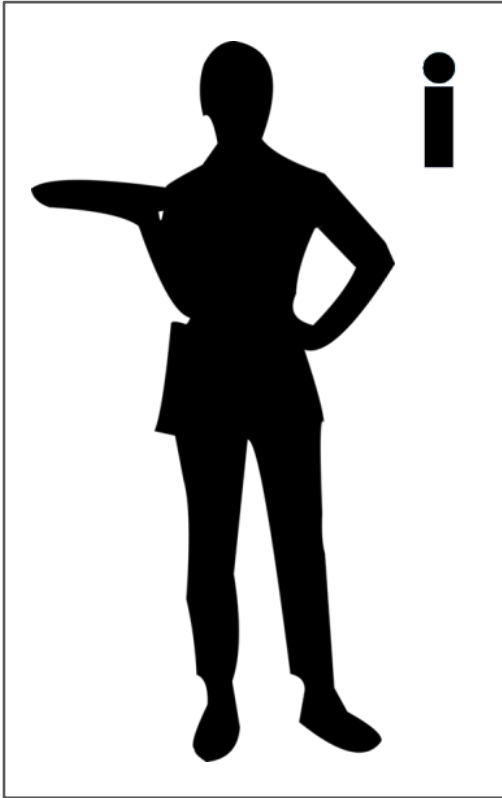
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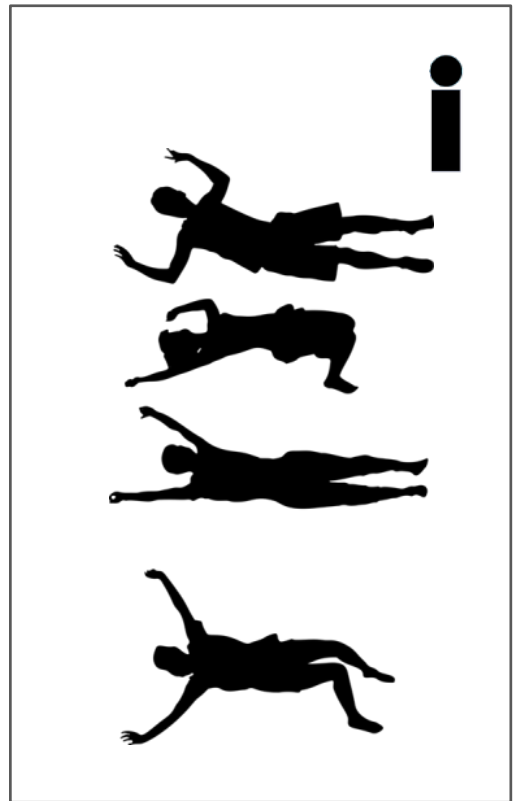
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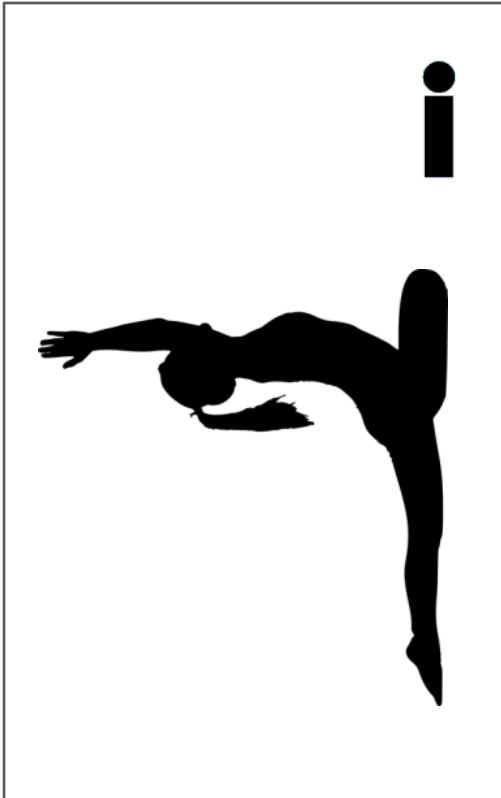
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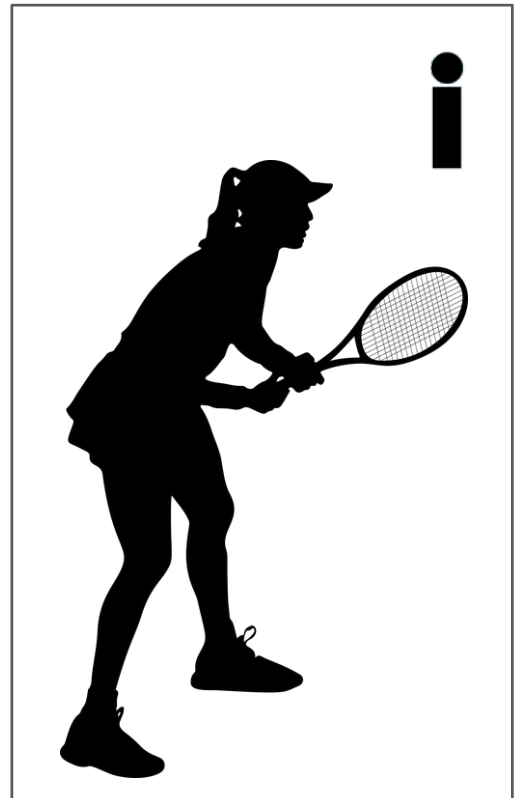
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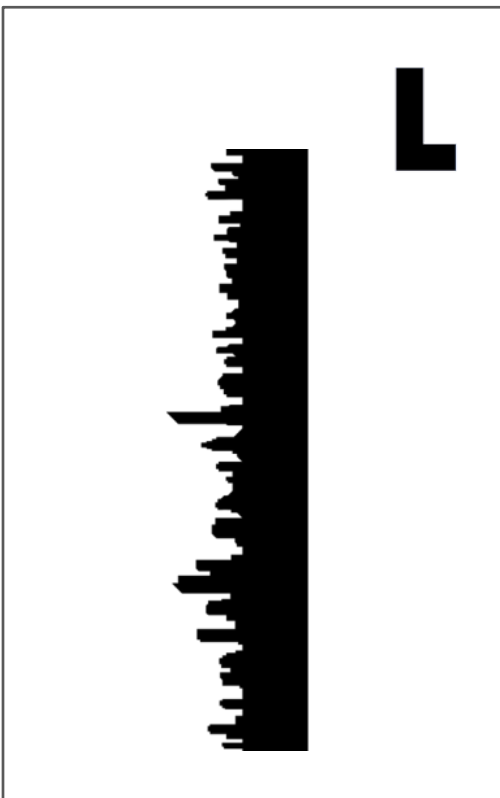
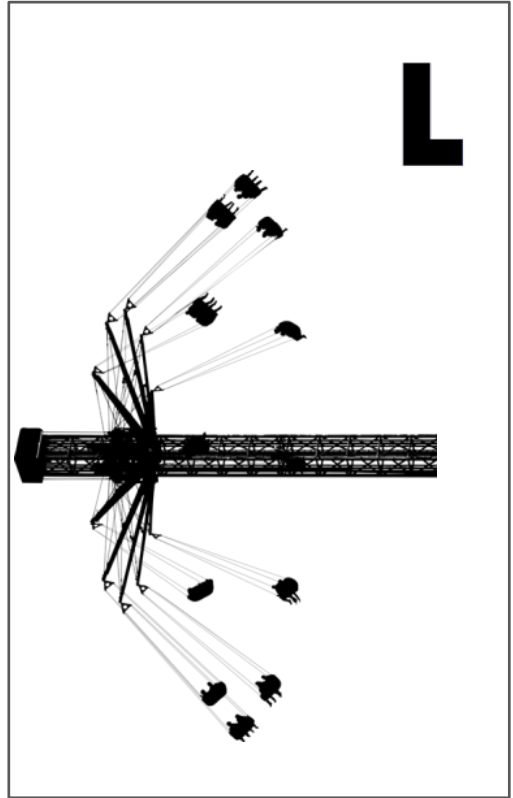
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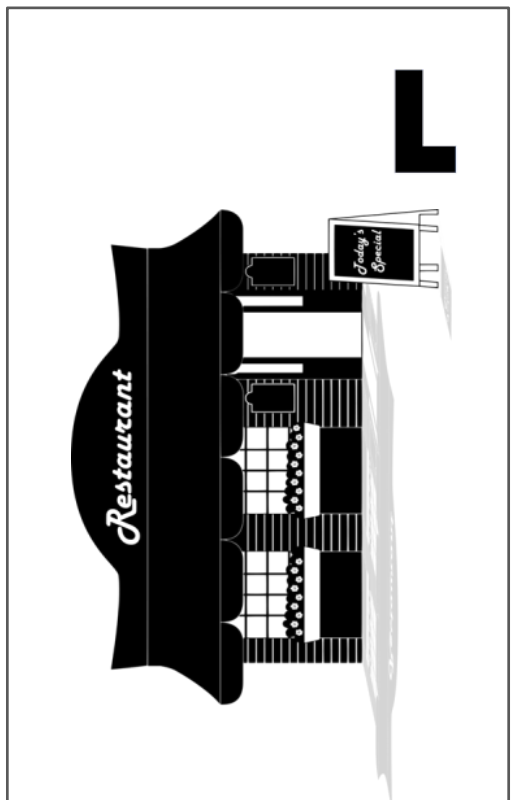
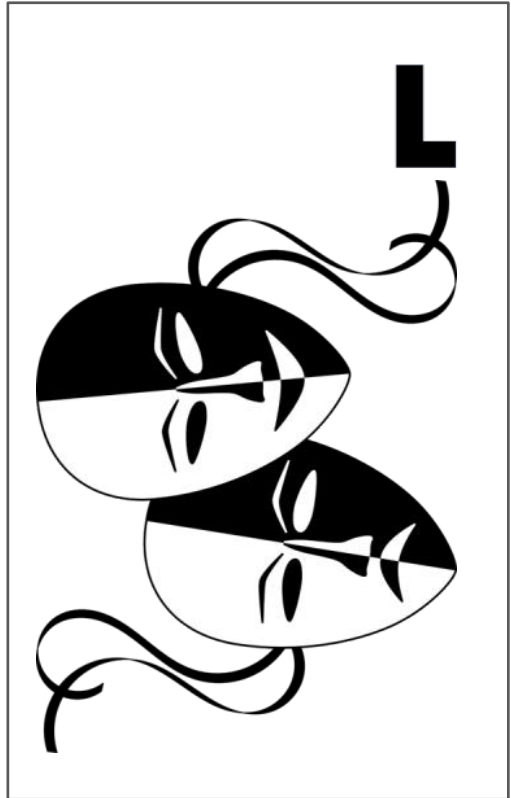
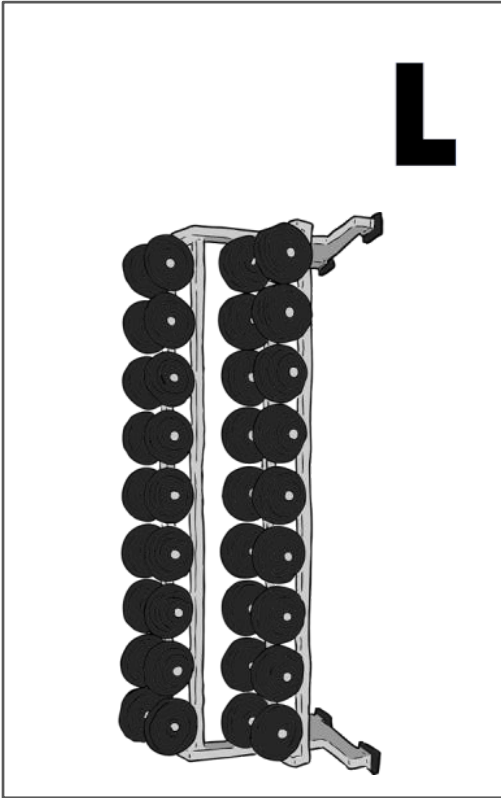
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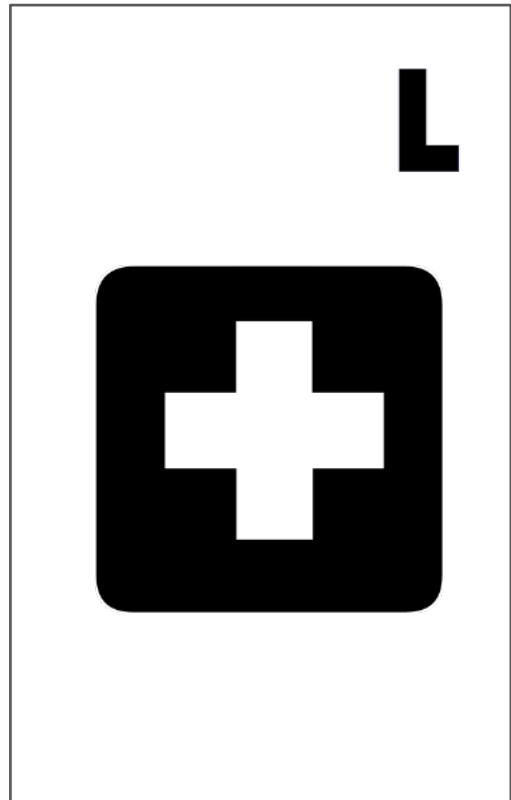
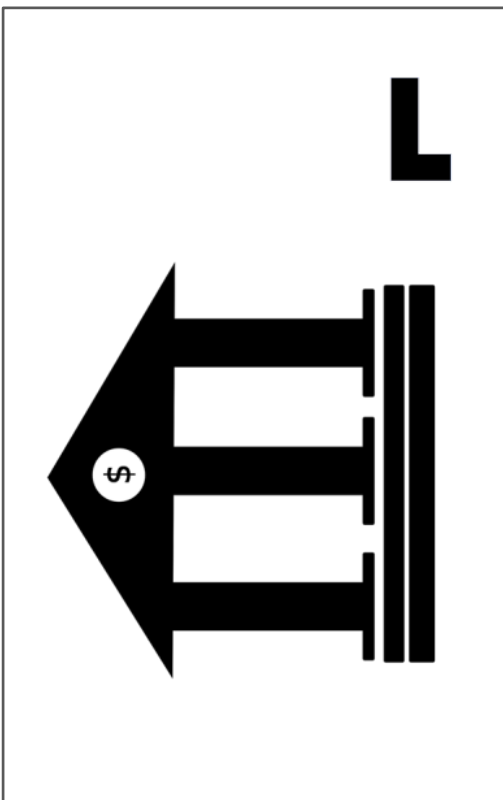
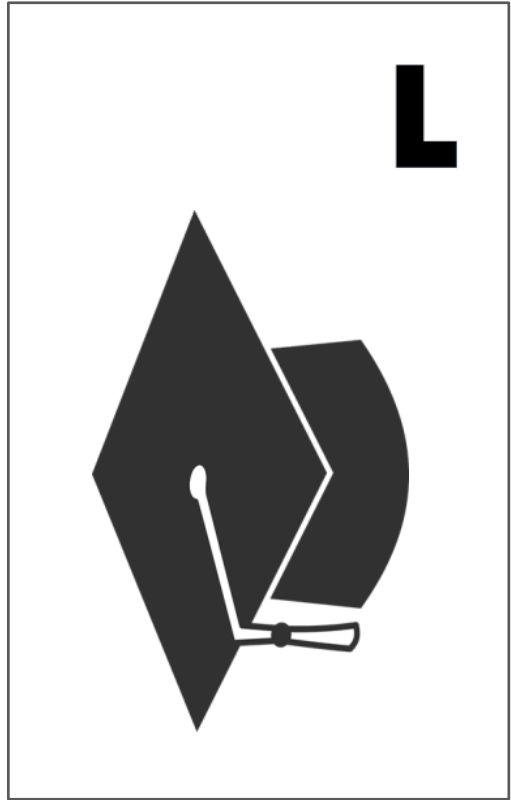
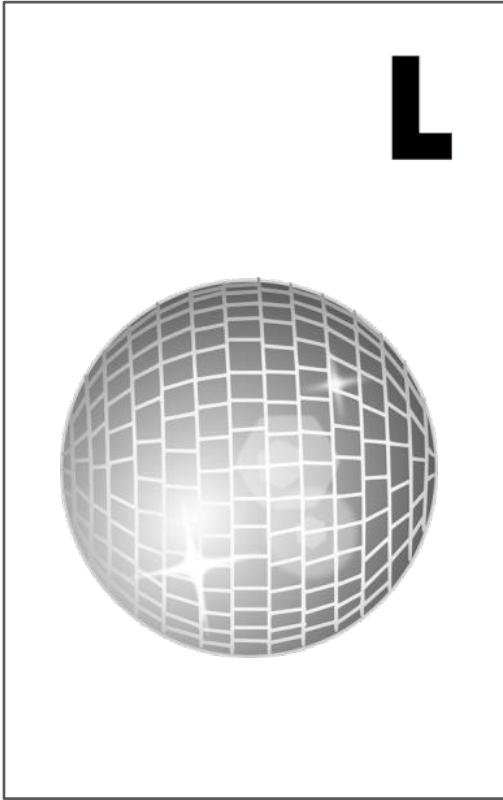
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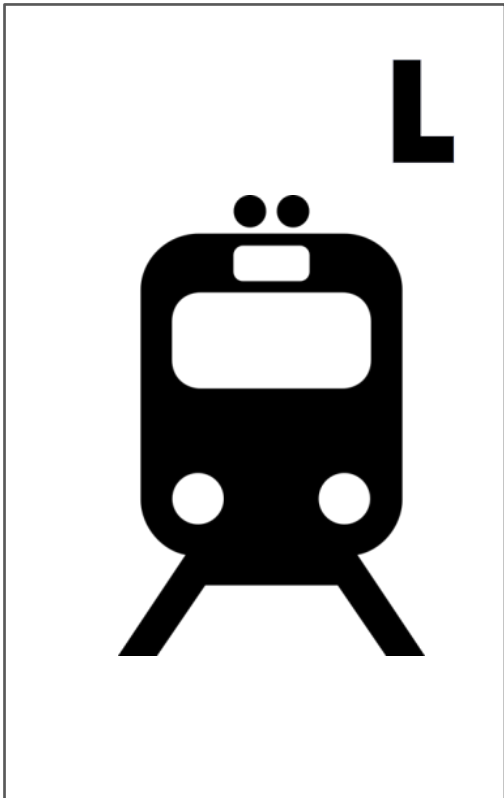
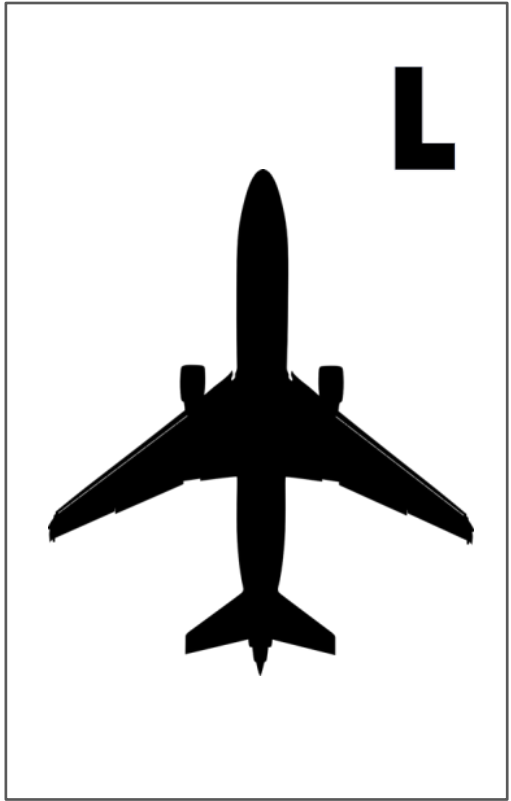
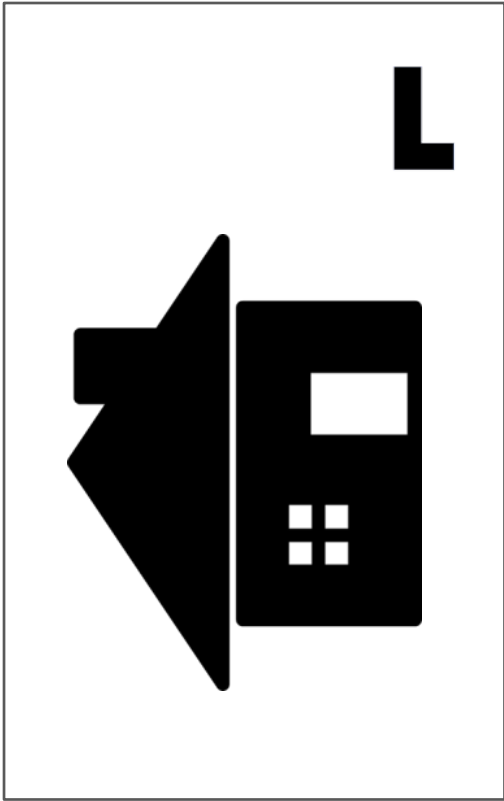
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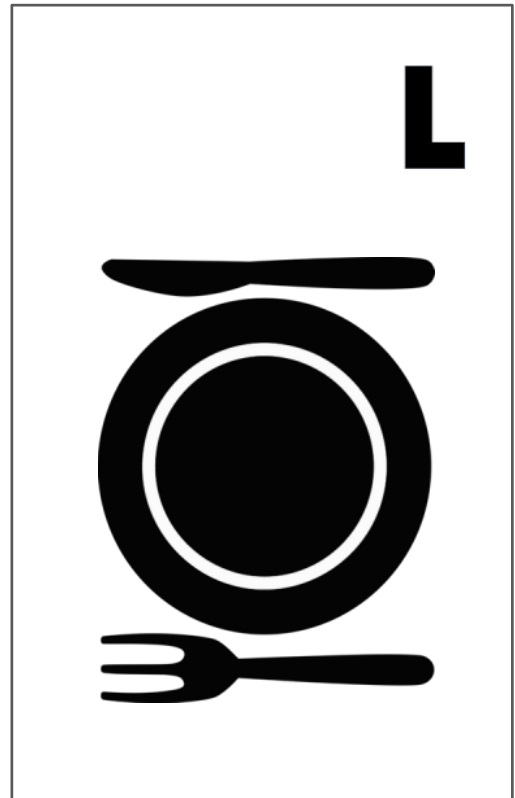
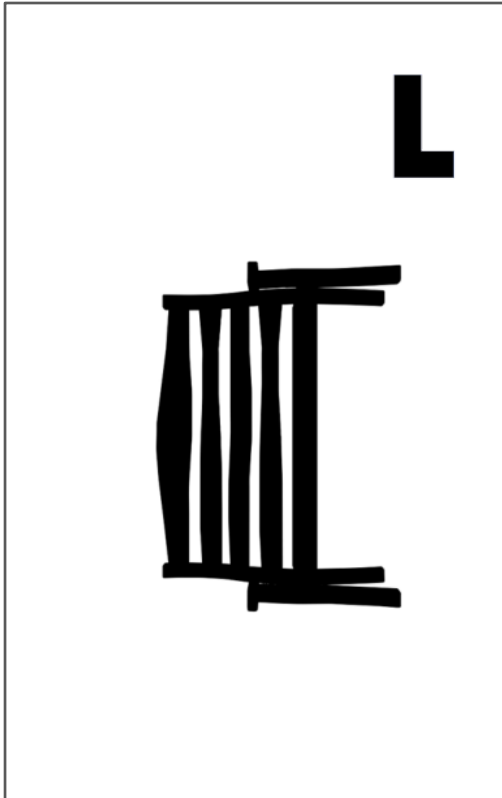
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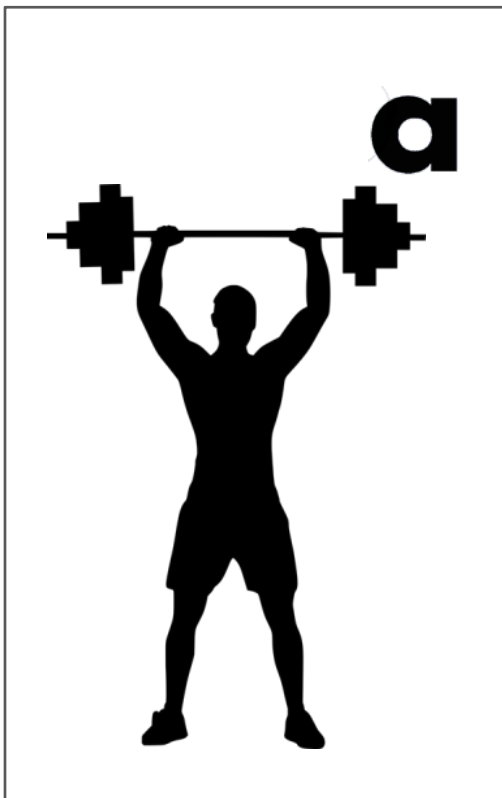
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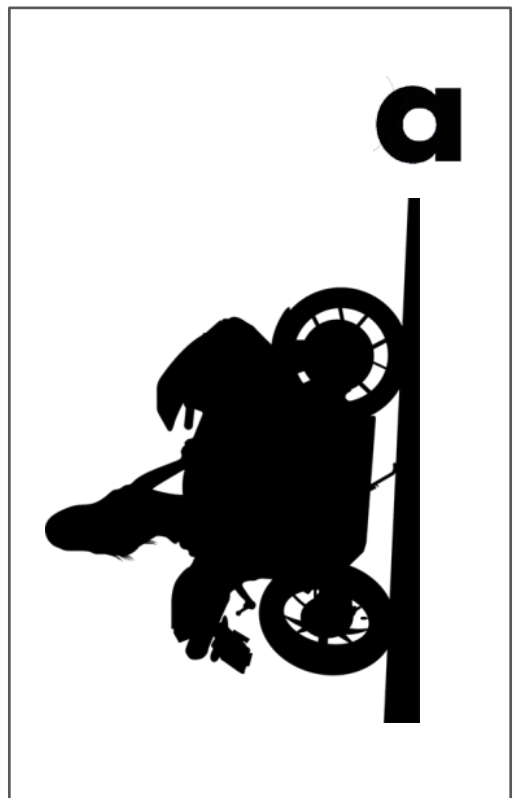
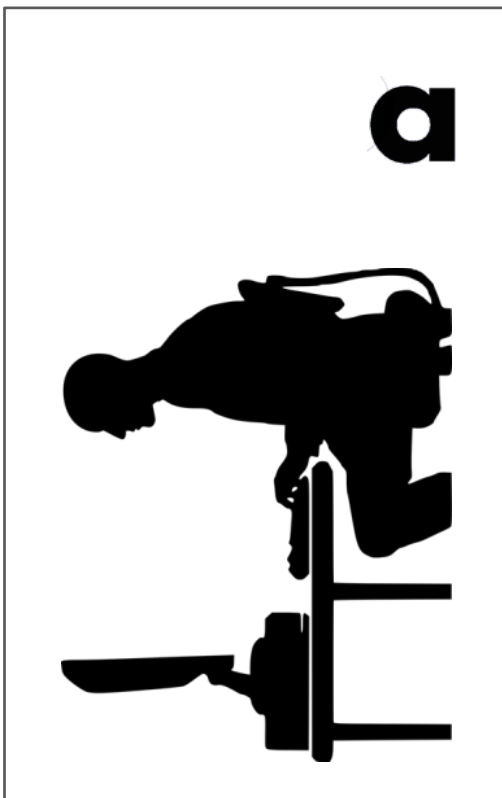
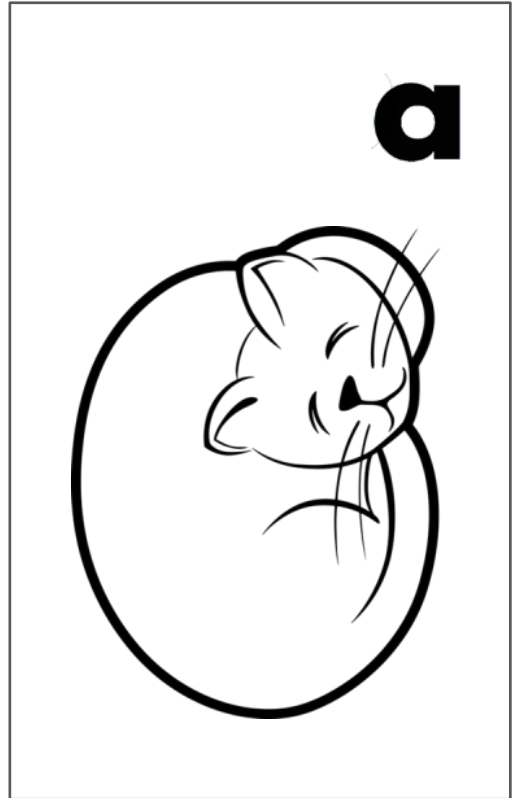
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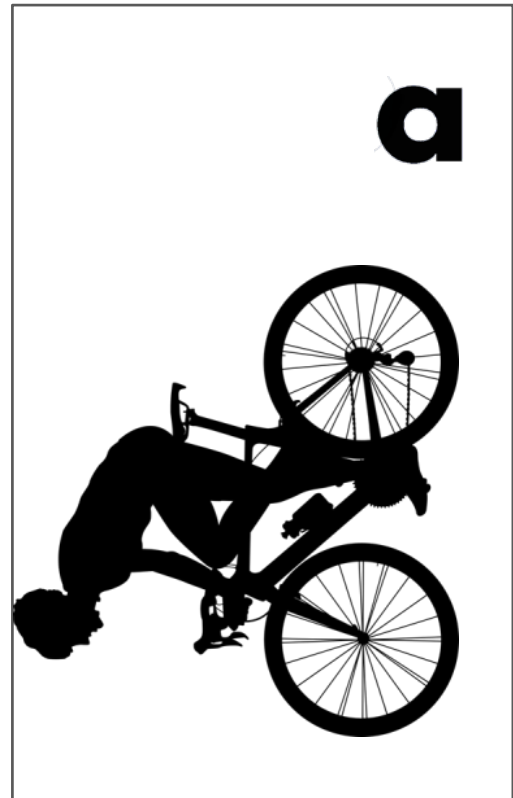
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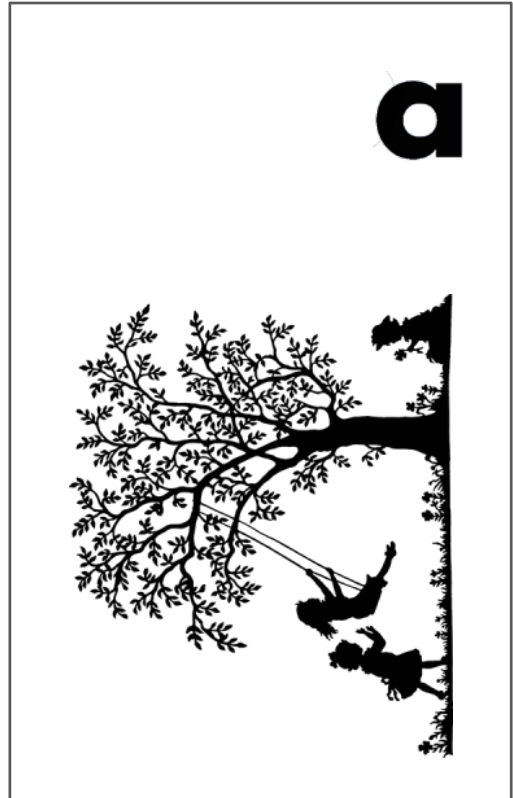
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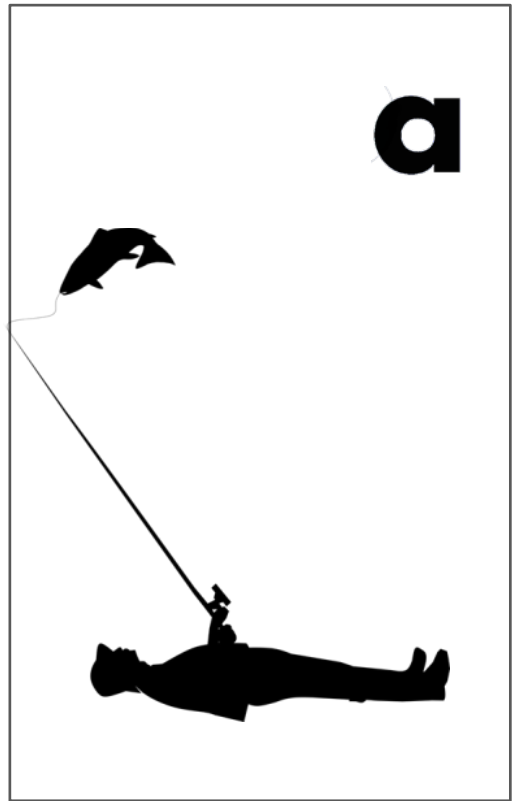
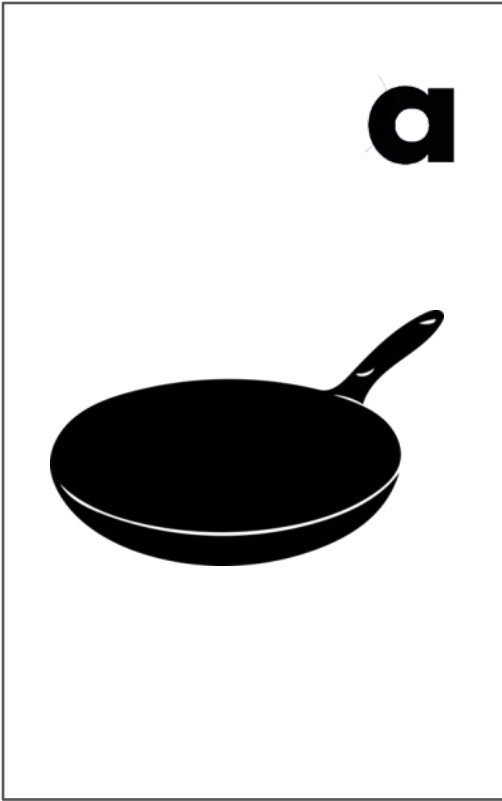
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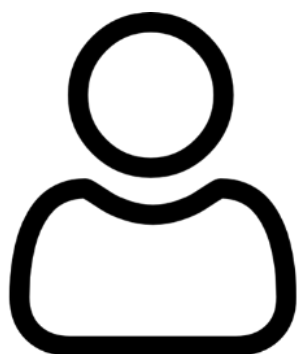
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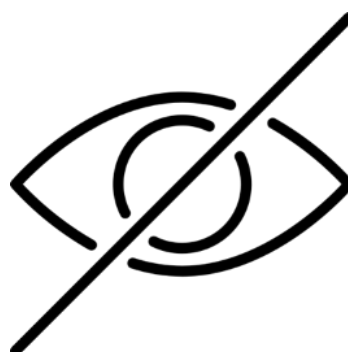
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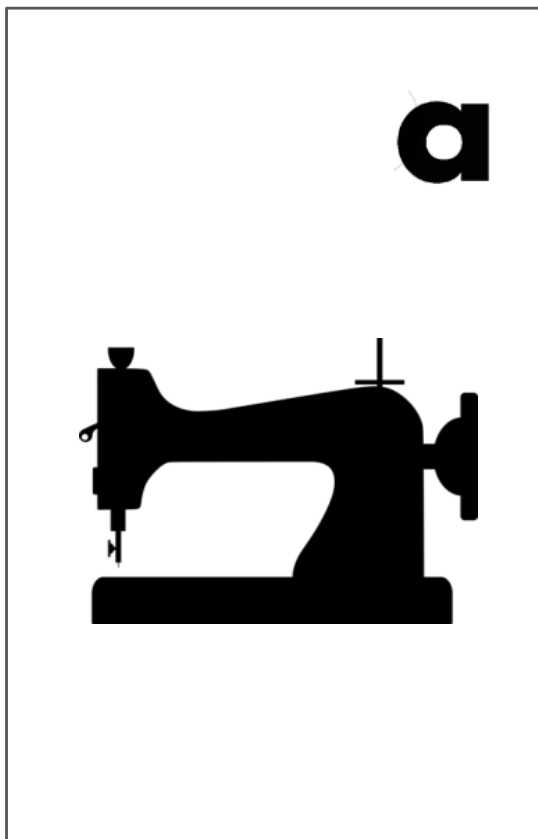
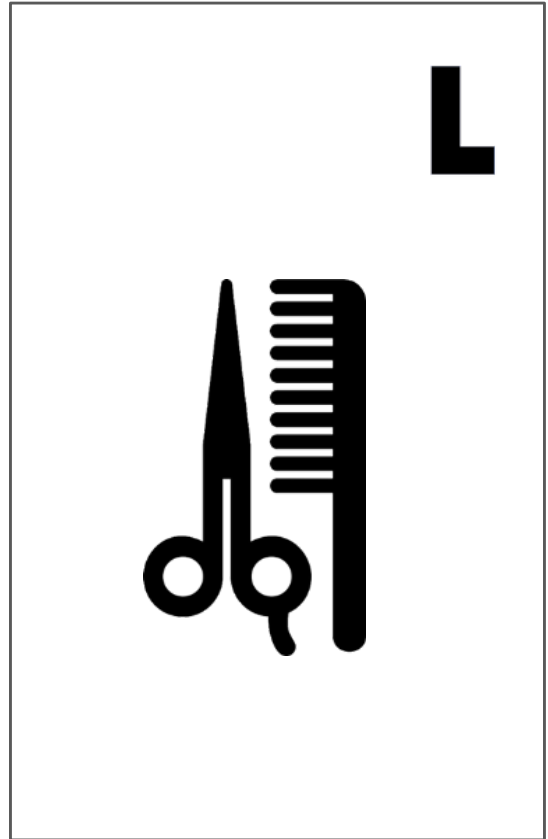
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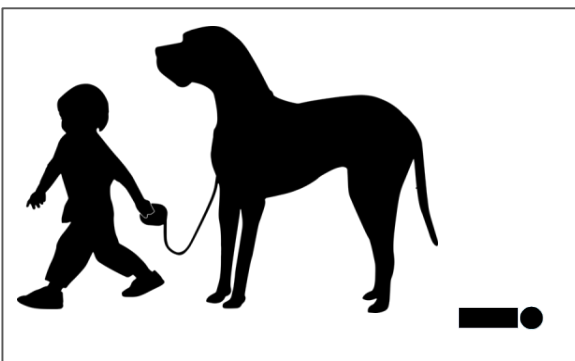
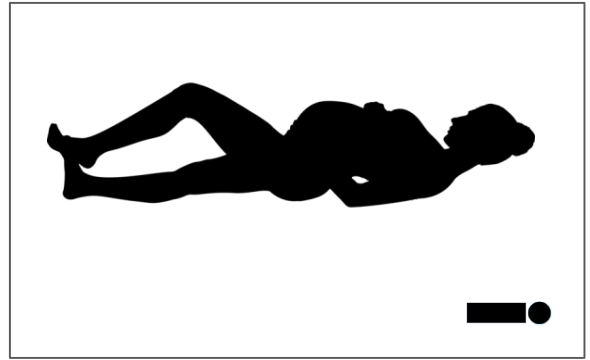
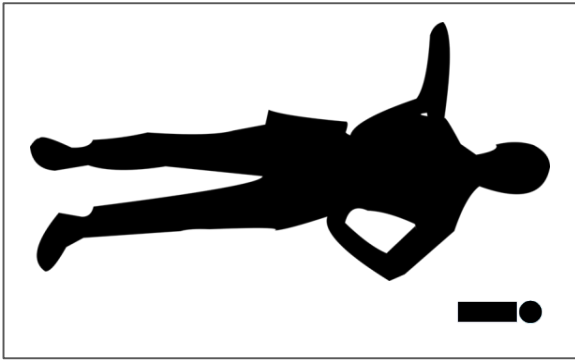
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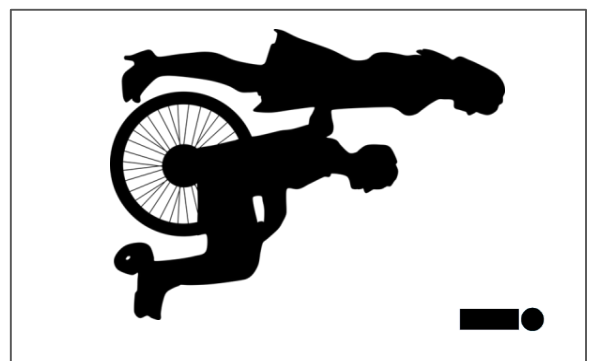
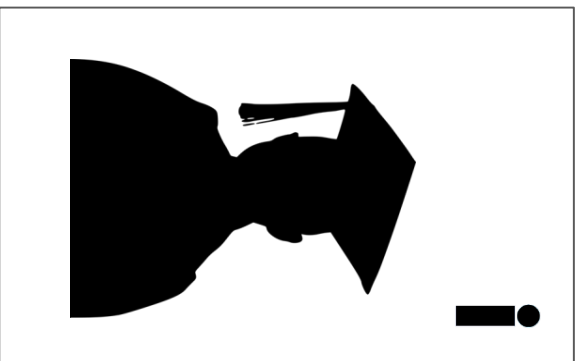
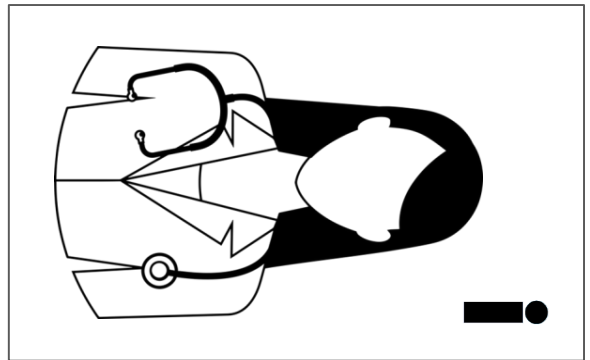
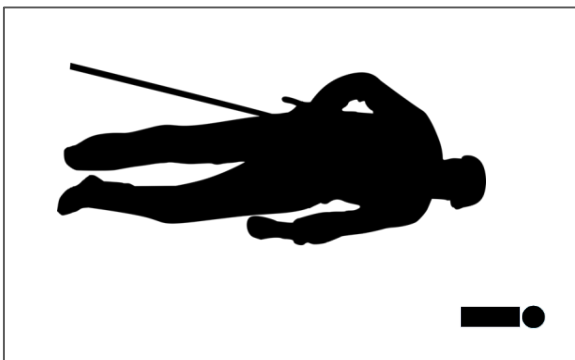
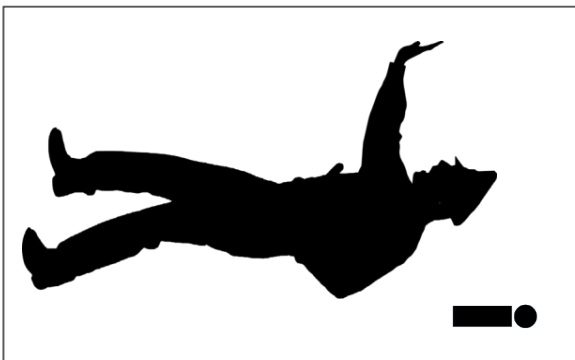
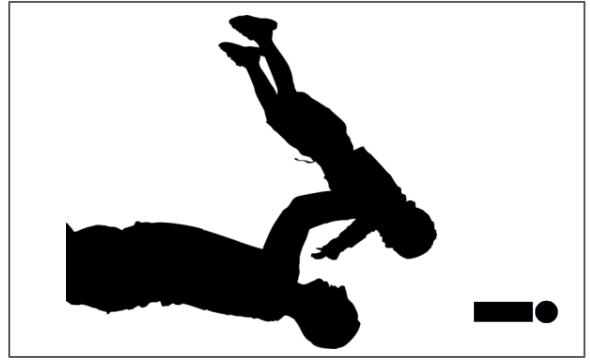
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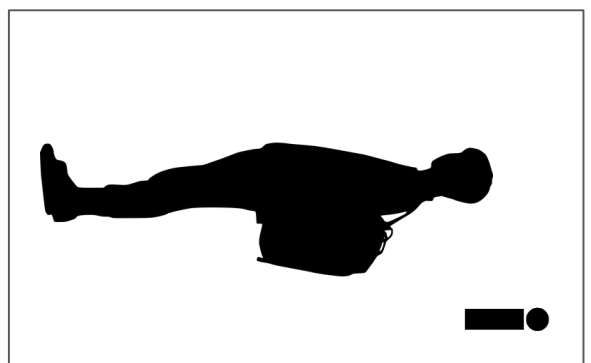
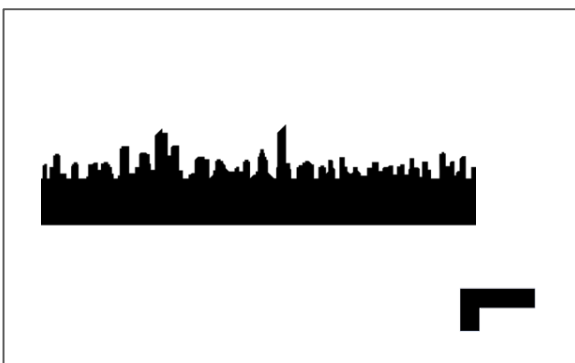
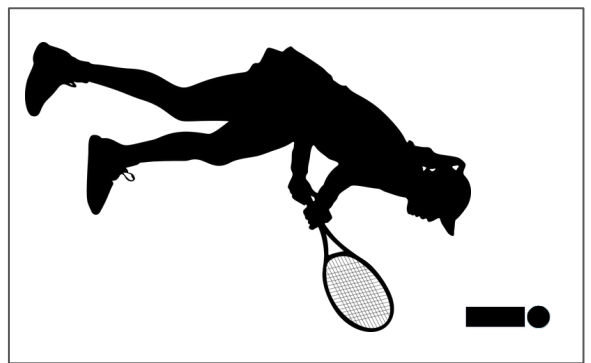
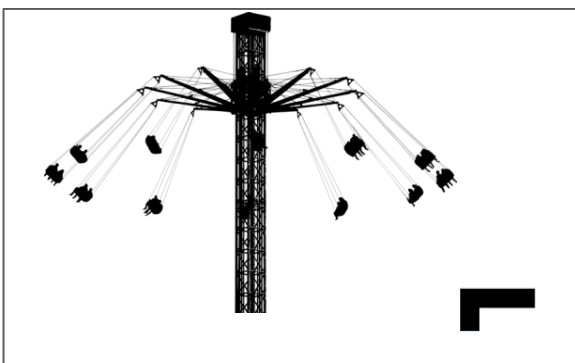
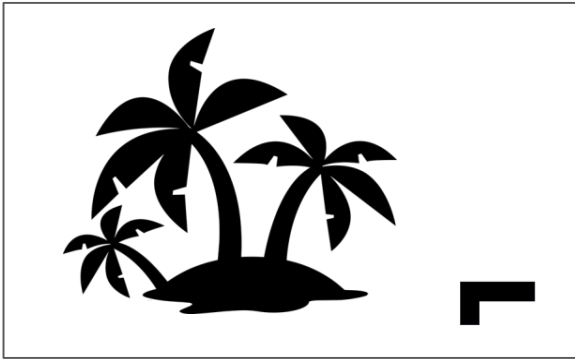
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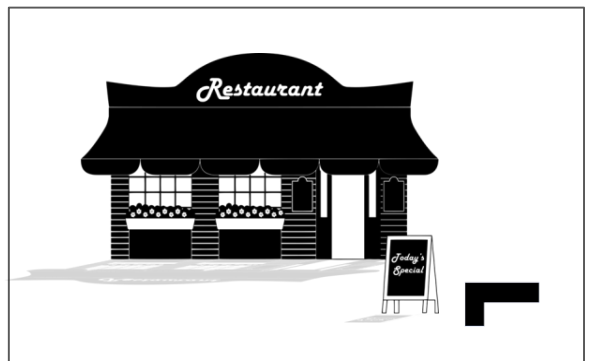
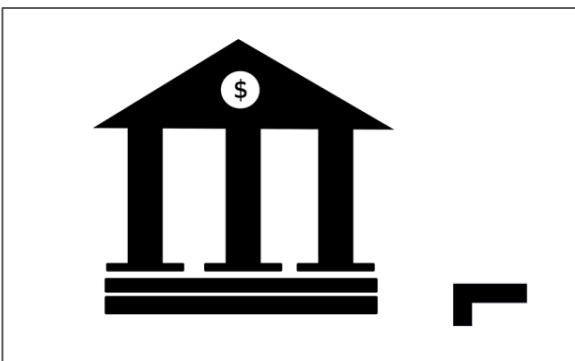
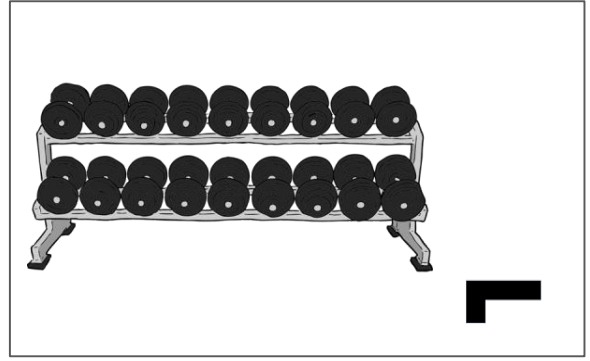
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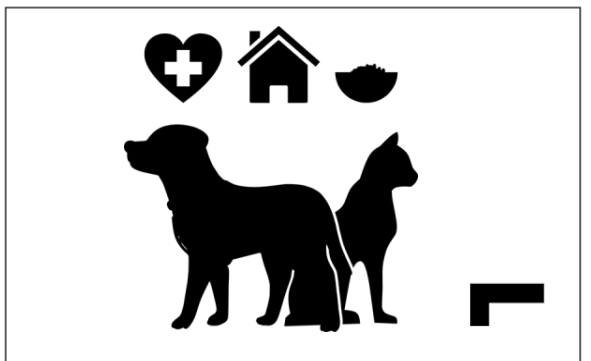
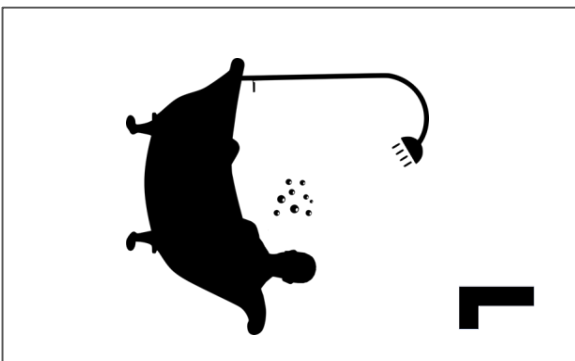
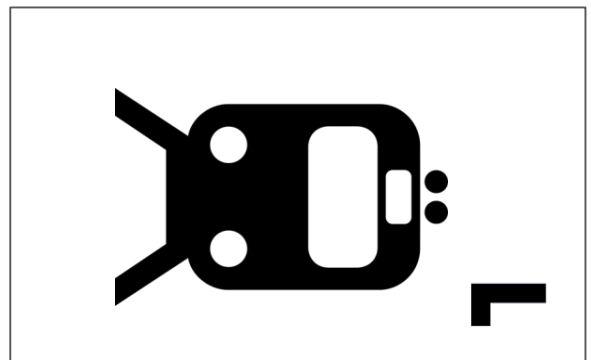
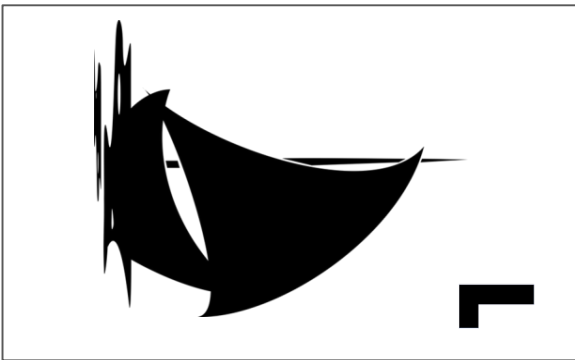
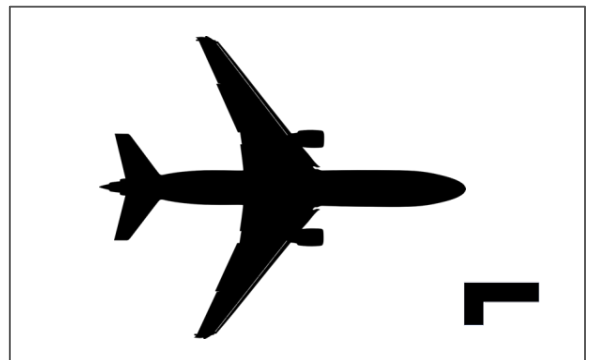
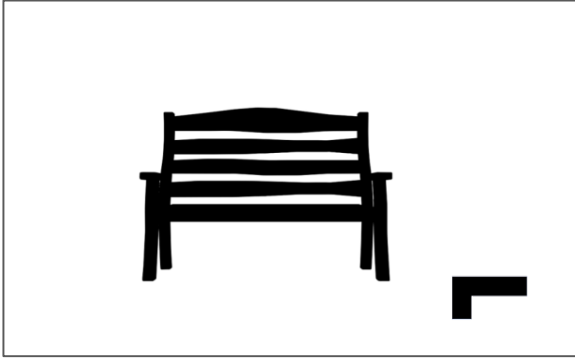
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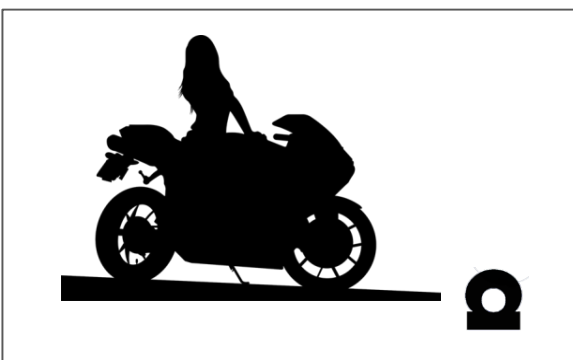
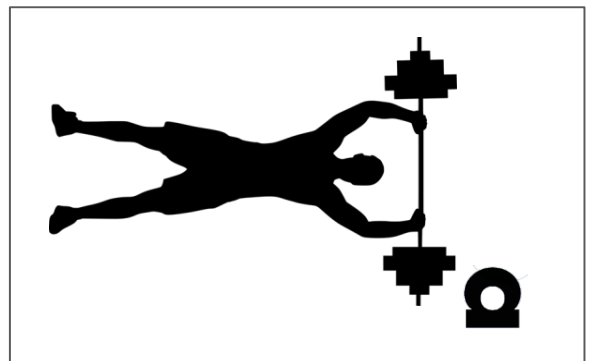
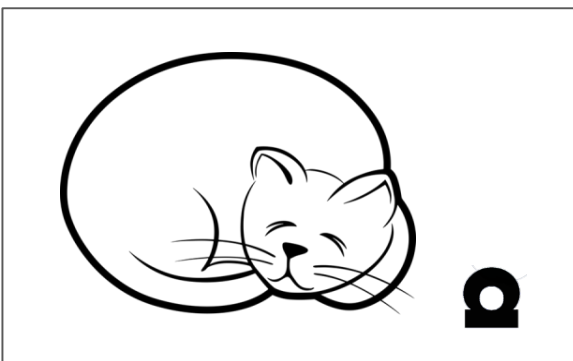
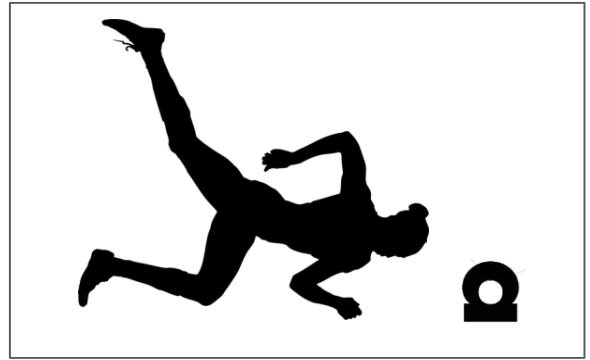
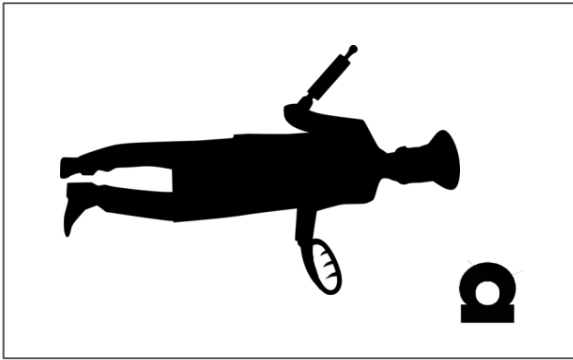
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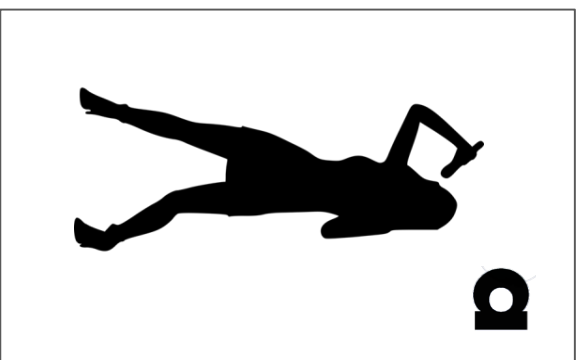
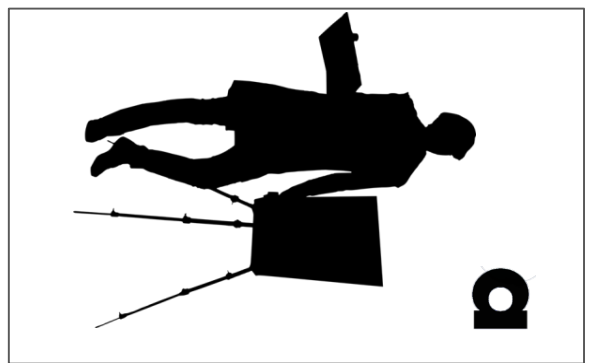
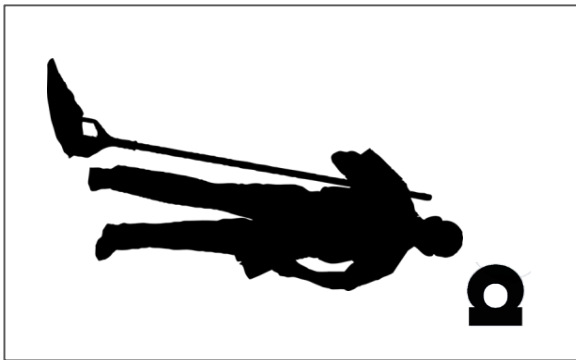
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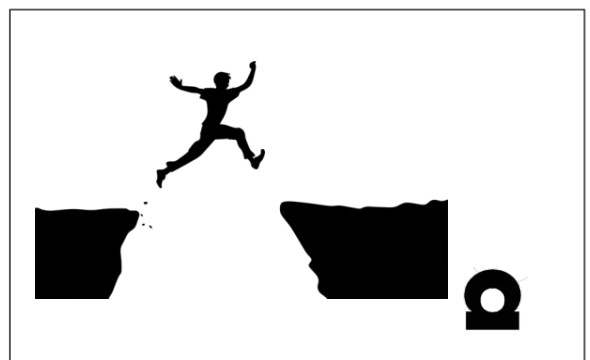
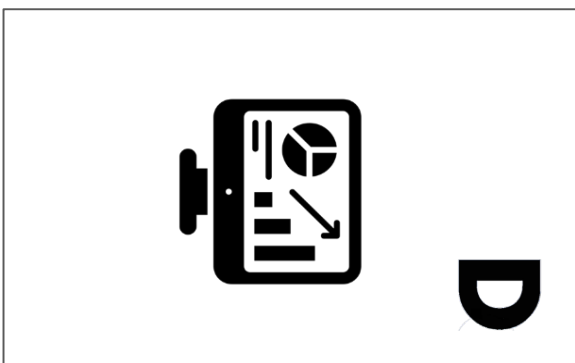
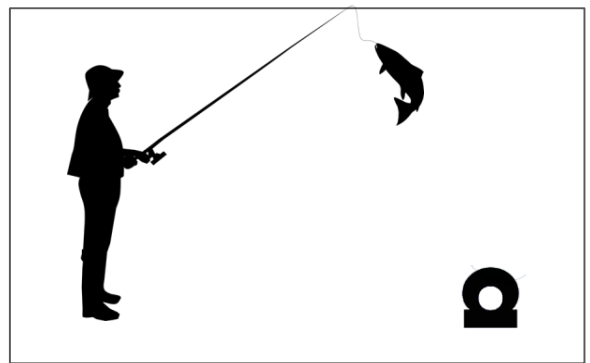
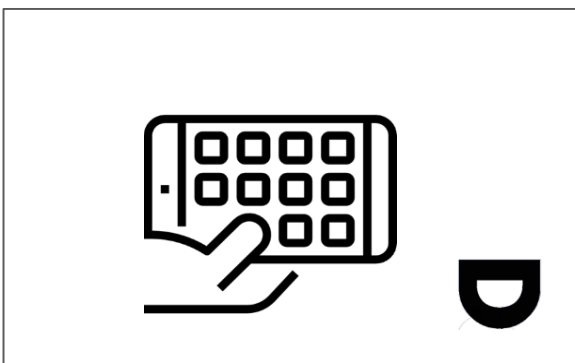
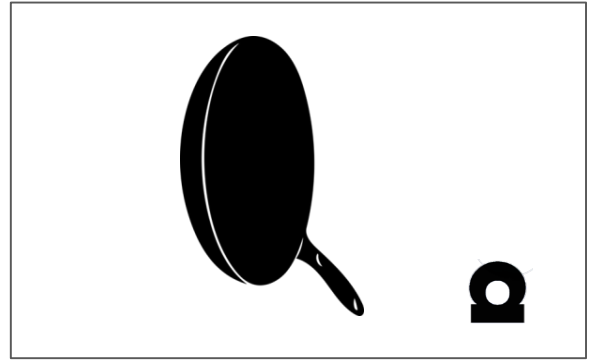
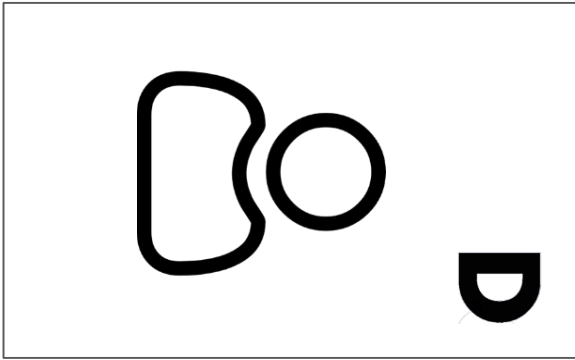
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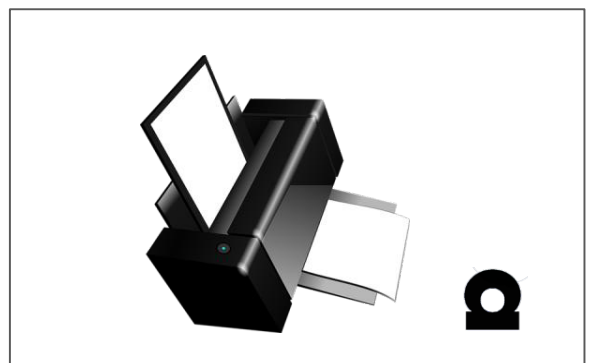
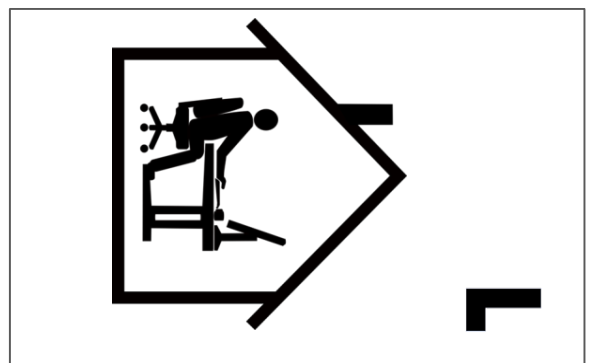
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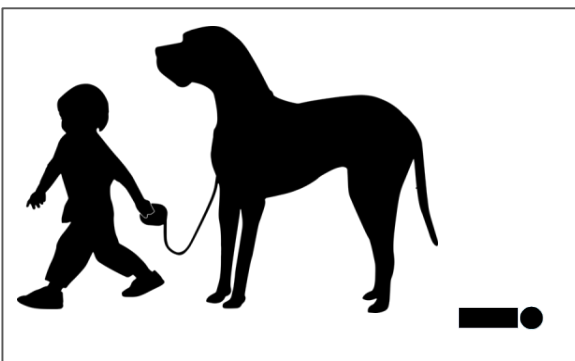
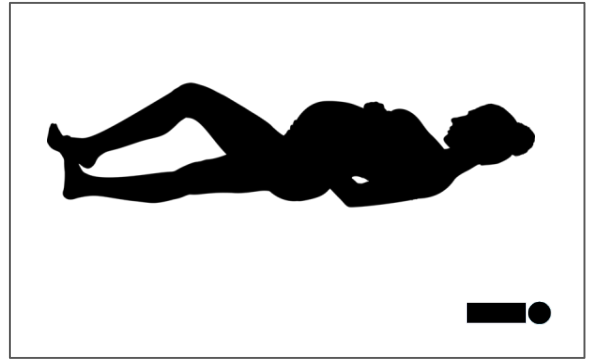
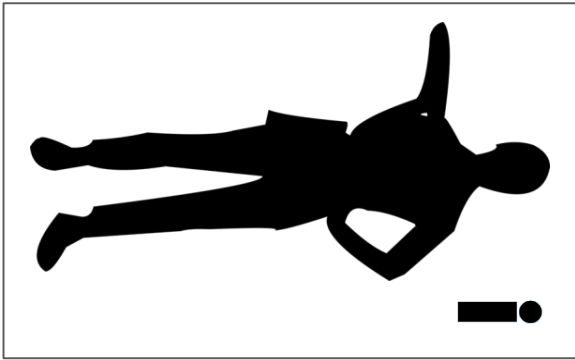
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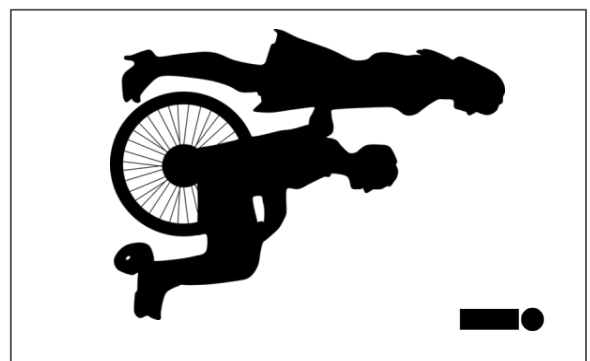
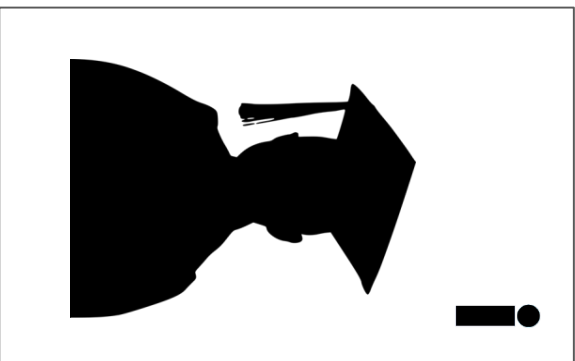
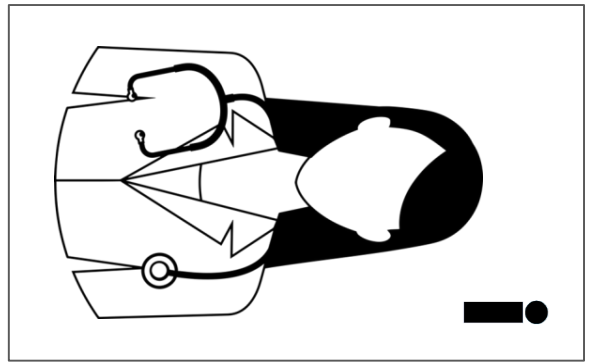
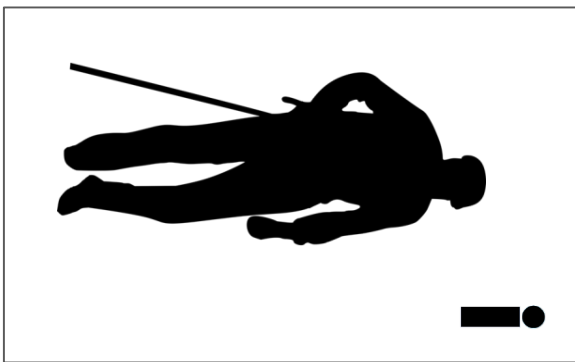
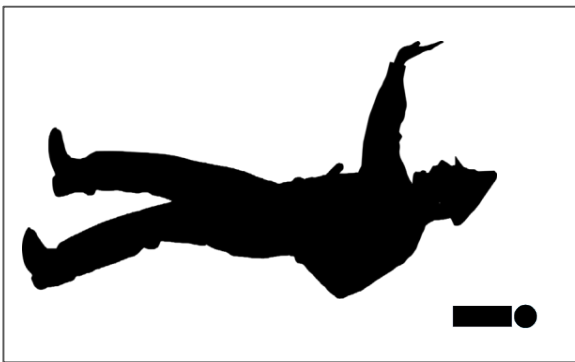
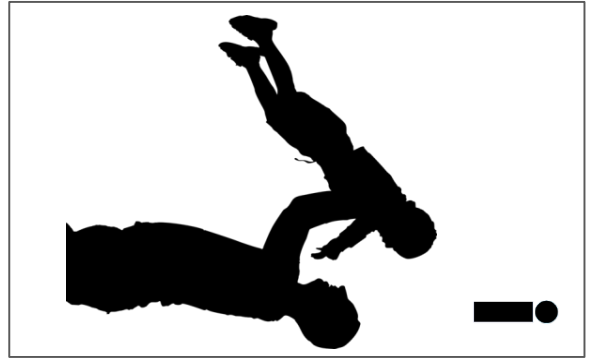
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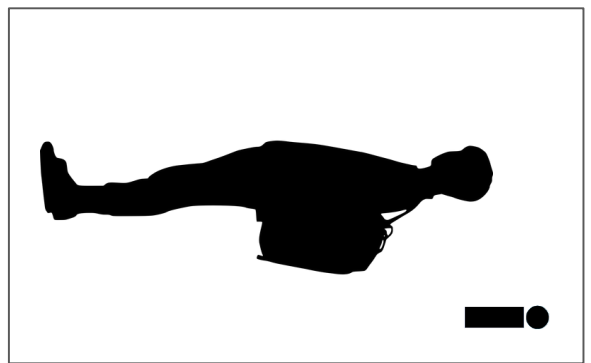
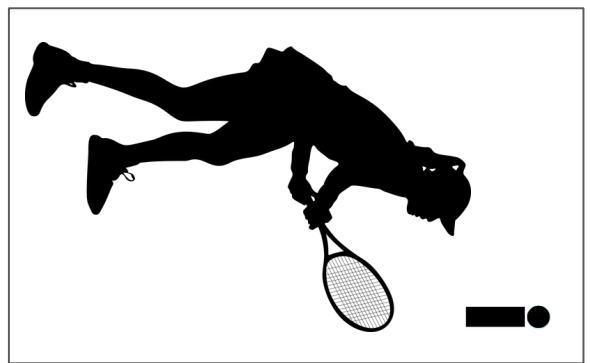
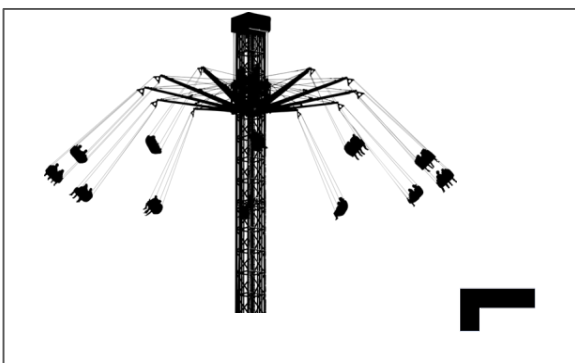
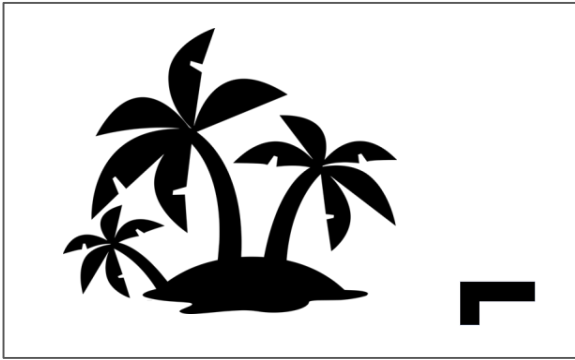
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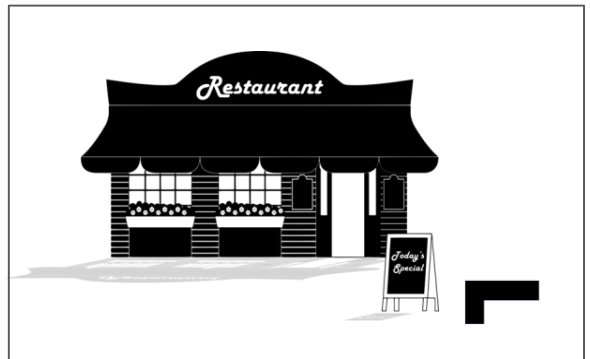
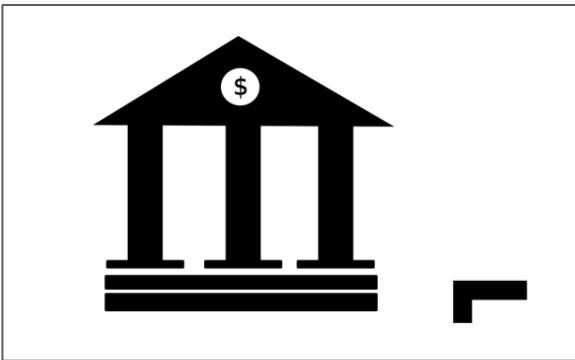
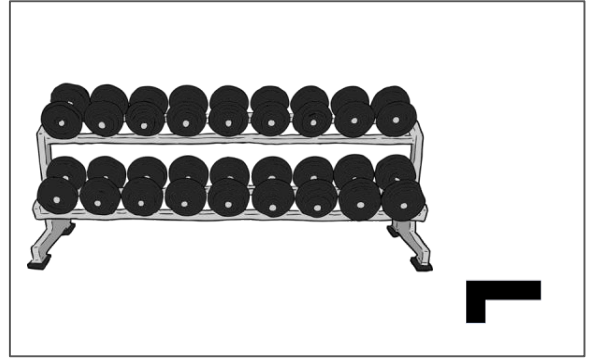
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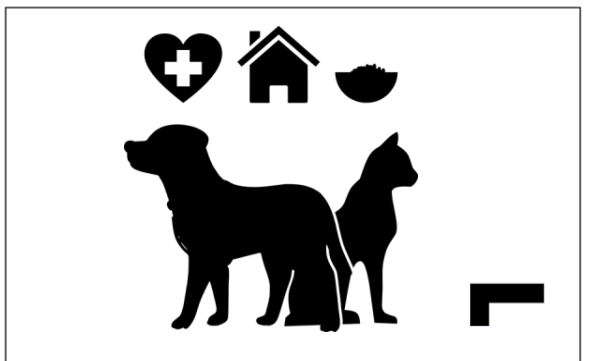
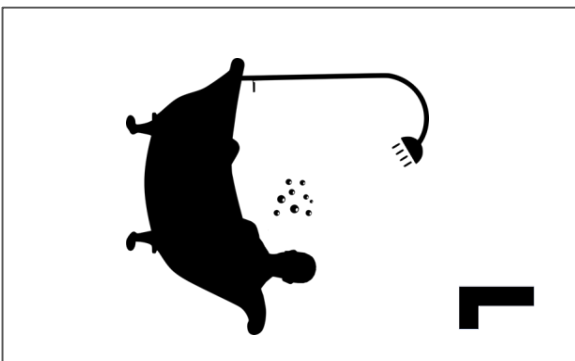
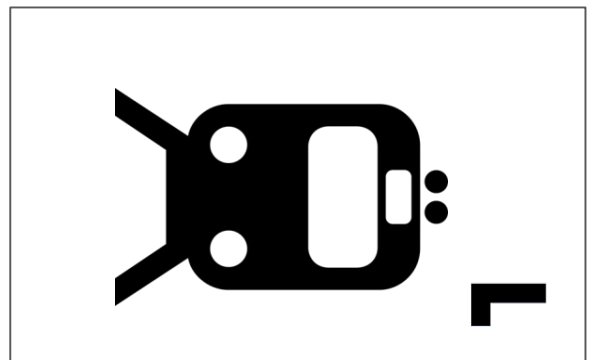
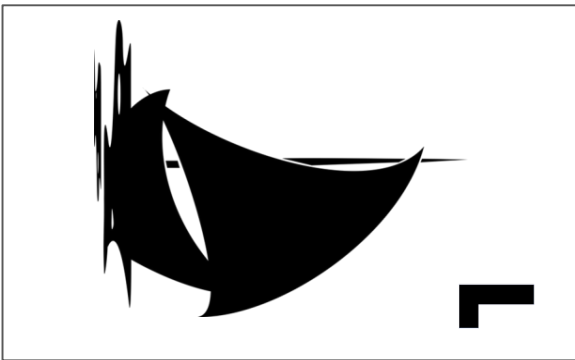
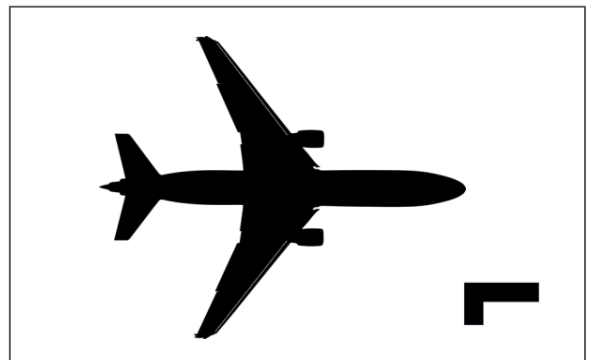
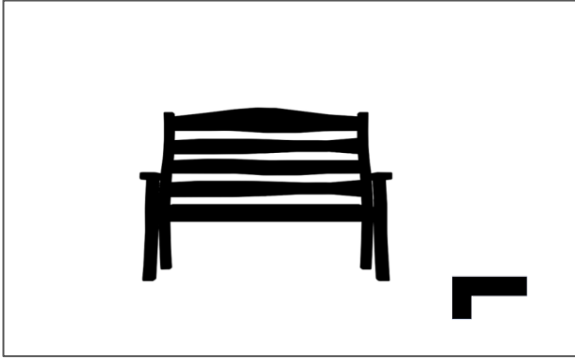
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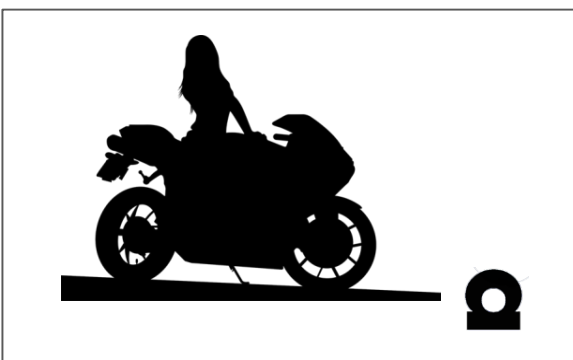
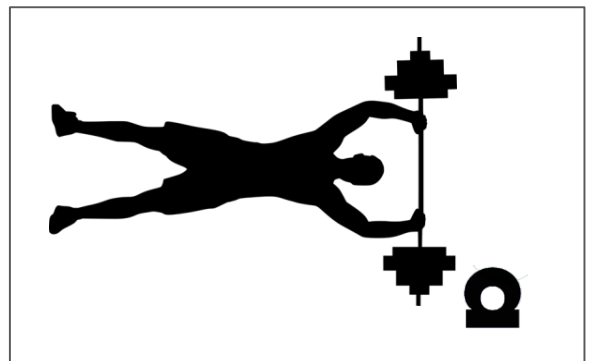
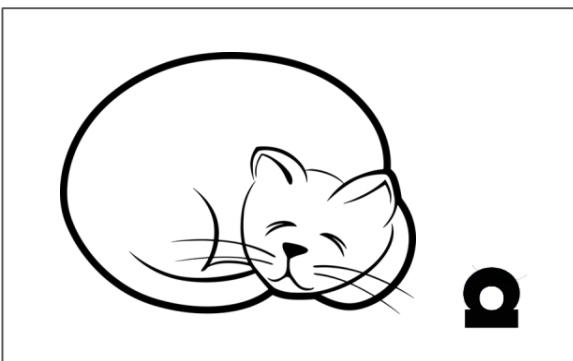
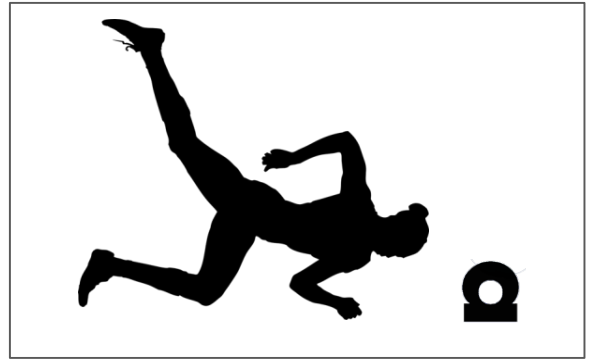
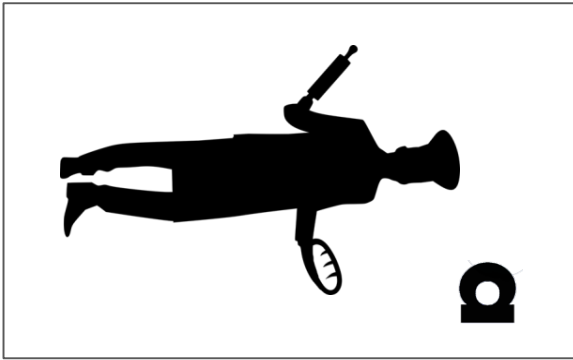
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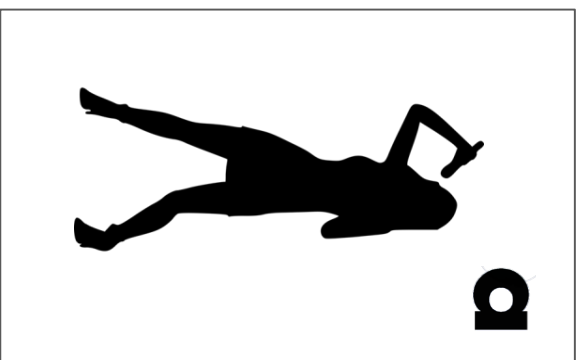
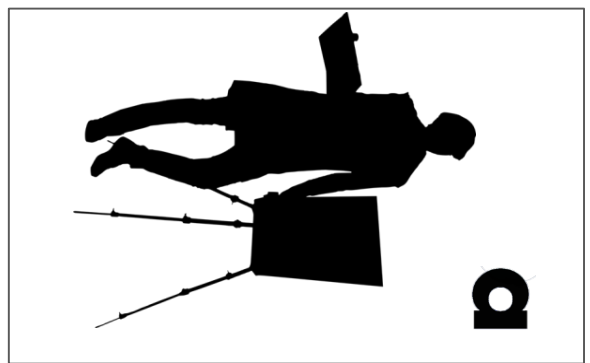
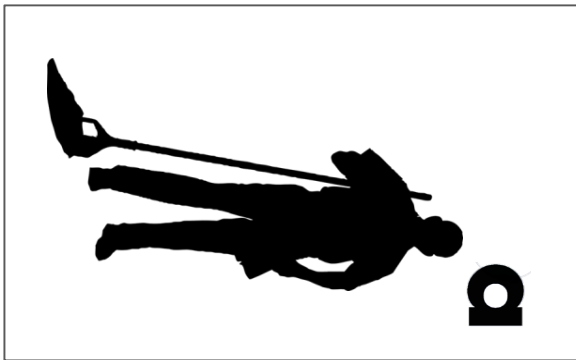
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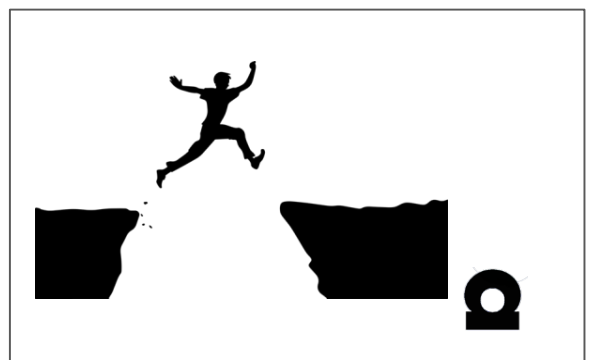
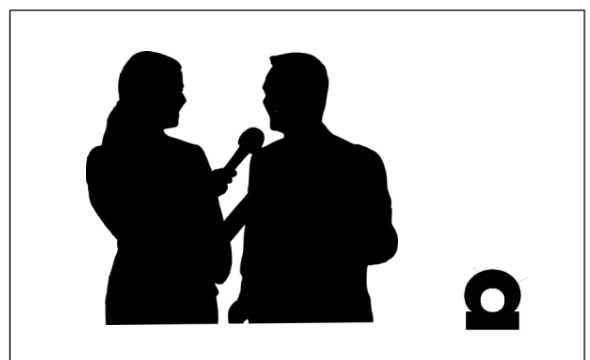
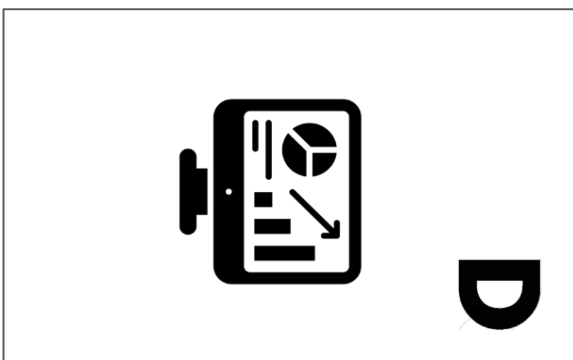
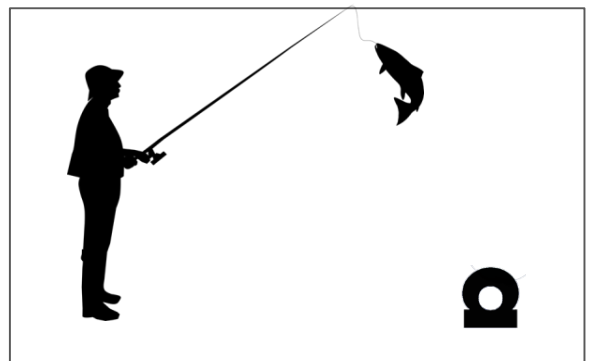
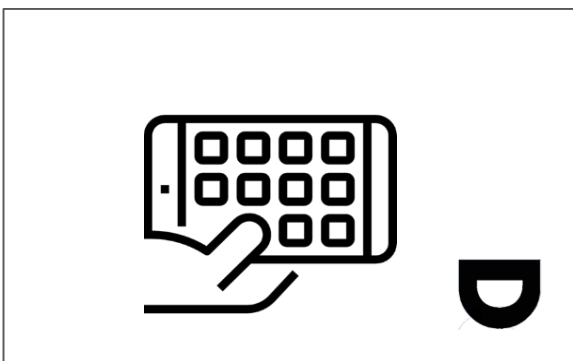
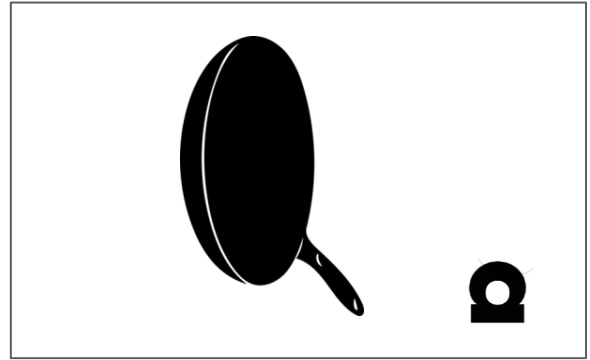
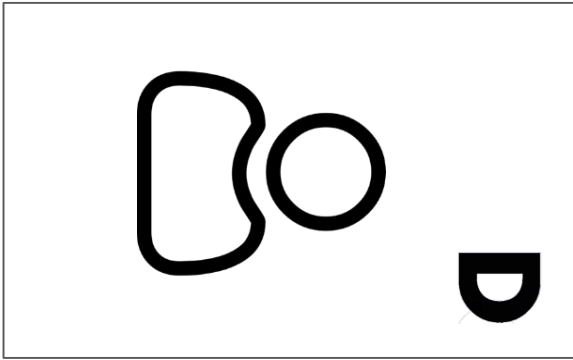
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