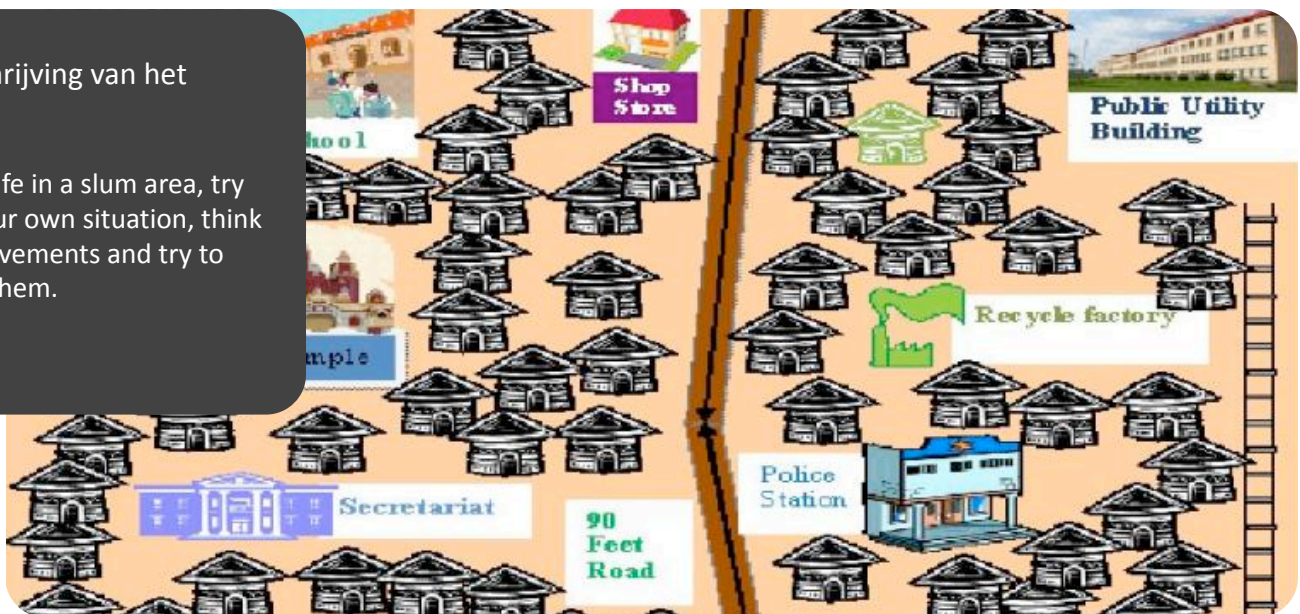# DHARADAM

Korte beschrijving van het scenario

Experience life in a slum area, try to assess your own situation, think about improvements and try to implement them.

Wat maakt de game zo leuk en leerzaam

Meet a totally different world than your own (probably): daily life in Asia's second biggest slum. Try to survive and even to improve your situation within a week.

Welcome to Dha

- Presentation Welcome to Dha
- Briefing
- Dharadam background
- Dharadam map
- Dharadam directory
- Dharadam game session
- De-briefing

Quote :

Cyberdam is an easy tool to bring a role playing games online. Sharing content boosts your productivity.

Naam game : Dharadam – the flourishing slum, ISAGA Summer School 2008, Gurgaon, India

Contact persoon: Pieter van der Hijden / pvdh@sofos.nl / +31 20 6941222.
Developersteam : Aashish Bhardwaj (India), Vinod Dumblekar (India), Renata Furman (Poland), Monica Mor (India), Vladimir Solodov (Russian Federation), Joanna Woźniakiewicz (Poland) and team manager Pieter van der Hijden (The Netherlands).

Doelgroep game : Students master program social work

Onderwijskundige doelen : Sensitize students before they start their volunteer work in a slum area.

Fases :

Briefing, gameplay of seven days in a slum, de-briefing

Rollen :

HaveNot, Pandit, Hutment factory, Criminal, Housewife, Social worker, Tea man

Taken :

Every role has some targets. To meet them the role has to communicate/cooperate with other roles.

Studielast :

16 hours