

1 - Reality



3 - Play

## Reality

What problems related to privacy exists out there? In this part we want you to think about what concerns you, and what privacy problem you would like to solve.

Follow the steps below:

1. Choose one **Reality card**
2. Discuss the **privacy problems** related to the card.
3. Create a situation about the **privacy problem** you have selected.
4. Use the questions on the question card to help you think.
5. Explain your idea to the other groups.

## Play

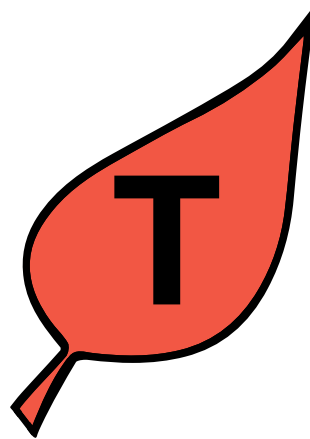
What makes a game fun to play? In this part we want you to think about what makes a game fun to play, and try to create a new exciting game in a given genre.

Follow the steps below:

1. Think of what **genre** the game you selected in the meaning part is, and of the how you raised **awareness** about your **privacy problem**
2. Build a game that raises **awareness** of your **privacy problem** in this **genre**
3. Use the questions on the question card to help you think.
4. Explain your idea to the other groups.



2 - Meaning



4 - Technology

## Meaning

How can a game be meaningful? In this part we want you to think about how existing games can be changed to have a meaning, and increase the awareness or change the attitude of the player.

Follow the steps below:

1. Choose a game the majority of the group enjoys.
2. Make sure everyone in the groups understand how the game works.
3. Change one or more elements of the game so that it raises awareness about the **privacy problem** identified in the reality part.
4. Use the questions on the question card to help you think.
5. Explain your idea to the other groups.

## Technology

What remains is to combine your **privacy problem**, ways of raising **awareness**, game **genre**, with a **technology**.

Follow the steps below:

1. Draw one **Technology card**.
2. Combine the previous parts into one successful Serious Game!
3. Use the questions on the question card to help you think.
4. Explain your idea to the other groups.

