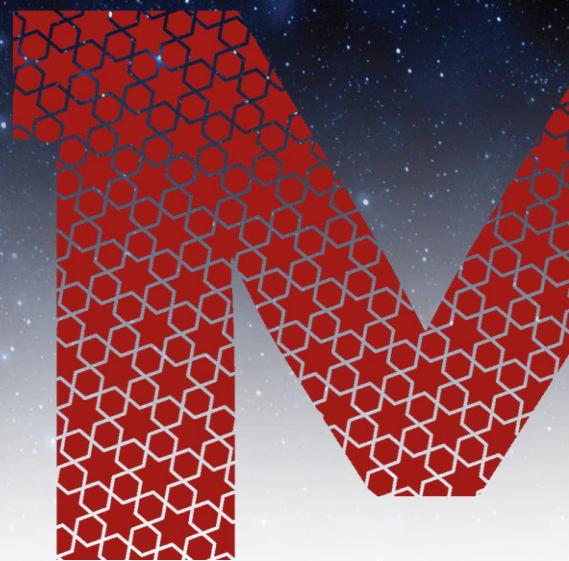


Expertise and
Insight for the
Future



The Magical MounTeam – Board Game

Games Creathon Innovation Project

Goal:

To solve a wicked problem by playing a game. Our wicked problem is the importance of teamwork and how to improve that.

Solution:

The Magical MounTeam – board game, a game designed for children to improve their team working skills, to add their knowledge of different aspects of teamwork and how to behave accordingly in different social situations.

Problem - solution, customer benefits, reserach findings etc.

Social skills are necessary for every humanbeing. They influence greatly our lives and how we are able to operate during it. These skills are something that are learned, not given at birth (Nyyti Ry). This is why we came up with the idea of game to teach these skills.

Game is a fun way to tackle this serious challenge. It is also an easy concept for children to grasp. Playing is afterall, one of the most natural ways for children to learn different things (Väestöliitto).

Formerly, a role playinfg game called "Dungeons and dragons" has been used to foster adaptive social interactiong among teenagers. This was done through different dilemmas that called the group to work together to solve them (Zayas, Luis H & Lewis, Bradford H).

We have a similar goal but with a more broad view of social skills and with tasks that are specifiially designed for building the skills up. Social skills include things such as ability to estimate social situations, ability to read people`s emotions, ability to solve problems that arise, negotiating, and compromising (Keltinkangas-Järvinen). All these are being developed through playing the game.

Concrete outcomes and implementation materials we made

The game consist:

- ❖ A mountain, 3D game board
- ❖ Task cards for six levels of the game:
 - ❖ Teamwork
 - ❖ Emotions
 - ❖ Dialog
 - ❖ Communication
 - ❖ Behavior
 - ❖ Future
- ❖ Cards for specific tasks
- ❖ A guide book
- ❖ Amulets
- ❖ Pawns



The Magical MounTeam

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