



RESET

GAME SPECIFICS:

Tool type: Gamified collaborative board activity

Our inspiration: [Link](#)

Format: offline

Time needed: 2 hours

SET-UP

1. Tabletop board
2. Explanatory panel of the method
3. Contextual inspiration panel
4. Stickers for the spokesperson and secretary roles
5. Resource cards
6. Blank cards
7. Post-it notes and markers
8. Miscellaneous consumables

Number of participants: 3 - 7 people

Focus (SLD topic)

Methodology based on Foresight that starts from a specific social problem, projects what is to be achieved, and then defines the process to reach that objective.



GAME OVERVIEW

- To promote awareness of diverse future options, understanding both the opportunities and the risks.
- To work from the conscious construction of viable and achievable projects.
- To stimulate critical reflection in the design of a work plan, which is itself the development of a project.
- To facilitate the identification of key elements in the project development process, such as allies, challenges, or risks.
- To introduce a new perspective to the design process of social projects.



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INSTRUCTIONS / STEPS



We will form groups of a minimum of 3 and a maximum of 7 people

Each team will have 1 spokesperson and 1 secretary.

We define the social challenge to work on by analyzing it as indicated on the board.

Participants will project possible future situations, considering both the most optimistic and the most pessimistic scenarios.

We will choose the desired future and analyze it using the SMART technique

We debated the analysis until we arrived at a realistic version

We finished completing the board according to the instructions on it.

