

BEFORE STARTING

- Place the information cards A-E beside the game board.
- Place the action cards and perspective cards on their assigned spots on the game board.
- The game is played one part at a time from A to E. At the beginning of each part one of the participants reads the relevant instruction card to the others.
- The participant reading the instruction card is also responsible for keeping time and informing others when the time is running out. The time reserved for each part is written on the instruction card.
- Each participant in his/her turn gets to be in charge of giving the in-structions and keeping time.
- Give each participant a token for playing, post it-notes and a pen.
 - **HAVE FUN!**

PART A - BEGIN

20 min

What does openness mean to you? (5 min + 5 min = 10 min)

- Each participant writes down his/her answer.
- Each participant tells his/her answer to the others.

What does openness mean to us? (10 min)

- Discuss the answers together.
- Formulate one common answer and write it down on the post-it note.
- Place the post it-note on the game board.

INFORMATION CARDS

INFORMATION CARDS

PART B - TAKE A LOOK

20 min

Getting to know four aspects of open government.

- Read aloud the descriptions of four aspects of open government written on the gameboard. The aspects are openness, access to information, easy to understand and participation.

What would you like to develop?

- Each participant places his/her token on the aspect he/she would especially like to develop.

Which methods to use?

- Deal the action cards among the participants.
- From the action cards received each participant chooses two methods he/she would like to use.
- Each participant places the chosen action cards on those open government aspects he/she would like to develop (openness, access to information, easy to understand and participation). Participants take turns in telling the others why they chose the specific cards and what were the other action cards they had. The unused action cards are to put aside.
- After this the participants together investigate and discuss what kind of overall picture the chosen aspects and methods form. Participants can also pose questions to each other to get a clearer picture.

PART C - DESIGN

15 min

- Each participant thinks of a concrete improvement action and writes it down on a post it-note. The information already collected on the game board can be used for formulating the improvement action.
- Each participant introduces his/her improvement action to the others. After this, all the participants together formulate 1-2 common improvement actions.
- The common improvement action(s) is written on post-it note, which is placed on a spot "Part C – post-it note" on a game board.

INFORMATION CARDS

INFORMATION CARDS

PART D - STUDY AND ADJUST

25 min

- Each participant picks up one perspective card and shortly studies the content of the card.
- After this each participant thinks of one challenge from the perspective of his/her card that would affect the improvement action formulated during part C. He/she writes down this challenge.
- Participants take turns in describing the challenge from the perspective of the card they have drawn. Then the group discusses together how to overcome these challenges.
- After presenting the challenges and discussing the ways to solve them, the improvement action formulated earlier can be modified.
- Write down the modified improvement action and place it on the game board to replace the earlier version.

PART E - COMMIT

10 min

- Each participants makes his/her own commitment on how to advance the improvement action and writes it down on a post-it note.
- Everyone places his/her post-it note on the game board and tells the others what the commitment is.
- Everyone puts his/her token on the top of his/her own commitment.
- Each participant takes a picture of his/her own commitment and shares it with a colleagues by forwarding the picture to him/her e.g. by e-mail.
- You have now reached the finish line – great!
- Take a picture of the whole game board and set a date when you will return to discuss the implementation of the improvement action.

INFORMATION CARDS

INFORMATION CARDS