The COVID-19 Game

Mentally surviving the pandemic

The best way out of the crisis is through constructive and honest conversations.

ABOUT THE GAME

The purpose of playing this game is to start constructive conversations that creates understanding and unites us. In the midst of a health crisis and severe economic downturn we experience many different feelings including fear, hopelessness, anger as well as joy, hope and community. All of us are guilty of both over- and under-reacting and this can lead to conflict. But when we come to accept and acknowledge the wide range of feelings within ourselves and those around us, we can share them and become better at understanding and dealing with them in all of their shapes and forms.

This game can be used in work-settings, by leadership groups and any other group of people that rely on effective communication and mutual rapport. The game can also be played within your family or with friends. The game can be played face-to-face or online where each participant has a die and a printed version of the game to hand.

The game comprises of a board to hold the question cards plus 60 question cards split into six categories of 10 questions each. The categories are: Feelings, Community, Learning, Action, Future and Unpredictability.

RULES

The game can be played in groups of 2-5 people. If there are many playing, and you are playing online, you can make use of an app such as Zoom breakout rooms, House Party etc.

To play the first player throws the die and picks a random card from the category identified by the number on the die. The player must read out the card and openly reflect on his/her answer. The other participants can contribute by showing empathy or by contesting your answer, if you want them to. Almost all of the questions can be answered from both an individual, a team-based or a community-based perspective. Each player choses their own perspective. Alternatively you can agree beforehand, which perspective you are going to be using.

The most important part of the game is that everyone owns their own truth. Once the player feels that their reflection in answering a question has shifted their perspective or given them a new insight, he passes the turn to the next player. The game continues until you feel you have had enough or have run out of time. For the final round, each participant reflects on, what the game has made him/her realise or appreciate.

SAMFUNDSSIND aka THE DANISH APPROACH TO COMMUNITY SPIRIT AND INCLUSIVITY

Lise Damkjær and Line Andersen have created this game as a conversation starter for small and large companies, public and private sector organisations and charities. During these unprecedented times the need for constructive conversations are more important than ever and we hope that this game enables you to start conversations about all of the difficult things but also about the new opportunities that arise during this pandemic. The game is free and can be downloaded from our websites and played using only a regular die.

Content development: Lise Damkjær – www.learning4life.dk

Translation from Danish to English and graphic design: Line Andersen – www.flashypeacock.dk

The COVID-19 Game

Mentally surviving the pandemic



























































































































