BECOME GAMEMASTER: MASTER THE GAME!

GameMasters occupy a key role in the S_U+G®.

What does a GameMaster do?

1. Supports and coaches the players during the game-session where needed, but also brings additional challenges and fun elements

2. Makes sure the local stakeholders (aka. Game Companions) are well-informed and engaged since they play an important role in the game

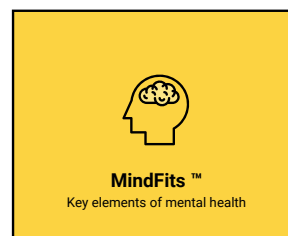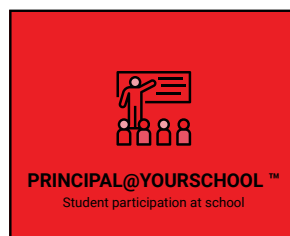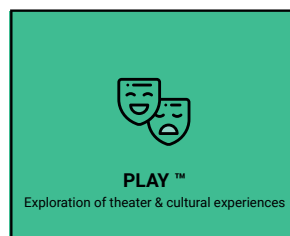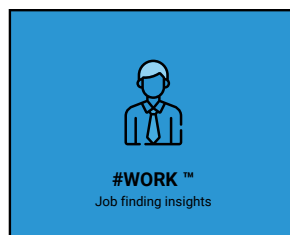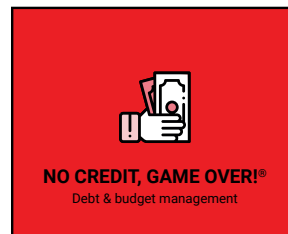3. Debriefs the players and GameCompanions after the game

How do I become GameMaster?

An intensive and concise training is required. The training contains an in-depth introduction to the methodology, how a Serious Urban Game® works and how to manage the digital platform.

We also provide insight to game-coaching, online support aspects, educational effectivity assessment and social impact analysis.

All graduates receive a GameMaster certificate and become a member of an international GameMaster community.

SEROUS URBAN GAMES

BUSINESS ANGELS ™
Trigger entrepreneurship skills

NO CREDIT, GAME OVER!®
Debt & budget management

#WORK ™
Job finding insights

Mayor@YourTown®
Involving youth in local politics
and active citizenship

PLAY ™
Exploration of theater & cultural experiences

YOURCITY2050 ™
Climate-neutral city
& environmental awareness

PRINCIPAL@YOURSCHOOL ™
Student participation at school

MindFits ™
Key elements of mental health

[ew32]
serious stories, games & life

CONNEXT FOR INCLUSION

[ew32] is a Belgian non-profit organization with a focus on the implementation of S_U+G Serious Urban Games®.

Through game-based learning, we encourage participants to learn about societal themes. The games are developed through co-creation and are refined and customized with local content.

A Serious Urban Game® takes the players on a journey to experience common social problems. The local community is their playground, different missions bring serious topics and problems to the foreground in an engaging way. The virtual world and social reality merge in an interactive game.
Play, experience, empower yourself.

SERIOUS

The games are about difficult themes in a ***challenging learning environment***. The participants are taken out of their comfort-zone and challenged to tackle a serious subject through motivation, orientation and exploration. Typical barriers (psycho-social, communicative, cultural, knowledge, …) are removed and the participant can assess a "problem" from different creative angles, and increase their degree of self-sufficiency.

URBAN

The ***local community*** is the playing field to explore social themes. The players meet and interact with citizens and employees from local organizations and authorities on their way through their city or municipality.

GAME

Game-based learning with mobile communication tools such as smartphones, tablets, GPS, appeals to both young and old. The virtual world merges with reality, as specific missions and assignments are requested and combined with surprising challenges. The games are managed by an experienced ***Game-Master***, from start to end.

GENERAL OBJECTIVES OF A SERIOUS URBAN GAME®

1. Increase self-reliance: experience-driven learning can eliminate barriers and clarifies a diversity of available solutions for societal questions
2. Connect participants to social stakeholders in the area
3. Stimulate reflection and open dialogue
4. Experience the concept of group-dynamics
5. Have **FUN**

S_U+G SERIOUS URBAN GAME [ew32] serious stories, games & life arteveldehogeschool

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