



Welcome!

Thank you for downloading this „**PlayDecide - Quantum Technologies**“ game. This game was developed within the framework of the BMFTR-funded project „Quantenträume“ („Quantum Dreams“).

The PlayDecide discussion game allows to talk in a simple, respectful and fact-based way about controversial issues.

The game enables players to get familiar with issues regarding quantum technologies, regarding them from different perspectives and **reflecting on their own opinions**. PlayDecide also invites players to **look at issues as a group**: can you reach a positive consensus? The game **culminates in a vote** on a number of proposed policy positions.

A PlayDecide session lasts **approx. 90 minutes** in total. The ideal number of players is four to nine. If there are more participants, please consider playing in several parallel groups.

The game requires **a facilitator** who takes the time to get familiar with the flow and contents of the game before playing. As a facilitator, you can find further instructions at www.playdecide.eu, where you can also use an online tool to plan your session and guide your group while playing.

Enjoy!

Printing Instructions

Required materials:

- 3 sheets of **green DIN A4 paper**, weight: 160g/cm²
- 3 sheets of **blue DIN A4 paper**, weight: 160g/cm²
- 4 sheets of **white DIN A4 paper**, weight: 160g/cm²
- 1 sheet **yellow DIN A4 paper**, weight: 160g/cm²
- 2 sheets **orange DIN A4 paper**, weight: 160g/cm²
- **white DIN A4 paper** (normal weight) as required
- **white DIN A3 paper** (normal weight) as required

1. Please download the following documents:

PlayDecide_Quantum_EN.pdf

PlayDecide_Quantum_EN_Placemat.pdf

(Please note: these pdf documents contain all necessary information to play the game with a group of up to 9 people. If there are more participants, please consider playing in several parallel groups. In this case, please print out multiple copies of the placemat and the cards as required.)

2. Open **PlayDecide_Quantum_EN_Placemat.pdf** and print one placemat per player on a white sheet of DIN A3 paper.

3. Open **PlayDecide_Quantum_EN.pdf** and print the playing cards, the policy positions sheet and the cluster sheets as follows:

- pages 1-3 (Info Cards)
on 3 sheets of **green DIN A4 paper** (weight: 160g/cm²)
- pages 4-6 (Issue Cards)
on 3 sheets of **blue DIN A4 paper** (weight: 160g/cm²)
- pages 7-10 (Story Cards, White Cards) **in colour**
on 4 sheets of **white DIN A4 paper** (weight: 160g/cm²)
- page 11 (Yellow Cards)
on 1 sheet of **yellow DIN A4 paper** (weight: 160g/cm²)
- pages 12-13 (Challenge Cards)
on 2 sheets of **orange DIN A4 paper** (weight: 160g/cm²)
- pages 14-15 (policy position sheet, cluster sheets)
as required on **white DIN A4 paper**

Important: please print in actual size 100% (no page size adjustment)!

(This ensures the position of cutting lines, otherwise the cards will not be of equal size.)

4. Optional: Print the visual instructions on page 7 of this document as required **in colour** on **white DIN A4 paper**.



Preparations

1. Cut out the playing cards (p. 1-13) along the cutting lines, cut the cluster sheets (p. 15) in half.

*(Please note: the placemats and the playing cards can be used over again. For a new game you just require a new policy position sheet (p. 14), new cluster sheets (p.15) and new white cards (p. 10, as required). The page numbers refer to the document **PlayDecide_Quantum_EN.pdf**)*

2. Every player is given a placemat and a yellow card.
If necessary, provide a copy of the visual instructions.
Also provide pens or pencils for all participants.
3. Lay out a policy position sheet, a few cluster sheets, some white cards and the challenge cards for the facilitator.
4. Lay out the remaining playing cards (info cards, issue cards and story cards) on a separate table, ensuring easy access.



Gameplay

From start to finish, PlayDecide - Quantum Technologies will take about 90 minutes to play.

Getting Started

(duration approx. 5 minutes)

All players have a placemat in front of them.

The facilitator talks the players through the flow of the game, describing the three major phases (e.g. by using the visual instructions). He or she explains the different types of cards and points out the aims of the game.

Before the first phase starts, the facilitator reminds all players about the dialogue guidelines (bottom left on the placemats). Anyone can raise a yellow card to pause the discussion in case they feel someone is not respecting the guidelines. When the issue is solved, the discussion resumes.

On the top right of the placemat there is a space for notes and 'initial thoughts'.

Phase 1: Information

(duration approx. 30 minutes)

The goal of this phase is to gather and share information, acquainting players with the subject matter, highlighting different perspectives and encouraging players to form first opinions. At the end of this phase all players should have one story card, two info cards and two issue cards laid out on their placemat.

1. Every player reads the introduction (top left on the placemat).
2. The players read through the playing cards and choose cards which are significant to them. They are to choose:
 - 2 info cards
 - 2 issue cards
 - 1 story cardand place these face up in the respective fields on their placemats.
3. Each player briefly summarises the contents of their cards for the whole group.
4. Players can use the white cards at any time to add information and issues if needed. They can also use the space on the top right of their placemat for notes and initial thoughts on the topic.



Phase 2: Discussion

(duration approx. 30 minutes)

The goal of this phase is for players to express their first thoughts, which in turn are refined by arguments and opinions of the collective group. The players support their statements with the cards they selected and placed on their placemat in the first phase.

When the contents of a card are introduced into the discussion, the card is subsequently placed in the centre of the table. Personal opinions and arguments can be written on white cards which are then also laid in the centre of the table. All the cards used in the discussions of individual sub-topics are placed into clusters.

These clusters should reflect the respective discussions of the group. Each type of card can be used in a cluster. These clusters will subsequently be summarised in phase 3.

Important: PlayDecide - Quantum Technologies is not a competition for players to lay out their cards as quickly as possible. It is completely fine for players to use none or all of their cards. The important goal is a productive group discussion. If, however, there are cards in play that could be used to support opinions or statements, these should be laid out.

There are different ways to discuss. You can choose one that fits the character of the group. One example is the 'free form': no restrictions, the discussion flows among the players. Everyone tries to respect the guidelines (if not, the yellow cards can be used). A more structured way to discuss is to 'talk in rounds'.

If the discussion is difficult or it slows down, challenge cards might loosen things up. The facilitator hands them out 'face down'. Players read them aloud and perform the respective discussion action.

Phase 3: Shared Group Response

(duration approx. 20 minutes)

The goal of this phase is to reflect and summarise the discussions of the group. What opinions were expressed? Is it possible to come to a consensus?

Cluster

In this step each cluster is individually recapped, the group records the conclusions of the respective sub-topics on the cluster sheets:

1. The group gives each cluster a name.
2. In each cluster between 3 and 5 main points or results should be recorded.
If the topic was not fully discussed (e.g. there are still open points), or if there were opposing opinions, this can also be noted.
*(e.g.: - further discussion is required on this topic
- there are different opinions on this point).*
3. Finally, the individual cards in each cluster are noted in the respective fields of the cluster sheets.

Policy Positions

In this final step the individual opinions regarding the presented policy positions are polled and recorded:

1. All players read the four policy positions.
2. Every player votes individually on each position.
The results are recorded on a policy position sheet.
3. Is it possible to find a common ground? Is there a policy position that everyone can agree on? If not, the group can try to formulate their own (fifth) policy position. This position is then also voted on and the results recorded.

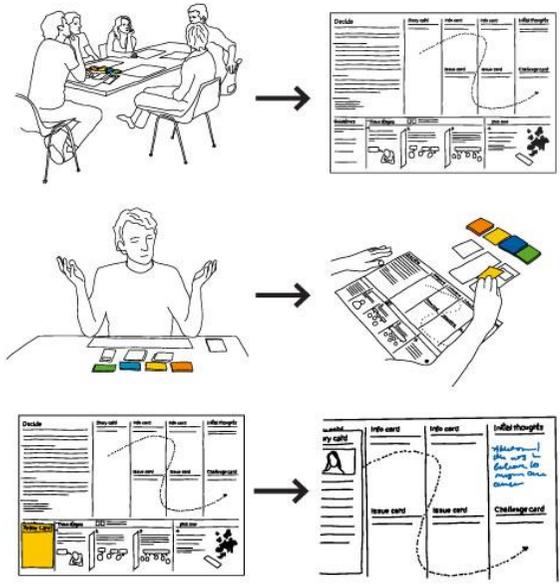
End of Game

The facilitator thanks all the players for their participation and input before officially ending the game.

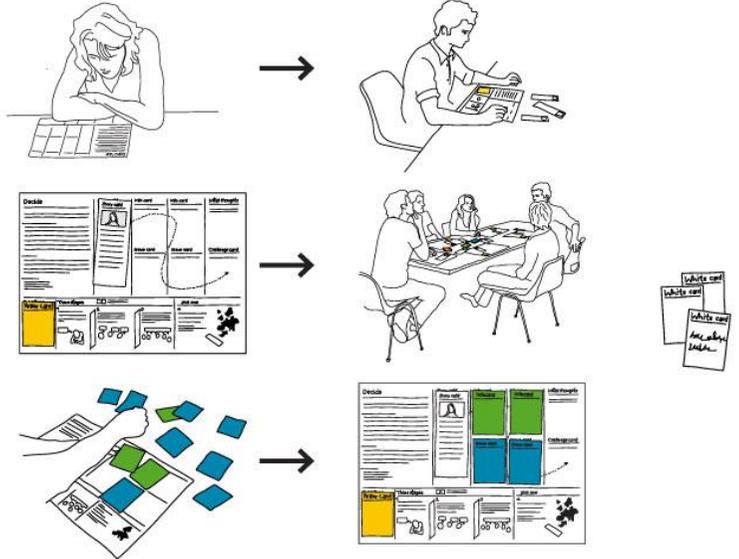
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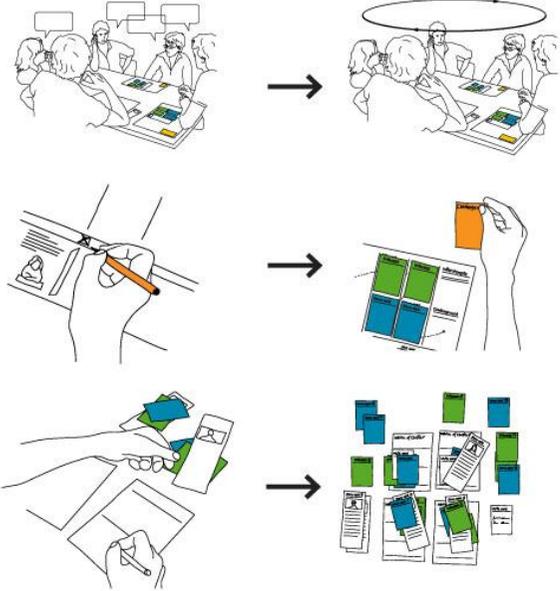
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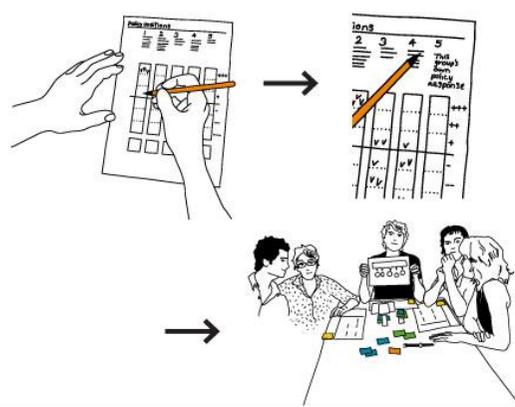
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