

EDUBOARDS

Exploring Educational Board Games

EDUCATIONAL BOARD GAME OUTLINES

INTRO

"Eduboards: Exploring educational board games" was an Erasmus+ Training Course implemented in Estonia from 10th to 18th of September 2019 by Shokkin Group Estonia.

The activity, which involved 28 youth workers/leaders from Estonia, Germany, Greece, Portugal, Spain, Czech Republic, Norway, Romania and Croatia, had the aim to promote the use of game-based learning methods in youth work and explore the application of educational board games through training youth workers to assess learning needs of young people, adapt game-based learning methods and develop table-top games in correspondence with them.

This document, designed for youth workers and educators, contains the description and access to the printable materials of one of the six educational board games developed during the course on the topics of: authority and power, data security, bullying, intercultural learning, stress management and protesting.

The training course was designed and delivered by Pavel Vassiljev (trainer), Filip Gábor (trainer) and Olalla González (graphic facilitator).

DATA SECURITY

Facilitator's Toolkit



INTRO OF THE GAME

This game aims to raise awareness about the ways personal data can be exploited and it shows good practices on how you can protect your data. It brings awareness on some of the most popular types of scams and how to protect yourself from them.

TOPICS: Media literacy and personal data protection

GROUP SIZE: 4-6 players. Optimum number of players is 6.

TARGET GROUP: Young people 10+

DURATION:

- Explanation: 5'
- Game play: 45'
- Debriefing/discussion: 10-15'

LEARNING OBJECTIVES:

"Data security" covers the topic of media literacy and personal data protection and it can be used in IT education classes. The learning objectives are to bringing awareness on social circles and stating good practices in protecting personal data.

The action cards to be played during the game contain also information about common schemes and risks that may affect your data and/or privacy in your daily use of internet and safe easy behavior defenses to apply against them. The game was designed to help youth to:

- Be aware of personal data exploitation;
- Understand the circle of life data;
- Be aware of the risks of sharing private content online;
- Get to know safe tool and helpful behavior to adopt for safer and more mindful internet use;
- Discuss about social bubbles phenomena.

PREPARATION NEEDED:

In order for the players not to know other players cards, same color of back needs to be put to Attack, Defense and Utility cards (for example gluing their back to black paper). Regarding debriefing, it is also possible to print out the hand out with detailed information on currently existing scams to give to participants.


TERMS:

VPN


A virtual private network (VPN) creates a safe, encrypted connection. It uses tunneling protocols to encrypt data at the sending end and decrypt it at the receiving end. A person can not be tracked down by IP. VPN apps are often used by individuals who want to protect data transmissions or visit web sites that are geographically restricted. Secure access to an isolated network or website through a mobile VPN should not be confused with private browsing, however. Private browsing does not involve encryption; it is simply an optional browser setting that prevents identifiable user data, such as cookies, from being collected and forwarded to a third-party server.

More info:  https://youtu.be/_wQTRMBAvzq and <https://www.expressvpn.com/what-is-vpn>

AD BLOCKER

An Ad blocker is a browser extension that enables filtering of unwanted and potentially dangerous content and advertising. Example: uBlock (it exist for different browsers, this for example is the extension for Google Chrome:  <https://chrome.google.com/webstore/detail/ublock-origin/cjpalhdlnbpfaiamejdnhcphjbkeiaqm?hl=en>

COOKIES

A cookie is information that websites store in the browser of the person so that it can remember something about the user at a later time. (More technically, it is information for future use that is stored by the server on the client side of a client/server communication.) Typically, a cookie records your preferences when using a particular site. **More info:**  <https://www.youtube.com/watch?v=IPQhME1U4QU>

MALWARE

Malware is short for “malicious software” – computer programs designed to infiltrate and damage computers without the users consent. “Malware” is the general term covering all the different types of threats to your computer safety such as viruses, spyware, worms, trojans, and so on. Today many experts believe the amount of malicious software being released on the web might actually surpass the release of valid software.

DEEPFAKE

Deepfake is an Artificial Intelligence-based technology used to produce or alter video content so that it presents something that didn't, in fact, occur. The term is named for a Reddit user known as deepfakes who, in December 2017, used deep learning technology to edit the faces of celebrities onto people in pornographic video clips. The term, which applies to both the technologies and the videos created with it, is a portmanteau of deep learning and fake.

DEBRIEFING:

A desired learning outcome of the game which is not given straightforward is to show people how everyone is in their own social bubble (by showing how easy it is to see the cards of players next to you but you need the most powerful attacks or utility cards in order to see the cards of the players who are far away from you). In social media, what we like and interact with is remembered and used to target us with information which is closer to our values. This can be really dangerous, as it is hard to see other perspectives and leads to extremism in believes. *Suggested question on the topic: Did you realize you were in a bubble?*

The game may be followed by a discussion about what players learned about cyber hygiene while playing (types of dangers one might encounter on the internet, useful available tools/behaviors to avoid them).

What did the players find new? Are there things they already knew? Are they more aware now of dangers/benefits of defenses?

Some of the attack cards are designed to highlight the dangers of poor boundaries set on one's internet use. Someone that uploads sensitive personal information on the internet is at greater danger of being harmed in the future (for example not getting a job because a future employer has seen drunk video of you or advertisers may start calling you if your phone number or email are exposed).

We can take an interesting example from the fitness tracking app Strava. Soldiers using it exposed the location of secret US army bases (more information here: <http://tiny.cc/huy6hz>).

Another wanted outcome is for the participants to see examples of how exploitation of personal data may happen from the person's close circle, not only by cyber criminals.

DATA SECURITY

Game Rules



CONTENTS

- WHO/WHY/HOW cards (black)
- Action cards
 - Attack cards (red paper)
 - Defense cards (blue paper)
 - Utility cards (yellow paper)
- Cheat sheet



INTRO STORY

Your bank account manager just called you to say that you were one of the victims of an internet scam schemes. You contact an officer from your town's police station for more information about the responsible people and now you have a list of 7 possible hackers. You're struggling to understand why someone would do that to you, and your trusted IT friend informed you about the most common reasons for these unlucky attacks. Now that you gather all the information needed, you are in a quest to discover the who, the why and how you were scammed! Be fast or otherwise your bank company might not reimburse the money you lost!

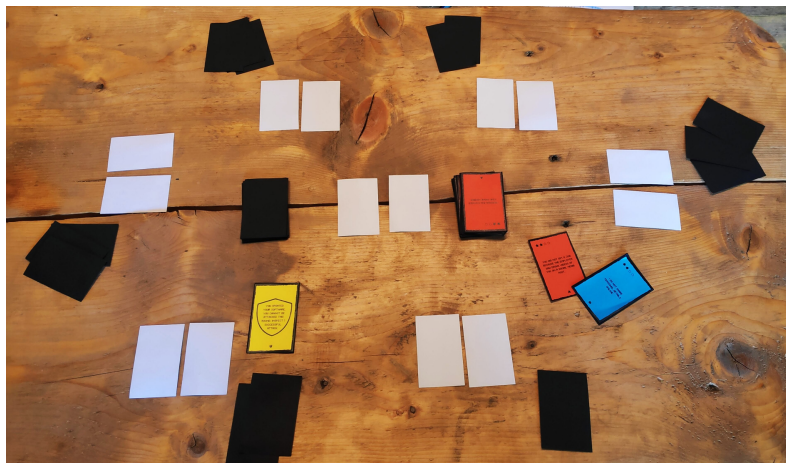
STARTING SETUP:

Separate the "WHO", "HOW" AND "WHY" cards in 3 piles. Mix them and turn them with the content hidden. Get one card from the each pile and put them face down in the middle of the playing area. The purpose of the game is to guess which are these cards.

Each player gets one card from each pile, which are secret to the rest of the players. Each player puts the cards in front of themselves so they can be distinguished from one another during the game (places should not be changed until end of game). Each player then draws three cards from the Action cards deck.

If there are not enough (6) players, the rest of the WHO/HOW cards which are not distributed among players are opened and each player can check them before the start of the game.

Each player has one cheat sheet and fills one column for one game.



CAMEPLAY:

ATTACK CARDS:

These cards are leveled from 1 to 4. The higher the level, the higher the authority of the card. They are played at each player's turn.

- Level 1 cards can see only one WHO/WHY/HOW card from the closest neighbor (one left or right).
- Level 2 cards can see one WHO/WHY/HOW card from the two closest neighbors (two left and right).
- Level 3 cards can see one WHO/WHY/HOW card from any chosen player.
- Level 4 attack cards can see 2 cards from one chosen player.

Note: Attack cards can't be used on players that have Utility defensive card in front of them.

DEFENSE CARDS:

This type of cards are leveled from 1 to 4. The higher the level, the higher the authority of the card. They are played only as a reaction of an Attack card.

- Level 1 cards can only defend attacks from level 1 attack cards.
- Level 2 cards can defend from level 2 attack cards or lower.
- Level 3 cards can defend from level 3 attack cards or lower.
- Level 4 cards can defend from level 4 attack cards or lower.

Note: Defense cards can't be played against Utility attack cards.

UTILITY CARDS:

Utility cards have the higher authority over Attack and Defense cards. There are two types of utility cards: Attack and Defense.

- **Utility Attack** cards are played at the beginning of a player's turn and are discarded once the action is made.
- **Utility Defense** cards are played at the beginning of a player's turn and they stay activated for one round.

While this card is activated (face up in front of the player who is using it) you are allowed to see a card from a successful attack of one other player. You can choose which player to follow the attack.

Note: the action of each Utility card is written on them.

ACTIONS

In each player's turn, he/she has 3 options:

1. Play an Attack card;
2. Play an Utility card (attack or defense);
3. Draw a card from the deck.

If the player decides to play a card, he/she must read its content out loud so others can listen. If the player decides to draw a new card, he/she cannot play any other card in that turn.

At the end of each player's turn, that player draws new cards until he/she has three cards.

If a player decided not to make an action and has 3 cards, he/she can draw one more.

If player has 4 or more cards, he/she can exchange them for one card from the top of the deck at the end of their turn. If all the deck cards are used, then the used pile of action cards is re-shuffled and it becomes the new deck.

Players are allowed to make a guess on the 3 cards in the middle whenever they feel they know the correct answer. First they write their guess on the cheat list. Then only the player who makes the suggestion checks the cards in the middle. If he/she guessed correctly, the player wins and the game ends. If not, the game continues, and that player is out of the game and his/her WHO/WHY/HOW cards are revealed to the rest of the players.

END OF THE GAME

The game ends when one player guesses correctly the three cards from the middle of the table.

TURN EXAMPLE

- Player 1 attacks player 3 with level 2 Attack card but player 3 has level 3 Defense card, so player 1 doesn't get to see any of the cards. Player 1 draws 1 card.
 - Player 2 plays Defense Utility card. Player 2 draws 1 card.
 - Player 3 attacks player 4 with Attack card level 4 and checks 2 cards from player 4. Player 2 inspects one of those cards based on the Defense Utility card he/she played earlier. Player 3 draws 2 cards.
 - Player 4 doesn't have Attack cards so he/she draws one card and ends his/her turn.
 - Player 5 plays an Attack Utility card and checks 1 card from player 1 and player 3. Player 5 draws 1 card.
 - Player 6 attacks player 5 with an Attacks card level 1 and checks one of his/her cards. Player 6 draws 1 card.
- End of the turn.



GAME CREATORS

This game was developed by Sofia Petrova (Germany), Nuno Neto (Portugal), Katarina Vagaja (Croatia) and Luka Jelic (Croatia)

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DOWNLOAD THE PRINTABLE GAME



PHOTO ALBUM

