



## RULE BOOK

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## INTRODUCTION

Welcome to Geoland! Geoland is a European city where you work as advisors of the city government. The mayor of Geoland wants to improve the city's public services by taking advantage of innovative solutions enabled by location data and technology. He needs his advisors' expertise.

Each of you is an advisor in a particular topic: "European Policy", "Digital Government"; "Geospatial data", "Geospatial technology", "Innovative solutions" and "Interoperability". However, as you can see from the game board, each of you is in a silo of expertise. This must change immediately!

To make Geoland a location-enabled digital government, you **MUST** exchange information. Each "silo" represents an enabler or component of digital transformation. For knowledge to converge, as in real life, it is necessary to exchange, consolidate and adopt new ideas; this way "alliances" are created!

What are "alliances" in practical terms? Alliances occur when two advisors exchange each other tokens ("geoswap") after both have answered their questions correctly.

The winner is the first player that creates alliances with all five other advisors. When this happens, Geoland is on the right path to becoming a Location-enabled Digital Government!

But..why the focus on "location"? Location data and technology have unique advantages that you will discover as you play! By the way, you will see several ways of referring to "Location", take location, geodata spatial and geospatial data as synonyms :)

Geoland can be any city and can be scaled at any administrative level. It could also be a business or project that needs to make its workflows more efficient, by applying the spatial dimension of data and technology.

Enjoy the game!

## GAMEPLAY

The goal of the game is to advise Geoland's mayor in improving the city's public services. Each participant is a domain-expert in one of the geospatial categories and needs to exchange information in order to help mayor doing the best work for the city. To do this you will collaborate with other domain experts to have a cross-cut knowledge of the geospatial field within the following categories:



**Geospatial Technology**



**Digital government**



**Innovative Solutions**



**Interoperability**



**European Policy**



**Geospatial data**

Each of these domains stands for a category within the game and every player will be the expert of one category. Throughout the game you will have to engage with the other players in order to "geoswap" relevant knowledge and advise the mayor in the most product way possible. To win the game the players will have to geoswap with other 5 categories across the different geospatial domains and make an impact in the city council with your new collective knowledge.

The maximum duration of the game is 90 minutes (all activities included) and players assigned to a domain have to answer correctly questions about the other categories in order to successfully geoswap, win the game and learn about geospatial concepts along the way.

The various phases of the game and the step-by-step mechanics can be found in the next sections of the rulebook.

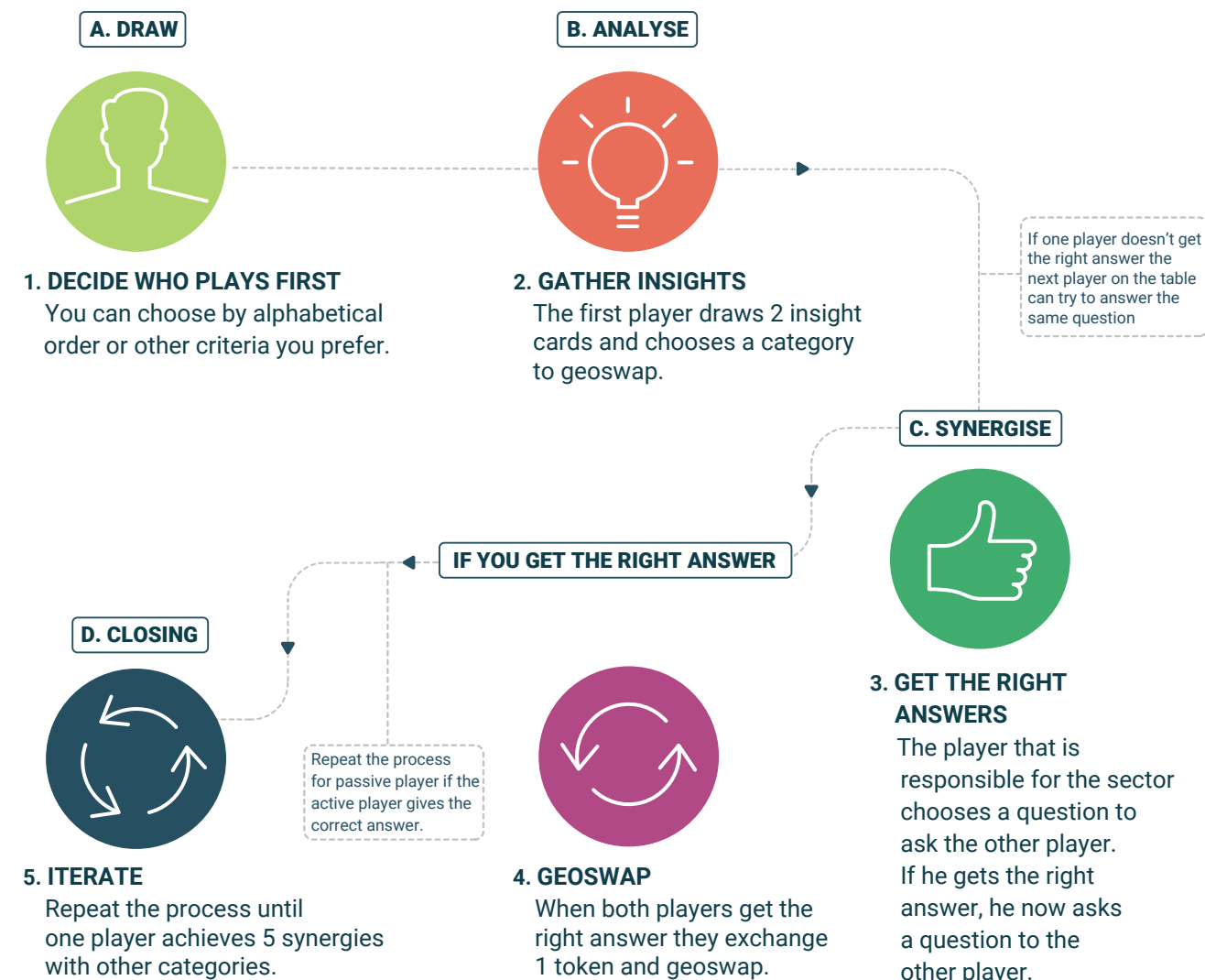
## SETUP PHASE

Before the game starts it's important to setup the stage and decide how players will play the game. This is done through the following steps:

- 1 Players lay out the board of geoland, place the Insight cards facing down on top of the board and read together the rulebook
- 2 Players decide which categories they will represent (this can be done informally or through the toss of a dice)
- 3 Each player receives the corresponding Category Booklet and 6 tokens with the color of their category that they should place in the round placeholders in their category's space in the game board.
- 4 Each player studies their Category Booklet to understand what the category means and which type of questions he/she will ask other players

## STEP-BY-STEP MECHANICS

Once all the players have placed the tokens in their respective categories and read their Category Booklet the game is ready to start. At this point the game will progress in a turn-based fashion where each player takes turns in answering questions about other categories in order to geoswap knowledge with each other. Each round should be time-boxed for 5 minutes and have the following steps:



- **1. DECIDE WHO PLAYS FIRST:**  
 Decide which player has the first turn (this can be done through tossing a dice, choosing the tallest player or any other criteria the players wish to use).
- **2. TAKE INSIGHT CARDS & CHOOSE A CATEGORY TO ENGAGE:**  
 The active player draws 2 Insight cards. If he/she draws any cards from his/her own category he/she can return these cards to the deck (in any place he/she likes) and draws new cards. Based on these cards he/she chooses a category to geoswap (the player will have to answer questions about this category so be sure to have insights that might help answer these questions).
- **3. ANSWER QUESTIONS FROM THE CATEGORY YOU CHOSE:**  
 The player that is responsible for the chosen category selects a question to ask the active player (start the geoswap). This question is selected from that category's booklet and can be an easy, medium or hard question. If he gets the right answer, he now asks a question to the passive player.
- **4. IF YOU GET THE RIGHT ANSWER:**  
 When both players get the right answer, they exchange one token of their category and finish the geoswap.
- **5. IF YOU GET THE WRONG ANSWER:**  
 If one of the players doesn't get the correct answer the player next to active player gets a chance to answer the same question. If that player gets it right, he/she draws 2 insight cards. After this chance, the game continues in the same order as before.
- **6. ITERATE UNTIL A PLAYER GETS 5 TOKENS:**  
 At the end of the player's turn, the next player in clockwise direction goes through the same steps. You should repeat this process until one player geoswaps 5 times with the other categories. During the course of the game when you are choosing which questions to ask your opponent you can always choose a easy or difficult one based on your negotiation strategy and how easy the question your opponent asked you is (reciprocity). Also, you are free to provide hints if you find the question too difficult and want to help your opponent (cooperation). If you really want to be cooperative you can always ask a previous questions again to your opponents in order to geoswap more easily.

At its core the GeoSwap Game is a mix of cooperative and competitive dynamics where each player aims to win the game (complete synergies with all other domains) but for this to happen the other players have to answer right questions about your own domain. This means that you can negotiate how difficult are the questions your opponents pose you and provide hints to help your opponents get correct answers about your own domain.



## DEBRIEF

Optionally, after the last round, all players can check-out in a sharing circle identifying the most relevant outcomes they got from the game and how it could be improved

After this activity is conducted you can fill in the feedback template and communicate to the game designers your input in about the game experience.

## FAQ's

### **Do I have to choose a category based on the insight cards that I have?**

No, you are free to choose any particular category you want to engage in a synergy. You are not limited to the insight cards that you have taken from the insight deck.

### **Can we geoswap various times with the same category?**

It is possible to geoswap more than one time with the same category and thus win more than one token of the same category.

### **Can we ask the same question multiple times?**

Every player is free to choose any question to ask other players including questions that have been asked before. This can be a good strategy if you want to help the other players in order for you to geoswap more effectively.

### **What happens if 60 minutes have passed and there is no player with 5 geoswaps yet?**

If the game has passed the 60 minute mark and no single player has geoswapped 5 times, the player that has geoswapped the most is declared the winner of the game.

## ACKNOWLEDGEMENTS

That's all for the GeoSwap Game. We hope that you enjoyed playing this geospatial game and hope to hear from you in the future.

If you have any comment or question regarding the game and the content you can reach the Joint Research Center through the following mailbox: [lorena.hernandez@ec.europa.eu](mailto:lorena.hernandez@ec.europa.eu)

Again, we hope you have found the GeoSwap Game engaging and that you feel more comfortable about your geospatial expertise and domain knowledge! If not, you can always play the game again and further develop your knowledge of geospatial domain in the future. See you soon!



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# GAMEPLAY

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