Huzaifa Bin Shah, Zoia Riabovolenko, Moiz Asghar, Blessing Oyetunde, Yoshio Yamazaki

Parlamentarium

LIFE project portfolio

1. Project Report

Parlamentarium Life project - the EUPG

Project name (as stated on LIFE website): Parlamentarium
Group name/number: Parlamentarium Card Game
Supervisor(s): Martin Sillaots
Participants: Huzaifa Bin Shah, Zoia Riabovolenko, Moiz Asghar, Blessing Oyetunde, Yoshio Yamazaki

The terms of reference:
EP: European Parliament.
MEPs: Members of the European Parliament.
RPG: Role Playing Game.
the EUPG: The name of the card game. It stands for European Union Parlamentarium Game.
Targeted audiences: Young people 14-18+, seniors (65+).
VSCU: The EP's Visitors Services Coordination Unit.

Goals of the project:
The project's goal is to develop the game technique and create a prototype of a card game based on the original Parlamentarium game, with certain modifications.

Summary of the results:
The objectives have been achieved. At the end of the project, we developed the prototype of the game using a simpler technique than that used in the original Parlamentarium game. In the future, the prototype can be improved and used by the main stakeholder (the EP's Visitors Services Coordination Unit (VSCU)).

General introduction to the topic, ideas and the division of roles within the team: / Description of the past and present situation:
Parlamentarium (learn more) is a Role Playing Game (RPG) which allows young people and senior people to simulate the legislation procedures under the European Parliament (EP) at physical premises.

The game is designed for young people and senior people to be able to learn how the Members of the European Parliament (MEPs) proceed with the legislation process and to educate especially young people for improving their skills for communication and decision-making throughout the virtual political debates during their gameplay. In order to entertain and motivate the targeted audiences, the game was designed based on the concept of virtual legislation processes of EP in the mode of adopting RPG mechanisms.

However, we found several critical negative aspects to the original Parlamentarium game:

#1. It is too complex for younger people to enjoy the game.
#2. No options to negotiate and express a personal opinion.
#3. There are no clear instructions and no interactions among committee members.
#4. The current game requires a specific physical facility to play. It leads to the difficulty of accessing and playing the game.

Taking into consideration the aforementioned drawbacks, the project attempted to develop the game technique and create a prototype of a card game based on the original Parlamentarium game, with certain modifications.

Following that, the main concepts of the game are:

#1. Simplify the game mechanics.
#2. Visualize discussion points during virtual political debates.
#3. Develop skills for collective negotiation, compromise, decision-making, and understanding of the working mechanism of the EP.
#4. Create interactive game.

(NB! The style of the card game does not require a specific physical facility to play and is easy to carry. Players can play at any time and from any location, such as school or home. The rules of the game can include fundamental knowledge of the EP and political terminologies if necessary.)

At the start of the project, each member of our group was assigned responsibilities based on their study fields and experience (a list of the responsibilities can be found in Annex #1):

#1. Game Design (to create game mechanics, rules).
#2. Narrative design (to create text for cards).
#3. Research (to investigate the main concepts of EP's work, define political terminology, and analyse people's opinions of the presented topic, in order to help with game design).
#4. Art (cards design).
#5. Marketing (to plan dissemination strategy).
#6. Project Management (to manage tasks on time).

And identified stakeholders:

Direct stakeholders
   ● The EP's Visitors Services Coordination Unit (VSCU);
   ● Targeted audiences (young people 14-18+, seniors (65+)).

Indirect stakeholders
   ● LIFE project supervisor;
   ● Teammates of our project.

The importance of the topic: / How society could benefit from it: / Why the project is needed:
The main value of the project is in helping targeted audiences develop and enhance their knowledge of the European Parliament legislative process, as it is important knowledge of how the opinions of citizens in the EU influence the law-making process in the European Parliament. Additionally, it can provide learning opportunities to practise skills for communication and decision-making (especially for young people) throughout the game.
Players may learn about the legislative process in the European Parliament and practise their debate abilities. In this way, the project's outcomes may benefit society.

Expected results: / Choice of methods:

The expected results of the project were to create new game techniques for the original Parlamentarium game. Throughout the project, we produced deliverables, which consist of the prototype of the card assets and the game design document.

At the beginning of the project, there were many uncertainties about the new game mechanics. Hence, we adopted the Agile methodology, in which the design of new game mechanics is expected to be developed over multiple prototyping tests. The Agile method allows us to develop the game design flexibly and in a time-efficient manner rather than using the waterfall model, in which the design is supposed to be developed based on predetermined design documents.

Activities carried out in order to resolve the problem: / Development plans:/The suitability of the methods and/or activities you have chosen to achieve project goals: / Important indicators: / Relevant studies:

In our development plan, there were mainly 4 phases to develop the game techniques of our game (Annex #1). Basically, we tested a prototype on a weekly basis and got feedback from teammates and our supervisor. Based on that, we improved our game design in a flexible and time-efficient manner according to the Agile methodology as a development principle. The sequence of tries and errors to improve the prototype led to playable game mechanics at the end. The important indicator would be whether we could test the prototype on a weekly basis. The more we test the prototype, the more we can get input to improve our game design. In this term, we could have successfully tested four prototypes and improved our game design according to the initial development plan.

The work completed during the project:

- Design of game techniques.
- Research to support game design and narrative parts (texts on cards).
- Creation of the texts for cards.
- Creation of the cards design.
- Planning for marketing strategy.
- Creation of prototype of the card game.
- Testing prototype.
- Polish game design, text parts and artworks.
- Finalize the prototype of the card game.
- Creation of media coverage material.

We relied on the following previous studies:

#1. European Parliament's Physical Role Play Game Analysis and Update Recommendations (previous study of the current Parlamentarium).
#2. Qualitative Assessment of the European Parliament's Visitor Centre's Role Play Game (previous study of the current Parlamentarium).
#3. The European Parliament multimodal role-play game (Scenario script)
#4. Keith, C. (2010). Agile Game Development with Scrum. Addison-Wesley.

How sustainability of the project and cooperation with stakeholders have been planned: / Explain how the sustainability of project activities has been ensured:

The designed card game consists of 29 cards per scenario. It depends on how the stakeholder (the EP's Visitors Services Coordination Unit (VSCU)) evaluates the game. If the stakeholder likes the prototype and wants to expand it, there is the possibility of expanding the current card set by adding more scenarios and cards. The game is theoretically expandable, and it could provide sustainability for the project.

Who will have the ownership of project outcomes?:/Which structural unit/organization/person will be responsible for the implementation of the systems, methods, plans etc developed as a result of the project?:

The EP's Visitors Services Coordination Unit (VSCU) would have ownership of the project outcomes since the original Parlamentarium game is their idea. Our game was designed based on the original game.

In the event that the EP's Visitors Services Coordination Unit (VSCU) appreciated the game and planned to implement it, they would have responsibility for the implementation. The project deliverables are the idea of new gaming techniques and its prototype.

2. Project Action Plan

Activity and short description	Time (which months)	Stakeholders	Person responsible (name+study field)
Game idea: Present and explain the game idea and expectations from the group members.	13.10.2022	Group members	Yoshio Yamazaki (MS Digital Learning Games)
Project Plan: To find the appropriate and applicable tools, set the deadlines, organise and divide the tasks among the team, and keep track of the deadlines.	20.10.2022	Group members	Zoia Riabovolenko (Human Rights in the digital society)
Research and write text for the game cards (Party Policy Card, Amendment Card, People Opinion Card).	10.11.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Moiz Asghar (MS Digital Learning Games), Blessing Ifeoluwase Oyetunde (MA Communication Management), Muhammad Huzaifa Bin Shah (MA Social Entrepreneurship), Zoia Riabovolenko (Human Rights in the digital society)
Improving: To test the product after every sprint, refining the idea and core needs of the game while considering quality (for example, the number of cards required for each party).	10.11.2022, 17.11.2022, 24.11.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Moiz Asghar (MS Digital Learning Games), Blessing Ifeoluwase (MA Communication Management), Muhammad Huzaifa Bin Shah (MA Social Entrepreneurship), Zoia Riabovolenko (Human Rights in the digital society)
Provide game name suggestions.	22.11.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Moiz Asghar (MS Digital Learning Games), Blessing Ifeoluwase Oyetunde (MA Communication Management), Muhammad Huzaifa Bin Shah (MA Social Entrepreneurship), Zoia Riabovolenko (Human Rights in the digital society)
Develop a marketing plan: define and find the target audience, pitch the game idea, and engage the audience.	24.11.2022	the EP's Visitors Services Coordination Unit (VSCU), TLU	Muhammad Huzaifa Bin Shah (MA Social Entrepreneurship)

Game design: Create artwork, design the card layout, and correct materials.	24.11.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Yoshio Yamazaki (MS Digital Learning Games)
Quality control: At the end of each phase, test/play the prototype to see if the game mechanisms worked properly and gather feedback from team members to identify areas for improvement.	10.11.2022, 17.11.2022, 24.11.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Yoshio Yamazaki (MS Digital Learning Games),Moiz Asghar (MS Digital Learning Games),
Media coverage: design the posters for the game.	01.12.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Blessing Ifeoluwase Oyetunde (MA Communication Management)
Present the final version of the marketing plan.	01.12.2022	the EP's Visitors Services Coordination Unit (VSCU), TLU	Muhammad Huzaifa Bin Shah (MA Social Entrepreneurship)
Present the final version of the cards and instructions for the game.	01.12.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Yoshio Yamazaki (MS Digital Learning Games)
Present a printed version of the game with instructions and other needed documentation for testing the game in the classroom.	08.12.2022	Players, the EP's Visitors Services Coordination Unit (VSCU), TLU	Yoshio Yamazaki (MS Digital Learning Games)
Prepare all needed documentation for the final presentation.	12.12.2022	LIFE Project Coordinators	Moiz Asghar (MS Digital Learning Games), Blessing Ifeoluwase Oyetunde (MA Communication Management), Muhammad Huzaifa Bin Shah(MA Social Entrepreneurship), Zoia Riabovolenko (Human Rights in the digital society), Yoshio Yamazaki (MS Digital Learning Games)

https://www.facebook.com/digitallearninggames

Version1:

the *EUPG*

A role-playing card game where the players take on the role of members of a particular political party in the European Parliament.

The game focuses on the discussions with other players, selecting and proposing an amendment(by using "Party Amendment Card"), collecting information by using"People Opinion Cards" to support or oppose other parties'amendments, and voting for choosing amendments or making decisions with the same party members.

European Parliament

Version2:

the *EUPG*

A role-playing card game where the players take on the role of members of a particular political party in the European Parliament.

The game focuses on the discussions with other players, selecting and proposing an amendment (by using "Party Amendment Card"), collecting information by using "People Opinion Cards" to support or oppose other parties' amendments, and voting for choosing amendments or making decisions with the same party members.

European Parliament

LEARNING IN INTERDISCIPLINARY *LIFE.* FOCUSED ENVIRONMENT

Photos from the game-test:

Logo for the game:

Poster for the game:

4. Team-Members Reflection
Report Parlamentarium Life project - the EUPG
(self-reflection report about the learning experience of each team member)

Sr	Team Members	Reflection
1	Huzaifa Bin Shah	As a part of the team, my basic responsibility was to devise a Marketing Plan for the game. Still, since we worked in a small group I had the opportunity to work on the other aspects of the game including research and devising the content for the cards, project mapping, logo design, and numerous game design practice sessions to perfect the model. Due to the practical project management using the Agile concept, we could carry out our individual and team tasks effectively. Working with a very diverse team was a great experience. Yoshio came up with the game idea and was amazing at designing the mechanics. Zoia helped the team meet the deadlines and Moiz + Blessings complimented the team on their respective grounds.
2	Zoia Riabovolenko	The Parlamentarium project gave an opportunity to participate in the EU Parlamentarium game and gave knowledge about the game development. The game idea was proposed by one of my teammates, and together we tried to polish and make the game work by inputting our ideas and views. My role was predefined as a Project Manager, as I have no experience in this field, it was challenging for me, but thanks to my team members, I could understand the tasks expected of me and implement them. The most important experience, as I mentioned below, is the participation in the game, which gave me an understanding of how the EU Parliament works. I think I wouldn't have such a possibility without this project. Also, while we were creating the card game, I expanded my knowledge of Parliament's work. I would like to mention that the explanation from the coordinator of the LIFE project was very structured, organised, and understandable, which helped to navigate in the course structure faster and more efficiently.
3	Moiz Asghar	As a part of the team first of all after discussing with team members I did research on the Party Policy Card, Amendment Cards, and People Opinion Cards my party was Ecology party so after that I have worked on the mechanics of the game, polishing the idea time to time after playing and testing the prototypes after each sprint. We were having weekly meetings every saturday for the next task for each member. I have also designed the prototype of the look for the cards for example we designed the card in that way so the player can easily see the cards related to his/her party by mentioning the first three letters of the name of the party on each card and then Yoshio designed the cards. We worked in the agile way we were working in iterations and increments for example the number of cards design of the cards, and the rules for playing the game all things were changing from time to time in each sprint. At the last stage, we introduced the winning conditions of the player so after discussion we set it to point based system where the player can earn points after every round. All of the team members were very supportive.
4	Blessing Oyetunde	As a part of the European role-playing card game designing group, I took part

		in researching and conceptualising the game. In addition, I participated in group meetings to finetune our game and designed the posters for marketing the game. I was highly impressed by each group member's enthusiasm, passion and dedication. Particularly, the efforts of Yoshio and Zoia should be lauded. Everyone was prepared to put in their best effort to make the project successful. I learnt a lot from the experience of being part of the European role-playing card game designing group. It taught me the importance of teamwork and collaboration to succeed. I also learnt the importance of taking responsibility and ownership of the tasks assigned to me. Overall, it was an enriching experience being part of the European role-playing card game designing group. It taught me many valuable lessons I will carry with me in the future. I am thankful to be a part of such a wonderful group of talented individuals. And of course, the EUPG taught me a lot about the European Parliament.
5	Yoshio Yamazaki	Basically I contributed mainly to game design, card design (art) and preparation for some documents for the Life project. Through this project experience, I could learn how the European Parliament works and how to design a card game as a team. The most important experience for me was to test prototypes as much as possible efficiently since we adopted the Agile method as a game design principle to improve the game mechanics. The difficulties were mainly to find solutions on how to simplify the complicated political discussion, how to make it fun, how to adjust game balance and how to create the card set considering the flexibility in the game play and so on. However, we could find the solutions for those difficulties at the end of our game project. As a regret, we could not test our prototype with the targeted audiences. Ideally, it should conduct multiple playtests by involving the exact targeted audiences (players). If this project continues in the future, it definitely needs multiple playtests among the targeted audiences for establishing more solid game mechanics.

#1. Timeframe of the project (Project milestone):
https://drive.google.com/file/d/1G9f69X3QWoxfjE1nQa5bs2JPIX9BVTBi/view?usp=sharing

#2. Game Design Document:
https://drive.google.com/file/d/1TOkYc146P_1x7gDZu_diQd2qUp3E3d2_/view?usp=sharing

#3. Card Asset:
https://drive.google.com/file/d/1UNtR0Vr4wqUY9DCKjncGxG7EATePKi8J/view?usp=share_link

#4. Marketing Strategy:
https://drive.google.com/file/d/1h_5qjHulxoZ9kuGzzY71k_fn9DjINxXI/view

#5. Logo of the card game:
https://drive.google.com/file/d/1tCuIe8lKA12JyplxqcVrMtSVEwDmakiH/view?usp=sharing

#6.Media Coverage -
Document:https://drive.google.com/file/d/1KyGqxX-MiiZSTa8Sj1LRxFJzOqUMqBwW/view?usp=sharing
Material1:https://drive.google.com/file/d/1AQzRLg5kG5RVstGslresGQ-7lL6m4WiV/view?usp=sharing
Material2:https://drive.google.com/file/d/1fT4OLylxqkSB0yPpIMwLG0bH2IiWAb4R/view?usp=sharing
Link:https://www.facebook.com/digitallearninggames

#7. Project Action Plan:
https://drive.google.com/file/d/10BTTgMzcs3XSf2B2BK_rietVhM5D_nZB/view?usp=share_link

#8. Team Reflection ((self-reflection report about the learning experience of each team member):
https://drive.google.com/file/d/1qPP3LnJcm0TIFN7OCisIrie_geI24JPr/view?usp=sharing