THE GAME OF EDUCATION

Can you leverage **your influence** to make complex decisions amid **hidden agendas**?

Player's Guide

Dear Players,

Thank you for engaging with **The Game of Education**. This experience was designed to reflect the complexities of decision-making in education while equipping you with valuable skills in negotiation and collaboration.

We hope you enjoy, have fun, and leave with tools to navigate real-world educational dynamics more effectively.

With gratitude,
Dr. Howard Earl Fields III
Creator of The Game of Education

What's in the box:

-Agenda Cards (16): Hexagonal cards, size 2.6 x 3 inches.

-Power Cards (13): Rectangular cards, size 2.25 x 3.5 inches.

-Role Cards (24): Square cards, size 3.5 x 3.5 inches.

-Scenario Cards (25): Larger cards, size 5 x 7 inches.

-Voting Cards (16): Rectangular cards, size 2.25 x 3.5 inches.

-Scorecard (48 sheets): Track your progress, size 3.5 x 5 inches.

-Coins (50): Represent influence and resources.

-Booklet: Foldable, size 3.5 x 5 inches —your guide to gameplay.

Game Theory

The Game of Education takes inspiration from game theory, a field exploring how rational decision-makers choose strategies within competitive and cooperative environments. Throughout the game, you'll encounter scenarios modeled on principles such as the Prisoner's Dilemma, Nash Equilibrium, and Zero-Sum Games. Each scenario challenges you to apply these concepts as you weigh the costs and benefits of every decision you make.

Cards

At the heart of the game are four key cards—Role card, Agenda card, Power card, and Voting card—and four simple steps to follow in each round. These steps guide you through the entire process: setting up the Scenario, engaging in discussions, making strategic decisions, and reflecting on what you've learned.

Time

Each round of The Game of Education, including gameplay and reflection, is designed to last 60-90 minutes. This allows players to fully engage in the scenario, make strategic decisions, and reflect on real-world applications. For shorter sessions, gameplay can be streamlined to fit within a 30-60 minute window, though the reflection component is highly recommended for maximum impact.

How to win

Once you've completed a scenario, tally the final scores. The player with the most points is declared the winner. Even if you don't come out on top, you've gained something more valuable than points: a deeper understanding of how agendas, roles, and collaboration shape educational decision-making.

Steps/How to play

Step 1

Each player selects or is assigned a Role Card.

Distribute Agenda Cards

Each player is dealt an Agenda Card, which remains private.

Prepare Scenario and Power Cards

Shuffle the Scenario and power cards; place them face down on the surface.

Distribute Coins

Give each player coins based on their Role Card.

Ready the Scorecard

Place the Scorecard in a visible location.

Step 2

Introduce the Scenario

Draw or select a Scenario Card and read it aloud to the group.

Engage in Role Play; set a 20-75 minute timer

Each player introduces themselves by stating their name and assigned role.

Discuss and Negotiate

Players deliberate on how to address the scenario, aligning with their role and secret agenda.

Use coins to negotiate alliances, sway votes, or offer compromises.

Use Power Cards

Players can spend 5 coins to purchase and play a Power Card at any time during this phase. Power Cards can disrupt, enhance, or shift dynamics in the group.

4 CARDS 4 STEPS

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4.94 PLAYTEST RATING (OUT OF 5.0)

Step 3

Prepare to Vote

Players decide between Cooperate or Individual Interest, using their double-sided Voting Card.

Cast Votes

All players secretly choose one side of their Voting Card. Votes are revealed simultaneously, fostering transparency.

Tally Points

Use the Scorecard to track points based on the categories.

Step 4

Exit Your Role:

Step out of the persona you've adopted and return to your own professional perspective.

Discuss Reflection Prompts:

Visit thegameofeducation.com for scenario-specific reflection questions that you can apply to real-world settings?

Connect to Real Life:

Use the experience to inform your actual practice. The scenarios mirror everyday educational challenges—use the insights to improve collaboration, strategic thinking, and problem-solving.

Prepare for the Next Round:

Gather all cards back into their decks, redistribute coins as required, and proceed to the next scenario if you're playing multiple rounds.