

Game version for awareness raising amongst persons in the mobility sector in Austria

Materials:

- 7 Persona cards
- Challenge cards
- Interaction cards
- a dice (only necessary for two interaction cards)
- People needed per table:
 - 1 game master
 - Optional: 1 person who takes notes on the most relevant solutions and discussion
- Instructions for game master (also see below)
- *Optional but advisable*
 - *Game board*
 - *Printed shuttles or game figures to play*
 - *HOLDERS for the printed shuttles (we used photo holders)*

Instructions for the game session

1. Shuffle the persona, challenge and interaction cards separately.
2. Place the game board, the dice, the cards in three different piles and shuttles/game figures on the table or surface area where the game will take place.
3. Explain the setting – all players are going as their personas on a journey using an automated driverless shuttle with fixed stops.
4. Each player picks a persona card and a shuttle/game figure. (During the game, it is important to take on the perspective of the persona. Therefore, we recommend to have a little warm-up game in which participants already have to get into their persona e.g. „Never have I ever“ with statements related to mobility behaviour.)
5. Everyone introduces themselves as their persona.
6. Pick a person who starts. Each player follows the steps below:
 - The person whose turn it is picks up a challenge card. The task is to find a solution for the challenge from their persona's point of view. If the player succeeds, they can proceed on the game board. The dots („●“) in the right corner of the card indicate, how many fields they can proceed. If the game is played without a game board, you can keep score.
 - If it is a challenge card with a star („★“) on it, the person whose turn it is, picks up an interaction card. If the additional information has an influence on the initial solution, the player has to come up with a new solution. If they succeed, they can proceed one additional field.
 - Discussions between the players during the game are not only possible but encouraged.
7. The game ends, if one player reaches the goal on the board game, there are no challenge cards left or you decide to end the game session.

After the gamesession, you can discuss the learnings of the players for their professional life.