

## THE EUROPEAN INTEGRITY GAMES

### STUDENTS PROFILE

5 students. Interest in artistic creation, theatre, play, citizen issues, open-mindedness, ability to debate, capabilities of design/writing, synthesis, proposal. Provisions for public speaking.

### PARTNER

**La Transplanisphère**  
[latransplanisphere.com](http://latransplanisphere.com)

### PERSON IN CHARGE OF THE PROJECT

Bruno Freyssinet  
Artistic director

### BRIEF DESCRIPTION OF THE INSTITUTION AND CONTEXT OF THE PROJECT

The Transplanisphere is an artistic company led by the director Bruno Freyssinet, based in Paris. Since 2008, she has been developing a project that questions the world through artistic creation and international cooperation. In a context of global crisis and upheaval of political balances, what Europe, what world can we tell today and imagine for tomorrow? How can art stimulate citizen debate about the future of our societies? In 2018, La Transplanisphere conducts several international projects with the support of the European Commission and the Ile de France Region.

The European Integrity Games is a project planned to be starting in September 2020. It is the result of previous experiences led by Transplanisphere and consortium of artistic organizations from different European countries. The collective project will have the responsibility to co-design and co-write the application submitted to EU to fund the project. The project wishes to provoke a 3 years project that design and promote 5 role-playing games addressing integrity, corruption and fraud which will be co designed by youth groups, artists and experts. They will be available online to offer the European citizens an attractive game allowing understanding the stakes and practising them. The project include promotional events and online tools to make it available to the European youth.

- Project addressed to the European citizens, with focus on specific communities (students, young professionals, NGO activists, legal sector...)
- Global aim: citizens' awareness on the integrity stakes through the design and practise of role-playing games and public performances.
- Activities: intellectual outputs (design of games), EU workshops, promotional events, online publications and social networking.

### EDUCATIONAL CONTENT

The project proposes to question, in an artistic and fun way, the issues related to Integrity, corruption and fraud. To achieve this, students will work on two levels:

- contribute in the design of a game (declined in the form of app and role-play) allowing players to understand in a fun way the processes at work in the field of corruption. Select the theme, collect the information to design it, write the content and find the resources to put it in shape. This game will be tested during the annual meeting of the OECD Integrity Forum of which the Transplanisphere is a partner, and in which the company participated in 2016 and 2017 (1500 participants).
- submit an application file for the Erasmus+ / strategic partnerships program proposing a playful European artistic and educational project on the issues of corruption and fraud. This step will be carried out in collaboration with the other European partners of the project.

### RESULTS AND DELIVERABLES INTENDED

- the script of a game, in the form of an app and in the form of a role play
- the animation of public sessions during the Integrity Forum 2018
- the writing of an Erasmus+ call for proposals project dossier / Strategic partnership

### METHODOLOGY

Weekly working meeting at Sciences Po with Bruno Freyssinet (Artistic Director), with the participation of the Transplanisphere team.

Implementation of information sharing tools (Google Drive shared documents). Distribution of activities among the different students according to the abilities and desires of each.

### SCHEDULE

October: Appropriation of the dimensions of the project and the subject. Choice of a thematic angle on Integrity. Learning session on Erasmus + Strategic Partnerships program with the example of the Polart Circle project. Meeting with the Integrity Forum 2019 team at the OECD.

November: contact with European partners. Drafting of the project. Initial work on the standard application form. Overview of existing games that can inspire the design of the game "the European Integrity Games".

December: Meeting of resource persons on the theme of Integrity chosen, on app and game design. Elaboration of the shape of the game

January: Followed the game design.

February: Writing of the Erasmus application form, associated with a memo presenting the project of the game. Preparation of the intervention of the team at the Integrity Forum, beta test of the game with a group of students and with economists from OECD.

March: Submission of the application file to the European Agency. Participation in the Integrity Forum

April: Project Review Co. Logistic

### **LOGISTIC**

The students will have access to the team projects' room, equipped with a computer, a printer and a phone. Students will have access to Relais Culture Europe (meeting spaces, EU funding resources).