

THE EUROPEAN INTEGRITY GAMES

TEAM PROFILE

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

PARTNER

La Transplanisphère
Association 1901 holds a show contractor's license
in residence at Relais Culture Europe, Paris / 132 Fbg St Denis 75010
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 (in residence at Relais Culture Europe). 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. Since 2008, the company has conducted a dozen Collective projects with students of Sciences Po Paris.

The European Integrity Games is a project that starts in September 2020. It is the result of previous experiences led by Transplanisphere and consortium of artistic organizations from different European countries (see below).

A 2018-2019 collective project had the responsibility to co-design and co-write the application submitted to EU to fund the project. The new one will be responsible to implement the first year of activities.

The EIG project is a 3-year project that design and promote 7 role-playing games addressing integrity, corruption and fraud. Those games will be co designed by youth groups, artists and experts from 6 EU countries. The project includes 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

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:

1 - contribute in the design of a game addressing the Blockchain topic declined in the form of a role playing game and a YouTube interactive game.

2 - Beta test the game during a European workshop associating participants (trainees) from 5 EU countries (sent by the EIG project partners).

3 - Film a YouTube interactive game adapted from the game, and publish it.

4 - Present the game during the annual meeting of the OECD Integrity Forum (duration 3 days, March 2020) of which the Transplanisphere is a partner, and in which the company participated in 2016 and 2017 (1500 participants).

The objective will be to collect the information to design it, write the content of the game, find the resources to put it in shape. Spend 5 days together with the EU trainees to beta test the game and shoot the YouTube interactive game version. Run a workshop session addressed to the international participants of the Integrity Forum. Promote the game.

This step will be carried out in collaboration with the other European partners of the project.

The EIG project will produce two intellectual outputs out of this blockchain topic:

- one script for Role Playing Games RPG (O1) suitable to run a workshop with any group
- one Interactive Fiction Game IFG based on this script (O2) for any single user experience online
Both will provide tools to inform citizens of the benefits and risks of using technologies in the context of blockchain.

RESULTS AND DELIVERABLES INTENDED

The script of a Blockchain game, in the form of a role play and a YouTube interactive game

The animation of public sessions during the Integrity Forum 2020

The written report on those activities using the Erasmus Strategic Partnerships projects Framework.

SCHEDULE

October 19: Appropriation of the dimensions of the project and the Blockchain subject. Dispatching of tasks.

November 19: Making contact with European partners. Overview of existing games that can inspire the design of the game. Meeting with the Integrity Forum 2020 team at the OECD.

December 19: Meeting of resource persons on the Blockchain theme and game design. Elaboration of the shape of the game.

January 20: 5 days of EU workshop in association with 5 EU trainees sent by the partners.

February 20: Writing of the final version of the role playing game, video editing of the YouTube interactive game.

March 20: Preparation of the intervention at the OECD Integrity Forum. Presentation at the 2020 edition OECD Integrity Forum.

April 20: Project Review and report.

METHODOLOGY

Weekly working meeting at Sciences Po with the participation of the Transplanisphere team.

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

LOGISTIC

The students will have access to the Team Projects' room, equipped with a computer, a printer and a phone.

for the workshops, they will have access to the Relais Culture Europe spaces for meetings and shootings.

Transplanisphere will provide the video and lighting equipment.