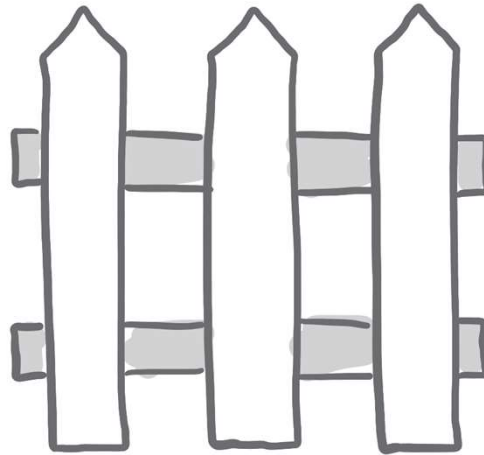


1 Boundaries



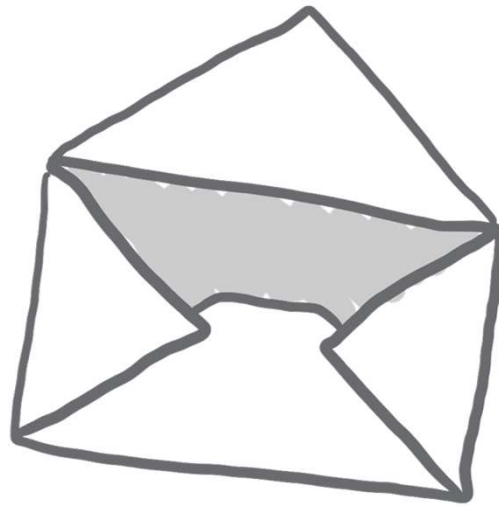
Limitations in people,
time and space



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2 Invite



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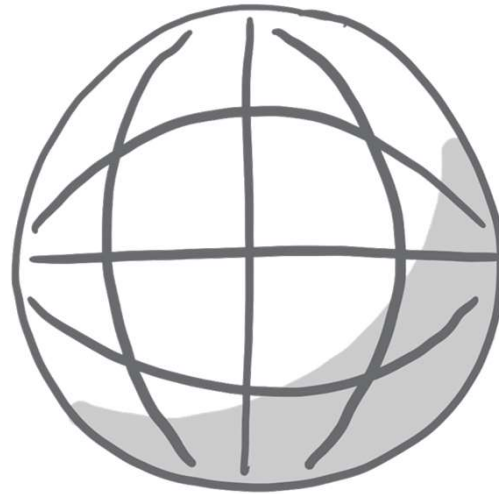
How to trigger
people to play



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3 Game World



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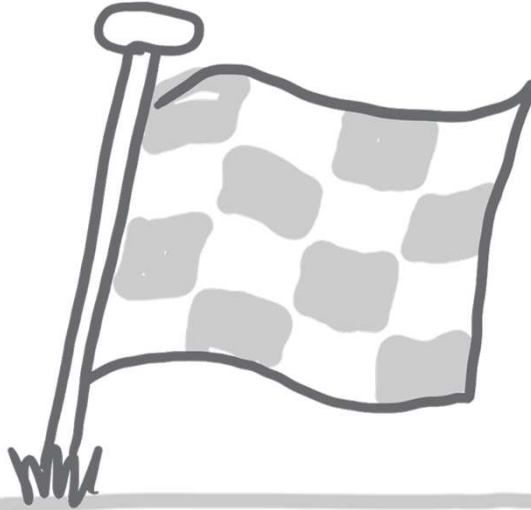
The rules of ordinary life
are temporarily suspended



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4 Goal



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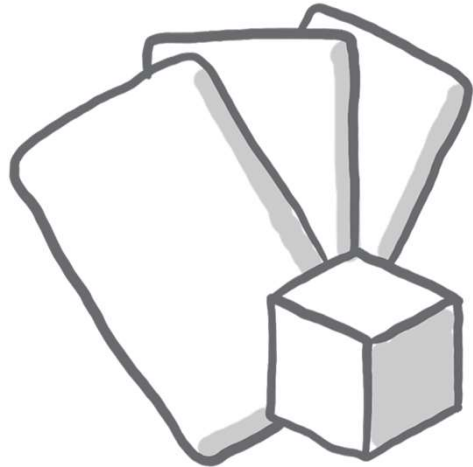
What is the end state, so
players know it is over



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5 Materials



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What do you play the
game with



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6 Rules

- ~~~~~
- ~~~~~
- ~~~~~



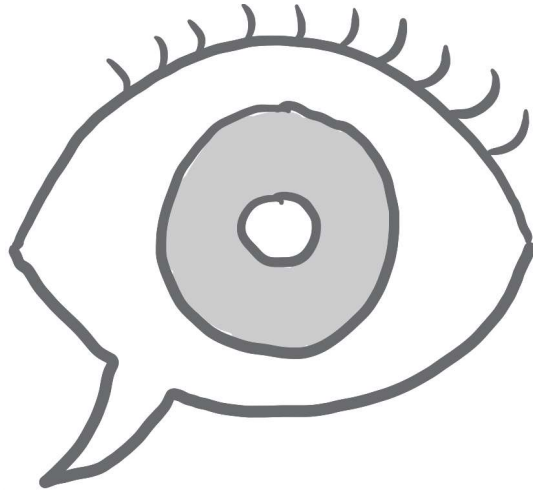
How we interact with the
game and each other



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7 Debrief



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Were you help the players to
find metaphors and meaning.
Creating learnings to take away



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