# PEDAGOGAME MANUAL – Playing the Educational Values Priority Game with players at the same location (live!) with a device

The Educational Values Priority Game is now available digitally at www.pedagogame.com. The digital variant of the game makes it possible for players to play the game on their own device (laptop, tablet, mobile phone) and – in combination with a communication medium such as Microsoft Teams or Google Meet – to play the game with players who are not be physically present. This guide explains how to play the digital game when all players are in the same room.

1. Go to www.pedagogame.com and click on 'Create game as administrator'.
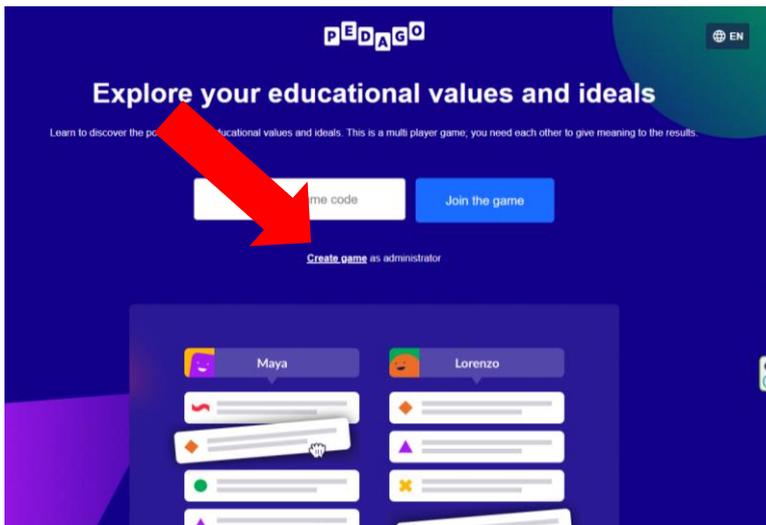


2. Enter the basic information needed to start a game in 3 steps: name, email address, position, etc. This information is needed on the one hand to send the results (email address) and on the other hand to gain insight into what play the game for groups of students / professionals.



3. After the above three screens, an 'Additional game options' screen will appear (↓). As an administrator (Admin), you can click here whether you want to work with a 'timer' and whether you want to work with different groups.
   - **'Timer'**: If you choose 'timer', each game round lasts 10 minutes (and the game lasts 60 minutes after start). If you leave this button 'off', you as an administrator can always choose to end a round, for example if you see that three quarters of the players have already finished.

- **'Working in groups'**: If you play with a homogeneous group, for example your own students, you do not have to turn this button 'on'. It is smart to enable "groups" if you want to play with two different classes at the same time, for example to introduce them to each other, or with a group at your location and another group elsewhere in the country. "Groups" ensures that players from group 1 are automatically linked to players from group 2 every round. Give groups different names. For example, you call group 1 Nijmegen, group 2 Canterbury.
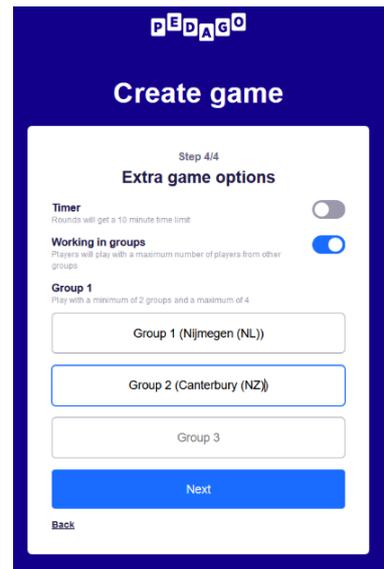


4. What you have entered will appear on the 'create a game' overview screen and if this is correct, click on 'create a game'. You will now see the 'Before We Begin' screen with additional information for the administrator.
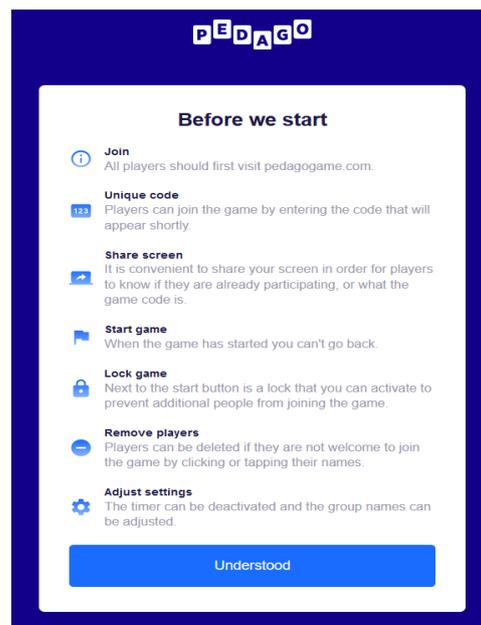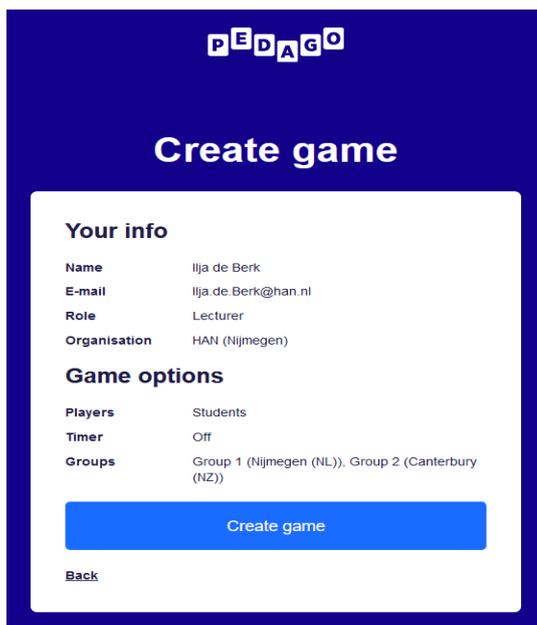


As soon as you click on 'I get it', the screen below will appear with the code of 'your' game.
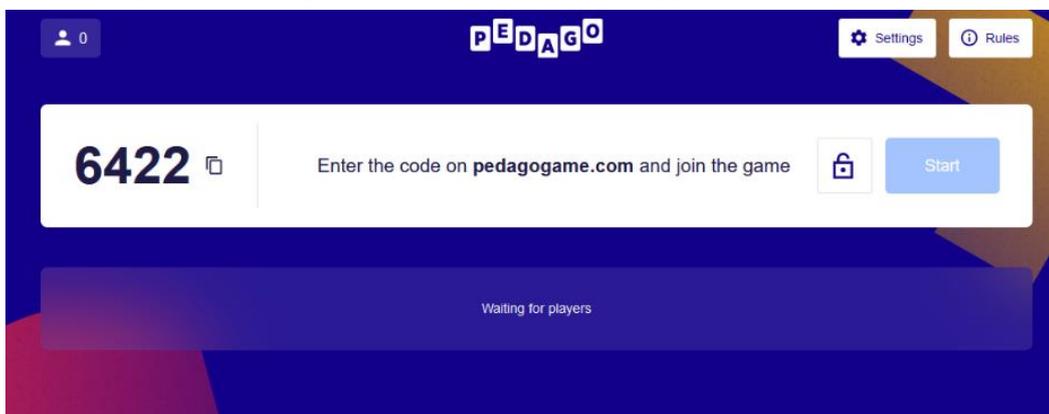
5. Briefly explain what the intention is, for example by showing the instructional film of the 'live' game (with cards instead of a device) (How does the Educational Values Priority Game work - YouTube)[1] so that participants understand the main features of the game. Explain that the online game works in the same way: find each other, rank and talk to each other!
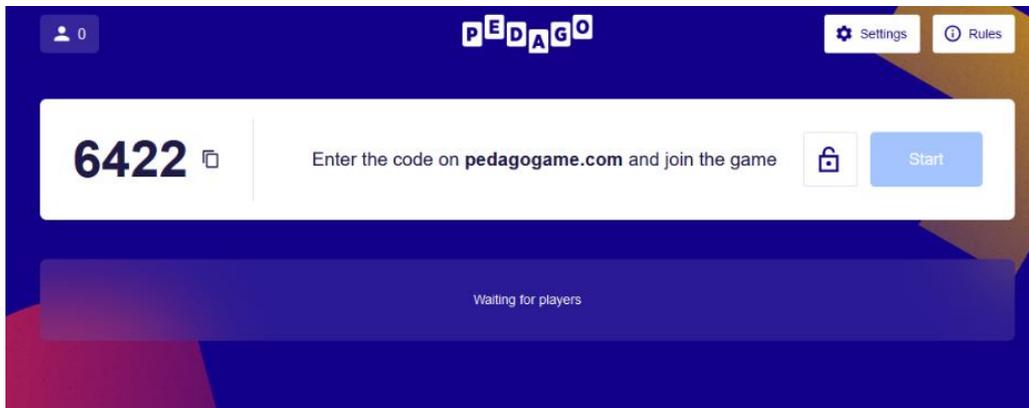


6. Share your screen (e.g. via a digital board) with your players and ask them to enter the code at www.pedagogame.com. Anyone who does that will be added as a player.
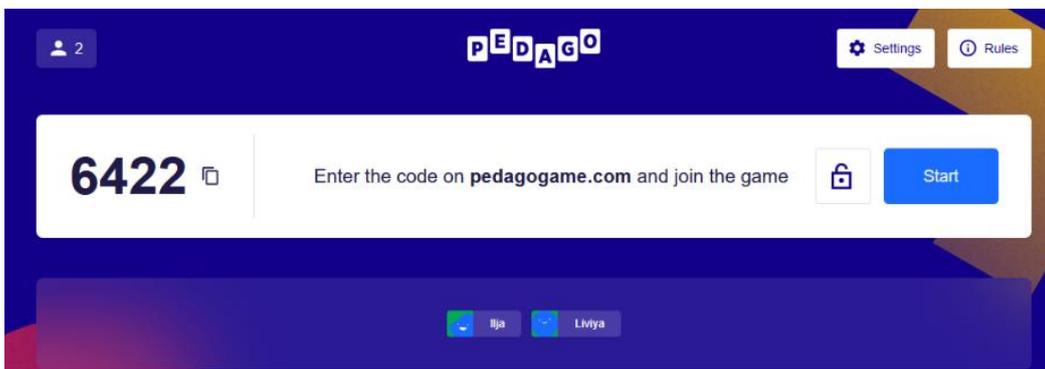


FYI: Players are asked to enter their (first) name and (if you work in groups) to indicate which group they belong to. They will then see an explanation screen. If they click on 'I get it', they will be added to the game. As an administrator you will then see a list of names appear.

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[1] Link: https://www.youtube.com/watch?v=hWW2y3ikmbg

7. If everyone is 'present', press 'start'. **Please note: latecomers cannot be added once you have started!** The game now pairs the players.
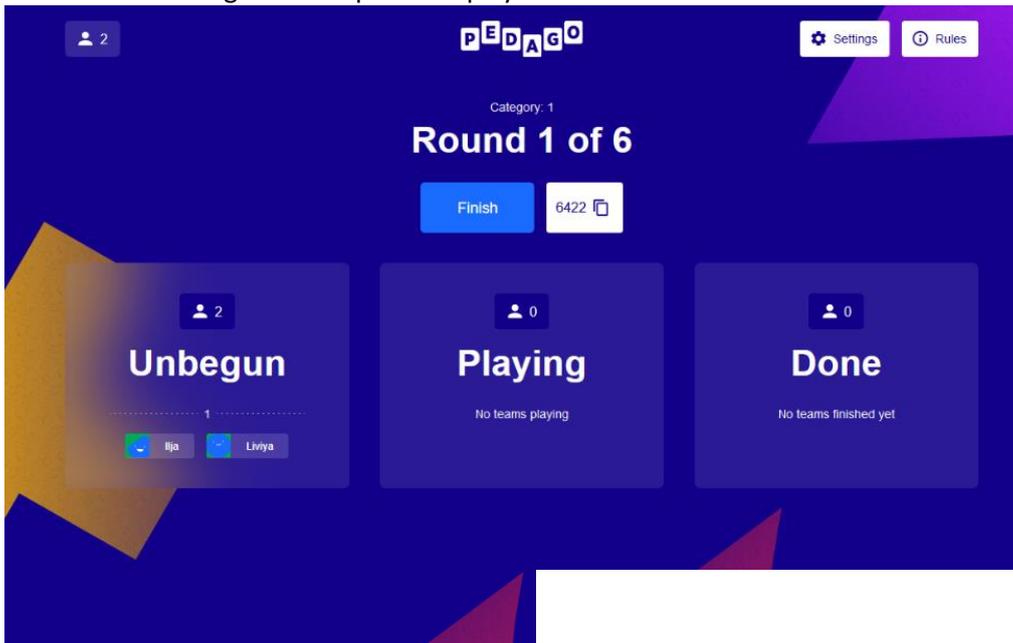


The players themselves will see the screen below on their device and can search for their partner.

8. When linked players have physically found each other, they click on 'found'. At that moment, they shift in the administrator screen (↓) from 'not started' to 'in progress'. On this screen you can see if everyone has started and you can offer help if necessary.

9. The players are now shown statements that they must rank. The statement they consider most important will be at the top, the statement they consider least important will be at the bottom.
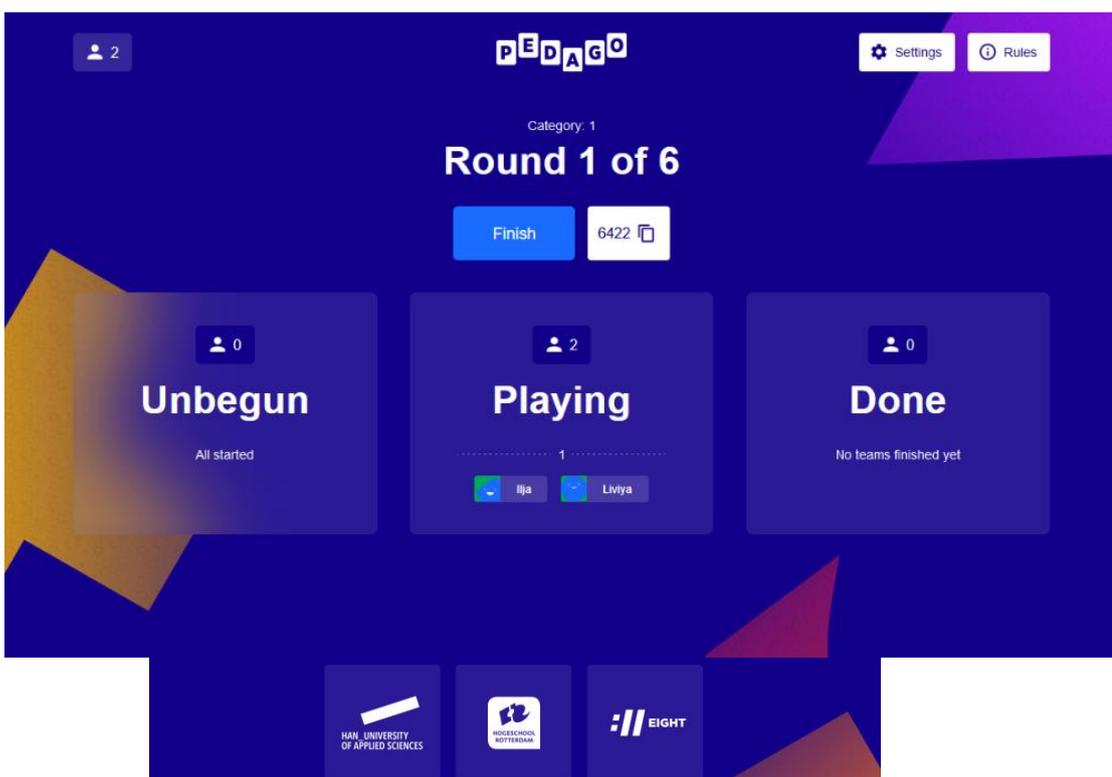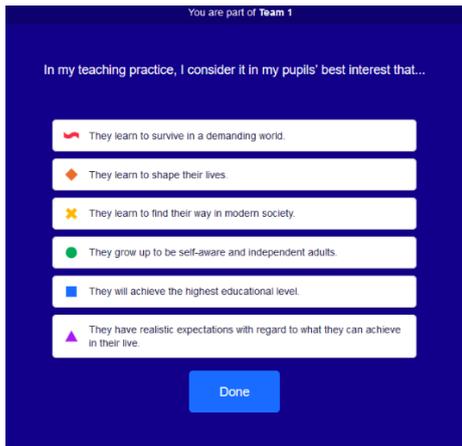
10. Once they have determined their order, the dialogue can begin. On their own device, they can see both their order and that of their opponent and can discuss differences, similarities and underlying pedagogical ideals with each other.
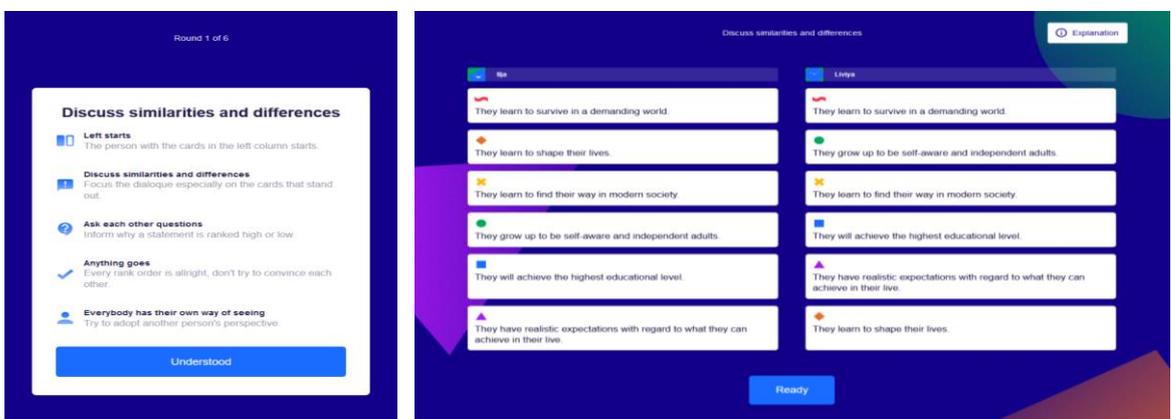


11. Once the players have finished the dialogue, they click 'we're done' and return to the main meeting. As an administrator, you can see on your own screen that they are ready. Players are placed in a waiting position.
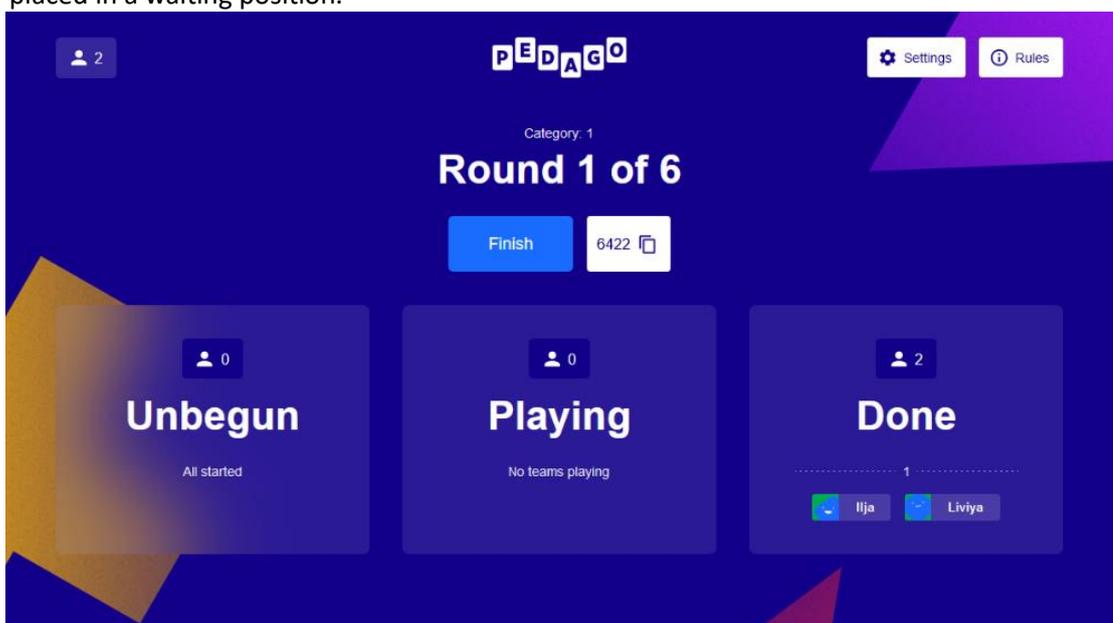


12. Depending on the elapsed time and the number of pairs already completed, you as an administrator can 'close' the round by clicking 'finish'. Once you press this button, players will

be split into new pairs and can start ranking again. Please note: the game will only continue if you press this button as an administrator, even if you use the timer function!

13. Stopping the game midway does not give the players a 'result', so all six rounds must be played. If this becomes tight given the time available, you can choose to have players rank up for the last two rounds, but not let them talk to each other. To do this, they must immediately press the 'I'm ready' button in the dialogue screen.

14. Once all rounds have been played, the **group score** will appear on the administrator screen in a spider web, with an explanation below. *Players each see their own score* (and, if they want, the group score). The length of the colored lines indicates to what extent this legitimization type has been scored. If you want to save your score, enter your email address and a link will be sent. Players can read more about the different legitimization types on [Typology-of-six-pedagogical-legitimations-in-color.pdf (han.nl)](Typology-of-six-pedagogical-legitimations-in-color.pdf).[2]
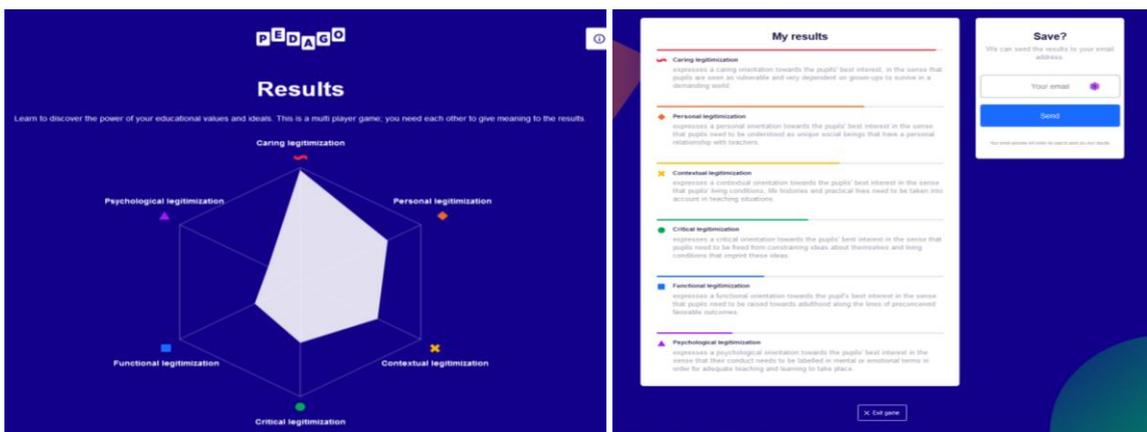


15. As a supervisor you can briefly discuss the scores. Which legitimations scored high, which scored low? What does that say about the orientation of the group? Do students recognize themselves in their scores? And if this represents what they consider important in their education, is that also reflected in their actions? Or is there still profit to be made?

16. After discussing this results page and entering the email address, the screen can be closed with the exit button. The game is over!

**More information:**
- [c.a.van.kan@hr.nl](mailto:c.a.van.kan@hr.nl)
- [fedor.debeer@han.nl](mailto:fedor.debeer@han.nl)

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[2] [https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/Explanation-legitimization-types.pdf](https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/Explanation-legitimization-types.pdf) or [https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/](https://www.han.nl/projecten/2020/pedagogisch-prioriteitenspel/resultaten/)