

Engineering Heroes of the Future - The Board Game.

Can you help?

This Bristol Initiative Trust / My Future My Choice game design project is funded by Royal Academy of Engineering. It will collaborate with engineers, businesses and Engine Shed to create a high-quality resource that can be used time and time again when working with young people to help them plan for the changing nature of work.

Goals

Our principle aim is use thematically appropriate game mechanics text and imagery to communicate to 13+ year olds how -

- **Engineers offer benefits to people and planet**
- **UN Sustainability Goals* offer opportunity to engineers and to business**
- **Start-up business creates income, jobs and grow**
- **Changes to future economies** will impact on work and society when they leave school**

**Bristol City Council / Business West has adopted these 17 Goals*

***These are laid out by the RSA and other thought leaders attempting to scope possible futures.*

With these broad goals in mind, we can envision a set of ancillary goals for the project:

- **Accuracy** - The game must remain focused on communicating accurate information if it is to have any value as an educational tool.
- **Engagement** - The game should require its players to engage with the core themes and ideas presented both mechanically and otherwise.
- **Education** - Players should emerge from the experience with a better understanding of the issues and themes presented.
- **Action Steps** - Players emerge with ideas on action steps they can take to help them achieve future happiness and success (preparation for lifestyle /career choices)

Themes

Now we have an idea of where we're going, let's briefly discuss how we get there, and the feeling we want to create in the players on the way. Here's some of the themes we want to hit -

- **Co-operation** - Direct competition undermines the tone we're shooting for, and could potentially distract from the educational aspects as well. (Six collaborating players and a trained facilitator is perhaps desired)
- **Uncertainty** - Although we can make reasonable predictions, we never truly know what lies in front of us. Until the culminating stages of the game, the players should have an incomplete picture of what they're preparing for.

- **Momentum** - The pace and tension of the game should ramp upwards as the game carries on. This is generally good game design, but especially so for our purposes, as we want to create the feeling of hurtling towards an uncertain future.
- **Self-improvement** - As well as showcasing how engineers will be important in achieving a sustainable future this game should illustrate how the player, can prepare for these possible futures.
- **Deduction** - The game should drip-feed information, allowing the players to make reasonable guesses as to how best to win. This should be a social part of the game, invoking discussion.
- **Feedback** – The process should enable players to feedback reviewing and sharing learning.
- **Learning from real life mentors** – The game is abstract but the facilitator (engineer / business volunteer) has a vested interest in sharing real life experience related to the game.

Call to Action

We want to work with engineers, businesses and young people to design and test prototypes before manufacturing the game and training facilitators. We would like engineers and businesses to own the manufactured product as a useful resource for outreach work in community and education.

If you want to join this collaborative board game project please get in touch. Time commitments vary from attending a one hour workshops to seeing the project through from start to finish in August 2022. We anticipate a mix of online and face-to-face workshops that move on to play-testing with young people and design decision making before finally manufacturing the resources.

To find out more and get involved join the Launch Workshop

Venue: Engine Shed, Temple Meads, Station Approach, Redcliffe, Bristol BS1 6QH. Online option also

Date: Friday 30th July

Time: 2pm - 5pm

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