



FACILITATOR'S GUIDE

KORRUPSI

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ABOUT US

We are a group of first-year students from Leiden University College, and we designed this game as a part of our Global Challenges: Local Engagement course. We come from diverse backgrounds: Belarus, France, Hungary, Norway and Japan, and also have experience living in South Korea, the Netherlands, Kenya and Australia. Most of us have experienced or are familiar with certain types of corruption so this project is very personal to us.





KORRUPSI

OUR GLOBAL CHALLENGE

Corruption is a huge global challenge all around the world. More than 50% of the world's population gets in contact with political corruption. As this is the reality for many citizens, it gets normalized over time and people learn to live with it. Vulnerable groups, for example individuals with a lower socioeconomic status, indigenous people and women, are especially affected by this global challenge. A game is a suitable medium to explore and teach about corruption, because games can make certain challenges seem less intimidating and allow people to understand the issues on a deeper more personal level. Players will also gain more consciousness around the topic and start recognizing patterns of how corruption functions in daily life. In the end, a game is a fun and educational tool to learn about our global challenge. We hope that through our game, players will become more aware of and gain empathy towards the issue of corruption.



LEARNING GOALS



Cognitive Learning Objective #1

Explain the basic mechanisms of both grand and systemic corruption in the public sector, e.g. bribery, embezzlement, graft, influence peddling, nepotism.

Cognitive Learning Objective #2

Recognise how corruption fosters inequalities: how it serves a small group of people at the expense of the community.

Cognitive Learning Objective #3

Compare the political system in Korrupsi to their own current political situation and be able to see significant differences or similarities within the systems.

Affective Learning Objective #1

Be more aware and empathetic of the economic and psychological effects of corruption on citizens.

Behavioral Learning Objective #1

Act in an informed manner and a trained eye, being able to adapt and to act in a social situation where corruption takes place.

METHODOLOGY

We began by researching different mechanisms of real corrupt systems, and compared personal experiences to build a solid shared understanding of our global challenge. Then, we looked at an existing game, Mafia/Werewolf that worked with our story, and tweaked the mechanics to more appropriately fit our learning objectives. We added event cards to make the game more dynamic and enjoyable for students and further impart knowledge on our topic.

DESIGN CHALLENGES

Our biggest challenge in designing this game was figuring out the power balance between the corrupt and non-corrupt players. We wanted the game to be realistic to a certain level and show that it is very difficult to completely get rid of corruption. At the same time, we wanted to design it so students can feel hopeful about the effectiveness of collaboration against a corrupt system. We went back and forth multiple times to decide the ratio of corrupt versus non-corrupt players, the actions they play, and other balancing mechanics.

IMPLEMENTING IN THE CLASSROOM



The target audience of our game is 12+. Especially if students are already familiar with the Mafia/Werewolf game, Korrupsi is a relatively easy game to pick up the rules of. To fully achieve our learning objectives, students should ideally have a basic level of awareness about corruption, and our game can be used to build onto that foundation.

This game is very easy to implement especially if the students are already familiar with the Mafia/Werewolf game. Teachers should ideally be the Gamemaster to guide the students' game playing and learning. Like Mafia/Werewolf, the types and numbers of characters can be adjusted depending on the number of players. This is explained in further detail in the Rulebook.

This game requires the following materials:

- Character cards
- Event cards – Fact cards & Action cards
- Corruption meter



REFERENCES

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