Winnet\_BTH documentation

**Hackaton-workshop 2015 09 23**

- Introduction Ozma games, see specific file

- Results of the Hackaton in 4 games

Växjö-grupp + Västra Götaland

**100 years ago, game for family how to play at Christmas**

why: build bridge over generations, give skills historical and present, cards with questions / words and pictures, timeline, your own game in the same way with a guide, train with the existing cards, good discussion how it was long time ago and how it is today, maybe point rewards

norms different situations, gender equality, lutfisk, knowledge from traditions

Lutania-group

**Travel with Oginski**

Why/ promote learning and creativity,

combine 3 platforms – role play, mobile, transmedia,

fluid character

program in the computer learn about the Oginski family

80 – 100 spots related to that family

collect from the place

learning: when playing with mobile embody ourself in the family, travel in the timeline imagine his characteristics in present time, activity connected to the transmedia platform / crowd funding platform = project, discussion, advertisement

implement in reality what is in games

love it because somebody get a price, find friends, contacts, realize your ideas, be active and do what you like

Poland - group

**Win Your Team**

for SMEs

teach, make aware to be successful

online use plus mobile

questions

What is your management style? Hands on hands off?

Who is your staff? Actors (animals)

Task to be done – 3 levels leading to the same conclusion

Who in the staff will be assigned with which tasks

How to present the task to your employees

Challenging norms

Objective to develop a happy team

Gotland, Malmö,

**Our Space**

for main public, in teamwork, education

start with isolated people, pick a team, don’t know the rules, at least one more person, link skills

…… build e.g. a hospital, then it will be a cultural party where the achievements will be evaluated > have we succeeded or failed, ethics, equality…

aim to learn to know people and link skills to do something

platform is computer, internet