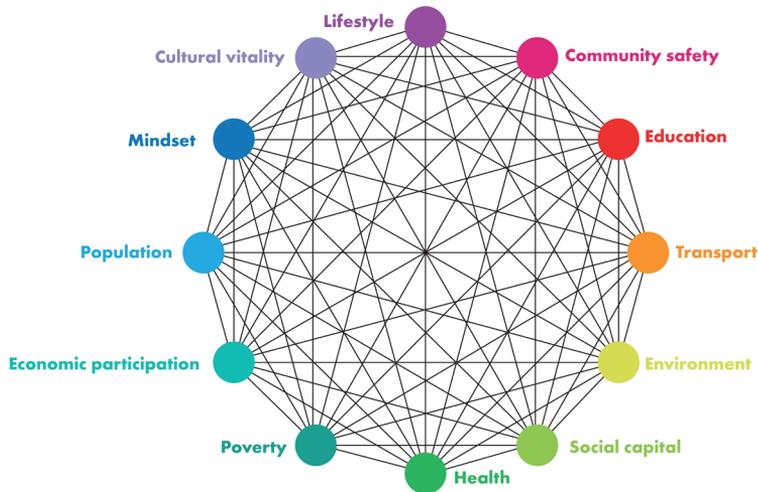




The Glasgow Game

The Glasgow Game allows any group of people who share a common question or issue about life in Glasgow to have an engaging conversation about it and learn together what might be done to address it. The question can be as large as the future of the city over the next twenty years or as small as where to build the new community centre.

The game is based on the Glasgow Mandala that has twelve **nodes** representing important aspects of the city:



The game is about addressing the central question while taking all of these aspects of the city into account. There is a role playing element: each player, or group of players, takes responsibility for one of the nodes on the mandala, rather like individual Ministers in a government.

The game is then played in three **rounds**.

Round 1 – The World of Concerns:

The players build up a picture of trends, shocks and concerns relevant to each node. What is going on in the world today and how is it impacting the city? This is rather like a cabinet meeting in which each Minister reports.

Round 2 – Might Happen and Make Happen:

The different nodes are then combined and players consider what might happen if many of the trends, shocks and concerns from Round 1 all happen at the same time. This generates a number of different stories about the future of Glasgow. Players are then invited to consider what to make happen today in order to avoid these worrying futures. What actions can be taken today to avoid disaster, be better able to survive if it occurs, or to make it easier to recover when it does?

Round 3 – The Wisdom Council Speaks:

To end the game players reflect on everything they have experienced in rounds 1 and 2 and come up with a single, considered declaration about the wise action they think is most necessary to take today.

This is not a game in which one side wins and another loses: everyone cooperates to learn together how best to tackle the challenging question they choose to frame the game.

The game has been played in a wide variety of settings – with community groups, in schools, in community planning settings, with groups of strategists and policymakers. It quickly draws people in to a conversation about the city in all its many aspects and has opened up new thinking on issues such as drugs and alcohol policy, food standards in schools, poverty and inequality, as well as other key issues.

The Glasgow Game has been developed by Glasgow Centre for Population Health (GCPH) in collaboration with International Futures Forum (IFF). It is based on IFF's 'World Game'. There is also a variation for Scotland, the 'Scotland Game'.

GCPH is building a library of materials, actions and insights derived from the game at http://www.understandingglasgow.com/using_the_data/glasgow_game/game_in_a_box. You may want to add your own results to this library and to see results from others. And if you decide to do some follow up work to turn your own insights from the game into action GCPH and IFF are keen to support you to do this.

We hope you enjoy the Glasgow Game.