WORKSHOP

THE CARD GAME
On the resilience of the Oise valleys

Background and purpose of the game

This card game was created by the agency Oise-les-Vallées (OLV) as part of its participation in the INTERREG STAR2Cs project. This game has been used as an animation tool for workshops.

Indeed OLV's aim is to propose to develop the territory of the Oise Valley with resilient projects based on a co-construction method that satisfies all the project stakeholders.

The card game was designed to animate these workshops and lay the foundation for a collaborative work where each participant contributes to the development of the project. This game is also born from the desire to supplement and / or to postpone the classic PowerPoint and debate where everyone does not necessarily speak.

Before playing

The card game is to be used after the powerpoint presentation of the synthetic diagnosis of each studied flood site.

Each site will be worked in small groups (5 people + 1 master of the game ideally). Each player has his own pile of cards (they are all identical), the master of the game as well.

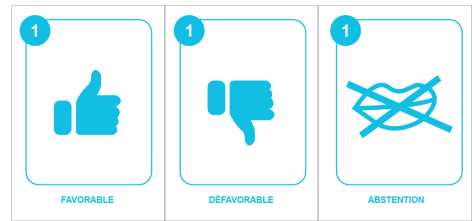It takes about 30 minutes per game or studied site.
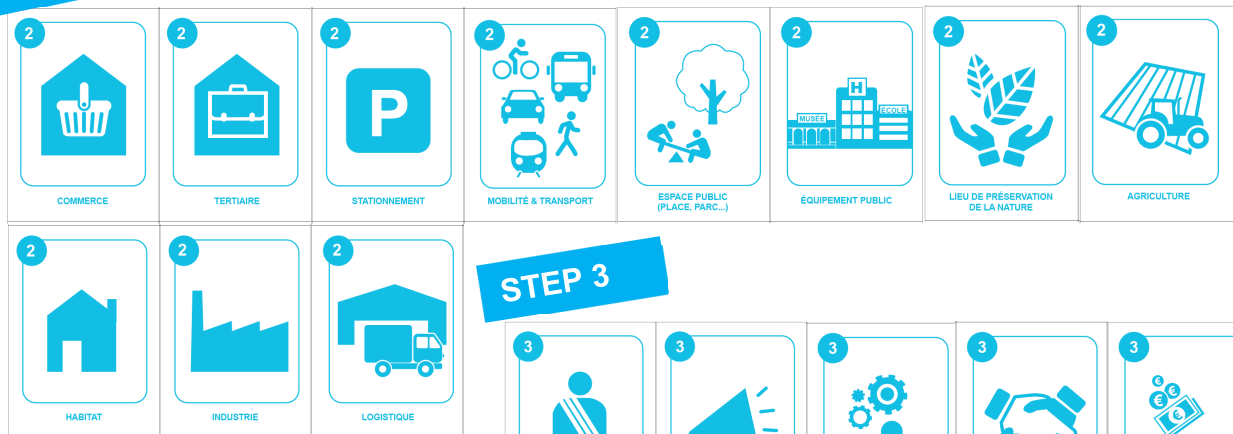
Composition of the pile of cards

Each pile of cards is composed of a total of 48 cards.
It is important that the pile of cards is properly stored before the start of the game to facilitate its progress.

This storage and unrolling are summarized on the memo card that everyone has and to which we can refer at any time. The last two cards in the pile are two blank cards that can be filled by players to create additional cards if necessary.
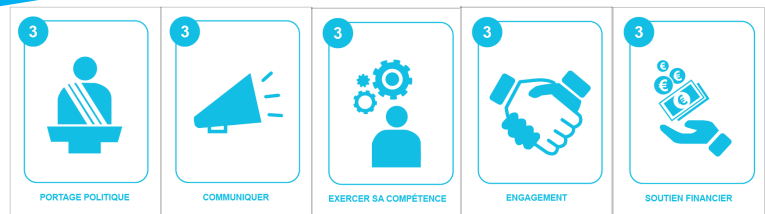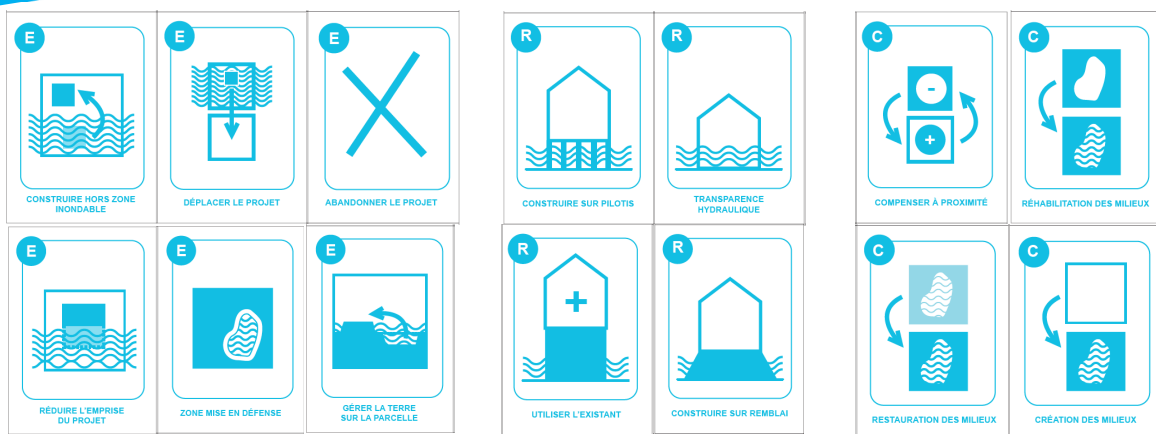
STEP 1

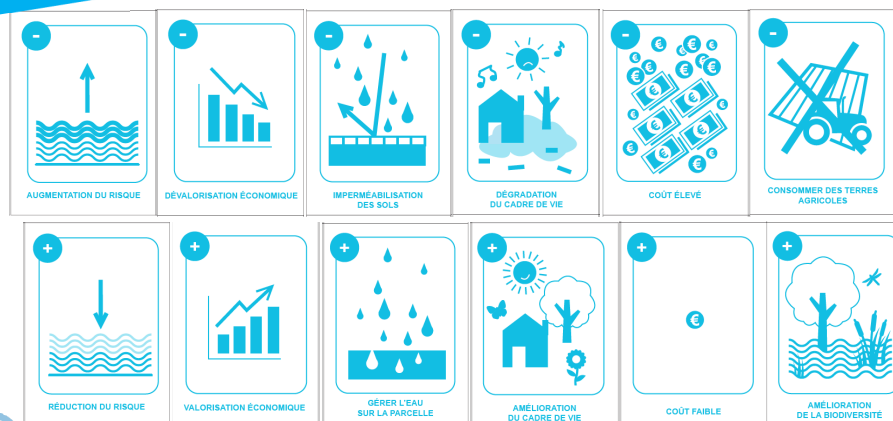| 1 FAVORABLE	1 DÉFAVORABLE	1 ABSTENTION

STEP 2

2 COMMERCE	2 TERTIAIRE	2 STATIONNEMENT	2 MOBILITÉ & TRANSPORT	2 ESPACE PUBLIC (PLACE, PARC...)	2 ÉQUIPEMENT PUBLIC	2 LIEU DE PRÉSERVATION DE LA NATURE	2 AGRICULTURE

2 HABITAT	2 INDUSTRIE	2 LOGISTIQUE

STEP 3

3 PORTAGE POLITIQUE	3 COMMUNIQUER	3 EXERCER SA COMPÉTENCE	3 ENGAGEMENT	3 SOUTIEN FINANCIER

STEP 4

E CONSTRUIRE HORS ZONE INONDABLE	E DÉPLACER LE PROJET	E ABANDONNER LE PROJET	R CONSTRUIRE SUR PILOTIS	R TRANSPARENCE HYDRAULIQUE	C COMPENSER À PROXIMITÉ	C RÉHABILITATION DES MILIEUX
E RÉDUIRE L'EMPRISE DU PROJET	E ZONE MISE EN DÉFENSE	E GÉRER LA TERRE SUR LA PARCELLE	R UTILISER L'EXISTANT	R CONSTRUIRE SUR REMBLAI	C RESTAURATION DES MILIEUX	C CRÉATION DES MILIEUX

STEP 5

- AUGMENTATION DU RISQUE	- DÉVALORISATION ÉCONOMIQUE	- IMPERMÉABILISATION DES SOLS	- DÉGRADATION DU CADRE DE VIE	- COÛT ÉLEVÉ	- CONSOMMER DES TERRES AGRICOLES
+ RÉDUCTION DU RISQUE	+ VALORISATION ÉCONOMIQUE	+ GÉRER L'EAU SUR LA PARCELLE	+ AMÉLIORATION DU CADRE DE VIE	+ COÛT FAIBLE	+ AMÉLIORATION DE LA BIODIVERSITÉ

48 cards in total:

1 memory card
3 cards step 1
11 cards step 2
5 cards step 3
14 cards step 4 with:
  - 6 cards E
  - 4 R cards
  - 4 cards C
12 cards step 5
  - 6 malus cards
  - 6 bonus cards
2 blank cards + 2 blank cards

Rules of the game

All the players in the group are faced with a map of the site studied placed in the middle of the table (A3 print presenting the context as well as the flood hazard of the site).

The player plays his own professional role (elected, member of a trade union, technician, service provider, member of an association, resident...), or a fictitious role but a certain diversity of actors must be represented.

The master of the game explains the course of the game: he watches over the elapsed time, leads the debate and referees/synthesises the decisions.

At each phase of the game, the players, after having placed their cards and validated their decision together, take them back and it is the cards of the game master, placed on the site map, that serve as a memo and summary of the decisions.

The game takes place in 5 steps:

STEP 1

Position yourself in front of the development project in a floodplain area

Examples of answers: I am **in favour** of the development of this site / I am **against** / I **abstain**

Each player puts his answer card in front of him.

The game master, based on everyone's answers, takes the corresponding card that won the most votes in his own pile of cards and places it on the map of the site being studied.

Players take their cards back and put all the cards from step 1 aside to move on to the next one.

Example of a map of a studied site

STEP 2

Planning : what to build in this floodplain development project? What program?

Examples of answers : **housing**, **public equipment**, **industry**…

For this step, each player can choose up to 3 different proposals.
Each player puts his answer cards in front of him.

There may be a debate following everyone's answers. To enrich the debate, bonus and malus cards can be used.
Examples : I do not approve of the fact that industrial activity is being installed because:
Malus card : **deterioration of the living environment**
I agree with creating industrial activity because:
Bonus card : **economic valorisation**

The master of the game, according to the answers of each, takes the 3 corresponding cards that have won the most votes in his own pile of cards and places them on the map of the site studied.
Players take back their cards and put all the cards from step 2 aside but keep the bonus/malus cards to move on to the next step.

→

STEP 3

Contributing to the project : how to get involved in the floodplain development project?

Examples of answers : **financial support**, **communication** on the project, having a specific **commitment** …

Each player puts his answer card in front of him.

Each player can only answer with one card. The answer will be influenced by the player's status, whether it is an elected official, a union member, a service provider..., or by the role the player has chosen to play.

The game master, depending on the answers of each player, takes the corresponding cards from his own pile of cards and places the 5 cards (i.e. 1 per player) on the map of the site studied.

Players take their cards back and put all the cards from step 3 aside to move on to the next one.

STEP 5

Synthesis on the project

In order to evaluate and synthesize the project co-constructed by the group, each player gives his opinion by placing a maximum of 3 different bonus/malus cards in front of him.

The choices can be discussed.

The leader of the game, according to the answers of each one, takes in his own pile the 3 cards having won the most votes and puts them on the map of the site studied.

Players take back their bonus/malus cards.

The game is over.

STEP 4

Adapting to risk : how to build this development project in a floodplain? How can we adapt to the flood risk?

Examples of answers : **move the project**, **build on piles**, **rehabilitate the environment**…

For this step, each player can choose up to 3 different proposals. The proposals illustrate the principle of sustainable development with a variation according to the 3 main principles of action: **Avoid**, **Reduce**, **Compensate**.

Each player puts his answer cards in front of him.

There may be a debate following everyone's answers. To enrich the debate, bonus and malus cards can be used.

Examples : I don't approve of building in backfill because:
Malus card : **increased risk of flooding**

I agree with restoring environments because:

Bonus card : **biodiversity improving**

The master of the game, according to the answers of each, takes the 3 corresponding cards that have won the most votes in his own pile of cards and places them on the map of the site studied.

Players take their cards back and put all the cards aside but keep the bonus/malus cards to move on to the last step.

NB: At the end of the game, it may be useful to take a picture of the map of the site where the maps that built the project are placed in order to keep a record.

END OF THE GAME !