

SOCIAL HERO BOARDGAME



BECOME A SOCIAL HERO, LEARN HOW TO SURVIVE IN THE ONLINE WORLD

GROUPS & TEAMS



MAKE TEAMS AND GROUPS ACCORDING YOUR GAME PLAN

In default game make Groups where each consists of 4 teams of 2-3 players

DISCTRIBUTE THE GAME COMPONENTS

Every **player** gets:

- 3x **strategy** cards
(one of each kind)
- 1x **Social Hero offline profile**
- 2x **Social quest request**

Every **team** gets:

- 3x **Breaking News** cards in
team colors
- 3x **Mission Plan** cards in
team colors



YOUR QUEST

Cyberbullying and online hate speech are a reality in this digital age. Sometimes it can hit close to home. You have been a witnesses of **hate speech** and you are trying to help the victim. You have heard of a activist group called **Social Heroes** that can help you in your quest.

Don't be passive - believe that you have the power to change someone's life. You can be a Social Hero too!



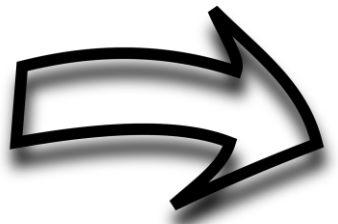
CREATE YOUR STORY



WHAT HAPPENED - BREAKING NEWS CARDS

For every remaining number of teams in your group prepare a Breaking news card telling them about the problem you need their help with. First create one card according to the next few slides and then copy the same message to the remaining cards, so every team gets the same message from you.

Think about the structure of the story. The social heros needs to know the main actors, type of hate speech and your relationship to the victim.



BREAKING NEWS

GAME PARAMETRS

HATER: AGE:

VICTIM: AGE:

MAIN THEME:

WHO WILL BE HELPING:

DESCRIBE THE STORY OF A HATESPEECH USING
YOUR FANTASY AND GIVEN GAME PARAMETRS

WHEN EVERYBODY IS DONE, GIVE YOUR
STORY TO ANOTHER TEAM OR PLAYER



Words Are Stones
STOP #HATESPEECH OLINE



Roll two dice and add the numbers that show up.
The numbers below correspond to potential actors
in the story.

INSTRUCTIONS

2. CHOOSE
LAWYER

3. WORKER

11. PRIEST

4. TEACHER

12. CHOOSE

5. POLITITIAN

6. PROGRAMMER 10.
7. DOCTOR
8. SOLDIER
9. UNEMPLOYED
 $6 + 1 = 7 \Rightarrow$ DOCTOR



Don't like it? Reroll!
(max 3 times)

WHEN SATISFIED MARK THE RESULT TO THE BREAKING NEWS CARD
ROLL FOR BOTH HATER AND VICTIM, ROLL FOR AGE IF YOU WANT

BREAKING NEWS

GAME PARAMETRS

HATER:

AGE:

VICTIM:

AGE:

MAIN THEME:

WHO WILL BE HELPING:

DESCRIBE THE STORY OF A HATESPEECH USING
YOUR FANTASY AND GIVEN GAME PARAMETRS

WHEN EVERYBODY IS DONE, GIVE YOUR
STORY TO ANOTHER TEAM OR PLAYER



Words Are Stones
STOP #HATESPEECH OLINE



Roll two dice and add the numbers that show up.
The numbers below correspond to potential themes
of the hate speech story.

INSTRUCTIONS

2. CHOOSE

3. CELEBRITIES
POLITICS

4. GOVERNMENT
5. PRODUCT

6. RELIGION

7. MIGRATION

8. SEX. ORIENTATION
9. ETHNICITY

10. SCIENCE

11.

12. CHOOSE



$6 + 1 = 7 \Rightarrow$ MIGRATION

Don't like it? Reroll!
(max 3 times)

WHEN SATISFIED MARK THE RESULT TO THE BREAKING NEWS CARD
ROLL FOR STORY THEME

BREAKING NEWS

GAME PARAMETRS

HATER:

AGE:

VICTIM:

AGE:

MAIN THEME:

WHO WILL BE HELPING:

DESCRIBE THE STORY OF A HATESPEECH USING
YOUR FANTASY AND GIVEN GAME PARAMETRS

WHEN EVERYBODY IS DONE, GIVE YOUR
STORY TO ANOTHER TEAM OR PLAYER



Words Are Stones

STOP #HATESPEECH OLINE



Roll one die and the number that you see is the status of the Social Hero in relation to the main actor in the story.

INSTRUCTIONS

1. FRIEND OR FAMILY MEMBER OF THE VICTIM
2. SOMEONE FROM VICTIM ´S ENVIRONMENT
3. ADMINISTRATIVE PERSON (IE. FB ADMIN)
4. MEDIA WORKER (REPORTER, YOUTUBER, JOURNALIST)
5. FRIEND OR FAMILY MEMBER OF THE VICTIM
6. SOMEONE FROM VICTIM ´S ENVIRONMENT



6 => SOMEONE FROM VICTIM´S
ENVIRONMENT

Don´t like it? Reroll!
(max 3 times)

WHEN SATISFIED MARK THE RESULT TO THE BREAKING NEWS CARD
IN THE WHO WILL BE HELPING SECTION

BREAKING NEWS

GAME PARAMETERS

HATER: AGE:
VICTIM: AGE:
MAIN THEME:
WHO WILL BE HELPING:

DESCRIBE THE STORY OF A HATESPEECH USING
YOUR FANTASY AND GIVEN GAME PARAMETERS

WHEN EVERYBODY IS DONE, GIVE YOUR
STORY TO ANOTHER TEAM OR PLAYER



Words Are Stones
STOP #HATESPEECH ONLINE



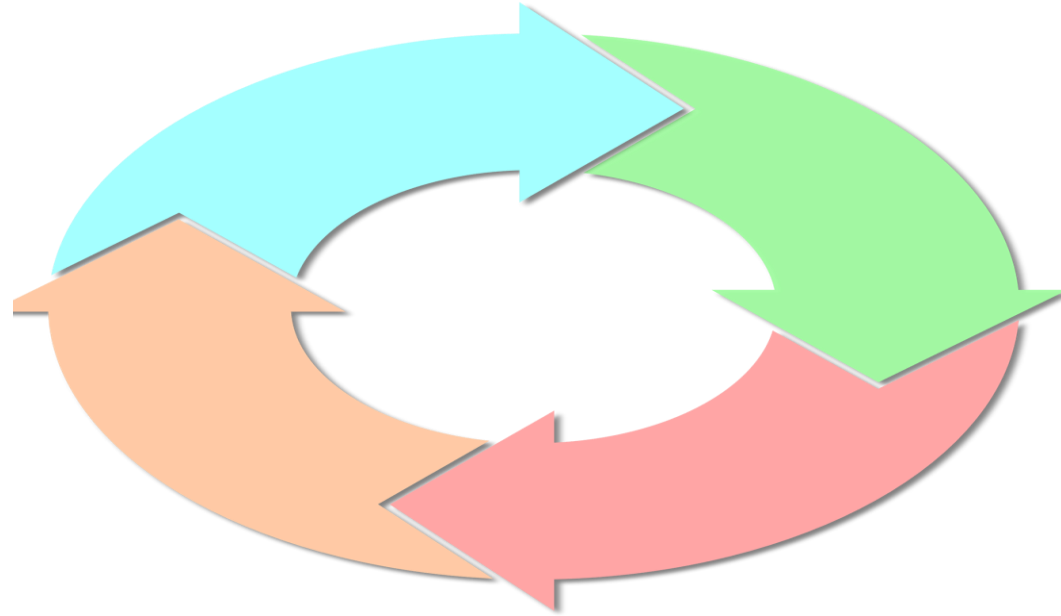
INSTRUCTIONS

NOW PUT EVERYTHING TOGETHER AND CREATE A STORY USING THE ROLL OUT PARAMETERS. IF YOU HAVE TROUBLES WITH INCOSISTENCIES IN THE STORY, YOU CAN REROLL ANY GIVEN PARAMETER.

WORK WITH YOUR TEAMMATES, WHEN YOU ARE DONE REPLICATE THE STORY FOR OTHER TEAMS AS WELL.

(YOU WILL HAVE AS MANY BREAKING NEWS STORIES AS ARE NUMBER OF OTHER TEAMS IN YOUR GROUP)

EXCHANGE YOUR BREAKING NEWS STORIES WITH OTHER TEAMS IN YOUR GROUP



Give one Breaking news story card to every other team in your group

BREAKING NEWS

GAME PARAMETRIS

HATER: AGE:
VICTIM: AGE:
MAIN THEME:
WHO WILL BE HELPING:

DESCRIBE THE STORY OF A HATESPEECH USING
YOUR FANTASY AND GIVEN GAME PARAMETRIS

WHEN EVERYBODY IS DONE, GIVE YOUR
STORY TO ANOTHER TEAM OR PLAYER



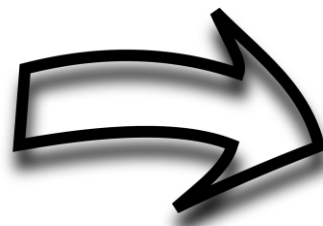
Words Are Stones
STOP #HATESPEECH OLINE



LOOK AT THE BREAKING STORY YOU HAVE RECEIVED AND READ THE STORY PROPERLY. ON THE CARD YOU SEE WHO YOU ARE IN THE STORY (WHO WILL BE HELPING), WHO THE VICTIM AND THE ATTACKERS ARE AND WHAT HAPPENED.

TRY TO FIGURE OUT HOW TO HELP THE VICTIMS
PLEASE! WE BELIEVE YOU CAN DO IT!

HATESPEECH ONLINE LEADS TO MANY NASTY THINGS INCLUDING SELFHARM AND SUICIDE. IT'S UP TO YOU TO PREVENT THAT FROM HAPPENING BY FIGURING OUT 3 MAJOR ANGLES TO SOLVE THE PROBLEM. TELL US WHAT YOU WILL DO IN YOUR MISSION PLAN AND **BECOME A HERO!**



MISSION PLAN

DIRECT HELP TO THE VICTIM

GET HELP FROM OTHERS

FACE THE ATTACKERS



Words Are Stones

STOP #HATESPEECH ONLINE



MARK DOWN YOUR PROPOSED PLAN ON WHAT YOU SUGGEST TO DO IN THOSE THREE AREAS. USING YOUR IMAGINATION AND WORD CARDS (SEE NEXT SLIDE)

DIRECT HELP TO THE VICTIM

HOW WOULD YOU PERSONALLY HELP THE VICTIM OF THE HATESPEECH FROM THE BREAKING NEWS CARD, FROM A POSITION YOU HAVE BEEN GIVEN, USING EITHER THE ONLINE OR OFFLINE MEANS?

GET HELP FROM OTHERS

HOW WOULD YOU GET OTHER PEOPLE, ORGANISATIONS OR/AND INSTITUTIONS TO HELP THE VICTIM. WHO, HOW AND WHY THEM?

FACE THE ATTACKERS

WHAT WOULD YOU DO ABOUT THE ATTACKERS? DESCRIBE YOUR DIRECT OR INDIRECT SOLUTION THAT WOULD HELP WITH STOPPING, SLOWING DOWN, OR MITIGATING THE IMPACT OF HATESPEECH.













































































SOLVE THE MISSIONS WITH THE HELP OF THE WORD CARDS

SPEAK

REMAIN

SEND

LOOK AT THESE WORDS, TRY TO USE ONE OF THEM IN FIRST PART OF THE PLAN, ANOTHER ONE FOR THE SECOND PART ETC.

 SPEAK 	 REMAIN 	 SEND 	 MAKE 	 EVADE 	 TOOL 
 SHOW 	 FOLLOW 	 REPORT 	 INCLUDE 	 PAY 	 WAIT 
 INVITE 	 LOOK 	 ALLOW 	 MEET 	 KEEP 	 PROVIDE 
 REPORT 	 WRITE 	 WATCH 	 OFFER 	 DISPROVE 	 REMAIN 
 TALK 	 CHANGE 	 TAKE 	 REACH 	 BLOCK 	 CONSIDER 
 SEE 	 USE 	 CRITICIZE 	 TRY 	 PRAISE 	 CREATE 

STRATEGY

WRITE DOWN IDEAS OF HOW TO
DIRECTLY HELP THE VICTIM

**WRITE DOWN IDEAS
DISCUSSED IN YOUR
GROUP, NEXT TIME YOU
COME ACROSS SIMILAR
PROBLEM IN REAL LIFE
YOU WILL HAVE SOME
IDEA WHAT TO DO.**



Words Are Stones
STOP #HATESPEECH ONLINE



HELP THE WORLD

Return filled in Mission plan to the team you got the corresponding breaking news story from.

Each team with a breaking news story will have received 3 solutions from others teams. Discuss with the creators of the Mission plan and other teams in your group and select the solutions you like, how they would form in the final plan. Mark the ideas you like to your **Strategy Card** that you received in the beginning of the game.

Quest cards

Now that you have inspiration from your colleagues lets do some activities. Think of realistic action other playes can do as a social Heroe. Write every quest on separate quest cards.


Give your quest cards to other players of your choosing.




SOCIAL HERO

ACHIEVEMENTS


NOTE DOWN YOUR ACHIEVEMENTS IN THESE AREAS:




HEROIC ACT




KNOWLEDGE




HELPING OTHERS




OTHER ACHIEVEMENTS




STOP #HATESPEECH OLINE



STOP #HATESPEECH OLINE



STOP #HATESPEECH OLINE



STOP #HATESPEECH OLINE

SOCIAL HERO

HERO PROFILE

CREATE YOUR SOCIAL HERO OFFLINE PROFILE

NICKNAME

HOBBIES

WHAT IS YOUR SOCIAL HERO SUPERPOWER AND HOW WILL YOU USE IT FOR GOOD

SOCIAL HERO OFFLINE PROFILE

YOUR JOURNAL

DID YOU LIKE THE GAME, DO YOU FEEL YOU SHOULD DO SOMETHING ABOUT HATESPEECH AROUND YOU?

SAVE TODAY'S STRATEGIES TO YOUR JOURNAL. DO THE QUESTS YOU'VE GOT FROM OTHER PLAYERS. TRY TO HELP THOSE AROUND YOU WHO NEED IT, USE WHAT YOU LEARNED TODAY.

REPLAY THE GAME WITH YOUR FRIENDS LET THEM THINK ABOUT HATESPEECH TOO.

SOCIAL HERO ACHIEVEMENTS

Have you ever protected someone against hatespeech, have you ever helped someone in anyway when he/she was beeing bullied? Mark your achievement to remind you, of your progress as a Social HERo. The journal is just for you to keep your ideas at one place, you never know when it might help you in the future.

SHARE WITH FRIENDS

GAME

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THE GAME
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PROJECT

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SHARE THE STORIES, SOLUTIONS, YOUR FEELINGS
YOU HAVE POWER TO MAKE A DIFFERENCE

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