# The Future of Mobility – A serious (card) game

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# There are 3 types of card



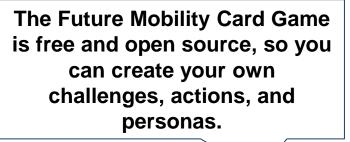
## **Challenge Card**

This card states what the future mobility challenge that all participants must tackle.



## **Action Card**

This is the action that the player must take in order to meet the challenge.





## **Persona Card**

This card is the persona that the player must play. It can be anyone from the Prime Minister to a member of a rock band!































## How it works







## Each player takes a persona card and action card. One player deals the challenge card

So there should be one challenge for everyone to meet, and each player should have one persona and one action.

### You have one minute

Each player must come up with a story of how their persona will meet this challenge using their action. Be creative! At the end of the minute, each person shares their story with the group.

#### **Discuss**

Have a group chat about the stories you created. How plausible are they? How would personas work together? How would your organisation react if these personas reacted the way you said they would? What is missing? Note down anything important.























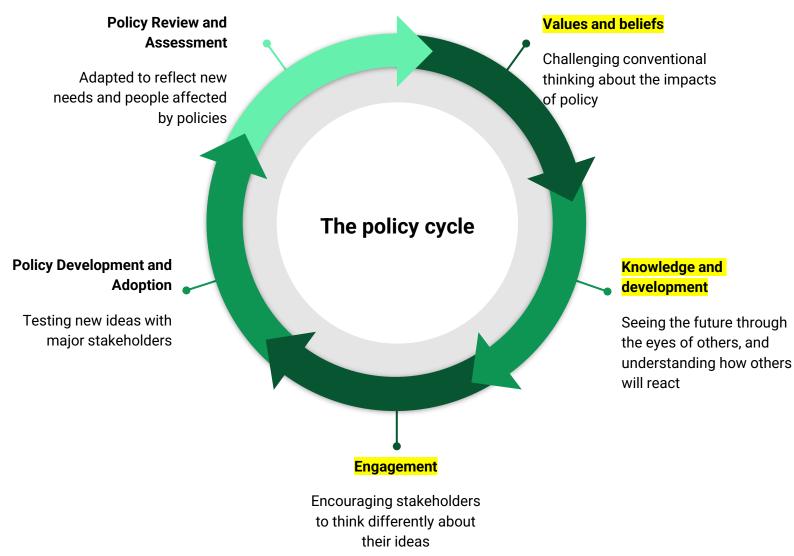








So far, the game has been most useful in challenging thinking early in the policy cycle

































# Remembering when we could play games together...



































Ministry of Defence

appvwav

City of

Some vital statistics from the card game

**15** Different versions of the game played

133 Participants from a variety of different sectors

1500 Times that the game has been downloaded





























