

Perspective Village

„Perspective Village“ is a playful interactive activity (gamification with graphic recording) with the aim of supporting developmental processes in a village by promoting motivation, competency for scenarios and communication among the players.

The game proceeds in *four phases*:

- Phase 1: Moving in villages
- Phase 2: Recognizing challenges
- Phase 3: Establishing five starting points
- Phase 4: Collecting take-away topics

In *Phase 1* the players operate in small teams within the context of four exemplary village profiles: Economy Village, Ecology Village, Social Village, Culture Village. The players place elements taken from four categories (institutions+infrastructure, products+services, initiatives+organisations, events+peculiarities) into the plans of the village profiles, but they can also remove the elements from plans and insert them into other village settings.

In *Phase 2* those elements that represent a particular challenge or strong potential are selected from the plans of the four village profiles. These elements are then placed in a fifth plan, the „Perspective Village“, and are ordered in clusters.

In *Phase 3* five volunteer participants identify starting points for an innovative village concept within the plan of the „Perspective Village“ by placing a symbolic entity („energy element“) that is derived from their own perspective. In their presentation, the five persons exemplify stakeholders in a rural setting.

In *Phase 4* every player gets active: Each person receives four theme cards taken from a 32-card Quartets based on a matrix of the four village profiles (economy, ecology, society, culture) and the four element categories (institutions, products, initiatives, events). The aim is to establish an individual project approach. In order to get the themes to match up with the players and their possibilities, cards are exchanged among all players until each player is connected with four suitable cards. The cards are supplemented by an individual theme card that is hand-drawn during the game process (graphic recording). Each player takes the five cards and a symbolic energy element (rock crystal) with them as a reminder and motivation, as a basis for planning, communicating in networks and ultimately for implementation.

„*Perspective Village*“ is for 8 to 16 players, takes 90 to 120 minutes and is guided by a moderator. There is also an expanded version that lasts four hours. For larger groups, multiple teams should be planned. Documentation is recommended, type and scope depend on the aims of the organiser. Implementation of an accompanying graphic recording is part of the game concept. The game method can be used in its basic version or in a variation relating to a concrete location with adapted plans. Instructions and materials are available at www.perspektivendorf.de or per e-mail from gp@georgpohl.de.

„Perspective Village“ is a game development by Georg Pohl, Hamburg 2018;
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The first implementation of the game method took place on March 21st, 2018 at the network meeting of the German Networking Centre for Rural Spaces (Deutschen Vernetzungsstelle Ländliche Räume (DVS)) at Castle Neuhardenberg.