Mores
Game rules

MORES

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Criteria

Je maakt deel uit van een nieuwe groep studenten en kent niemand. Bij de eerste bijeenkomst wordt iedereen gevraagd om zo divers mogelijke groepen van vijf studenten samen te stellen. Welke criteria gebruik jij daarvoor?

Start timer 01:50

Klaar voor de volgende vraag?   Gooi de dobbelsteen

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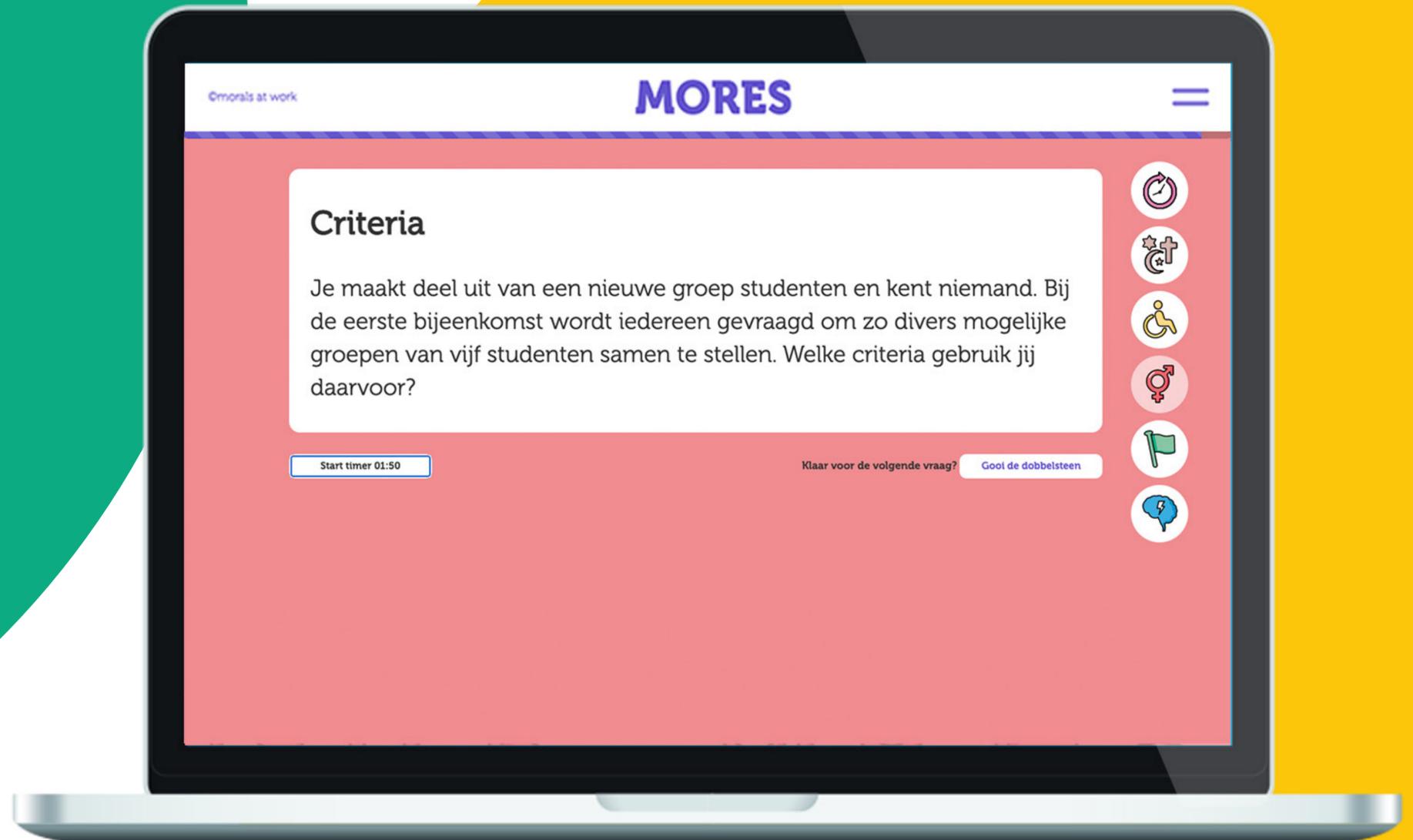
The online game Mores

Mores consists of a digital dilemma box with 6 buttons, a digital dice and a timer. Under each button are around six dilemmas about a different aspect of the central topic of the respective Mores version.

A player who answers the last dilemma of a category is out. The winner is the player who answers the last question of the game.

Mores can be played in groups of 4 to 12 people and by multiple groups simultaneously. The game takes about 90 minutes.
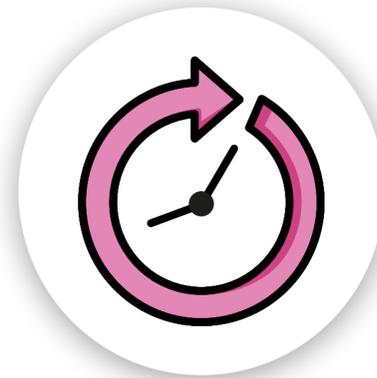
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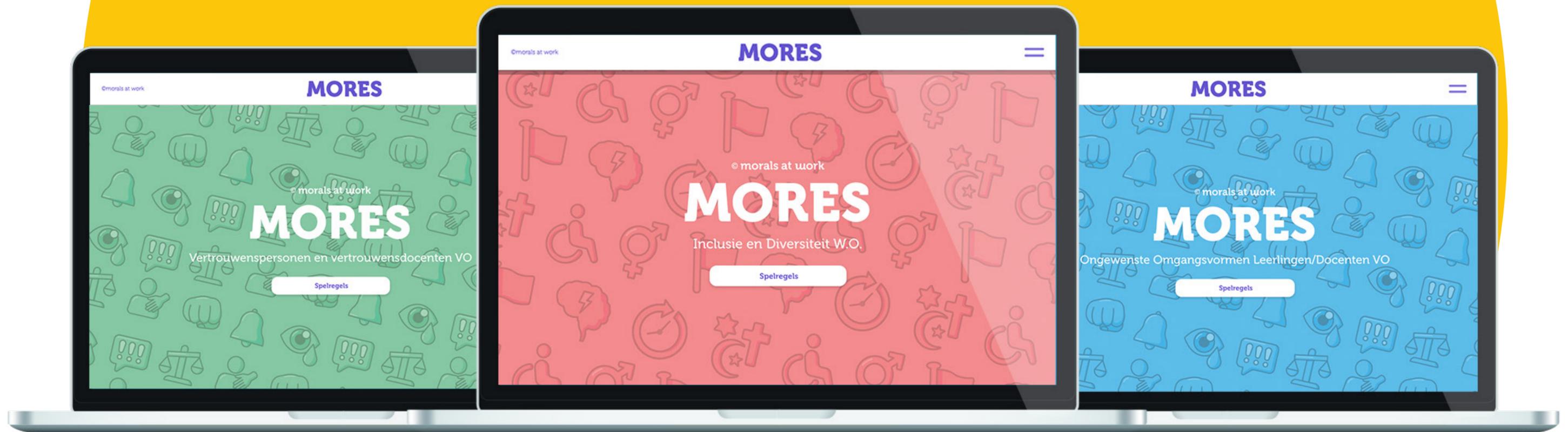
Symbols

Six different symbols are used on the game cards. These symbolize the six aspects that together determine an ethical culture at work.
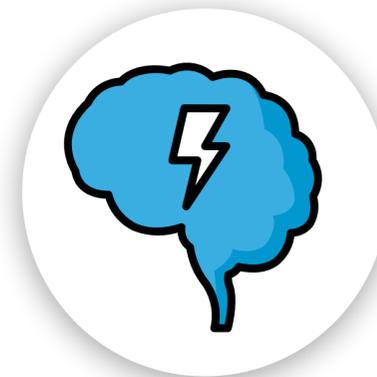
Origin	Age	Philosophy of life
Phisical disability	Gender	Mental disability

Game rules

1 Choose a way to determine who can start.
Then play clockwise.

2 Mores' dilemma box consists of six (6) buttons, each with a different icon. The game supervisor operates the dice, indicating the category from which a dilemma is presented. The explanation of the icons is next to the buttons.

3 After the game supervisor has clicked on the button, the player whose turn it is reads the dilemma aloud and tells how he or she would solve it.
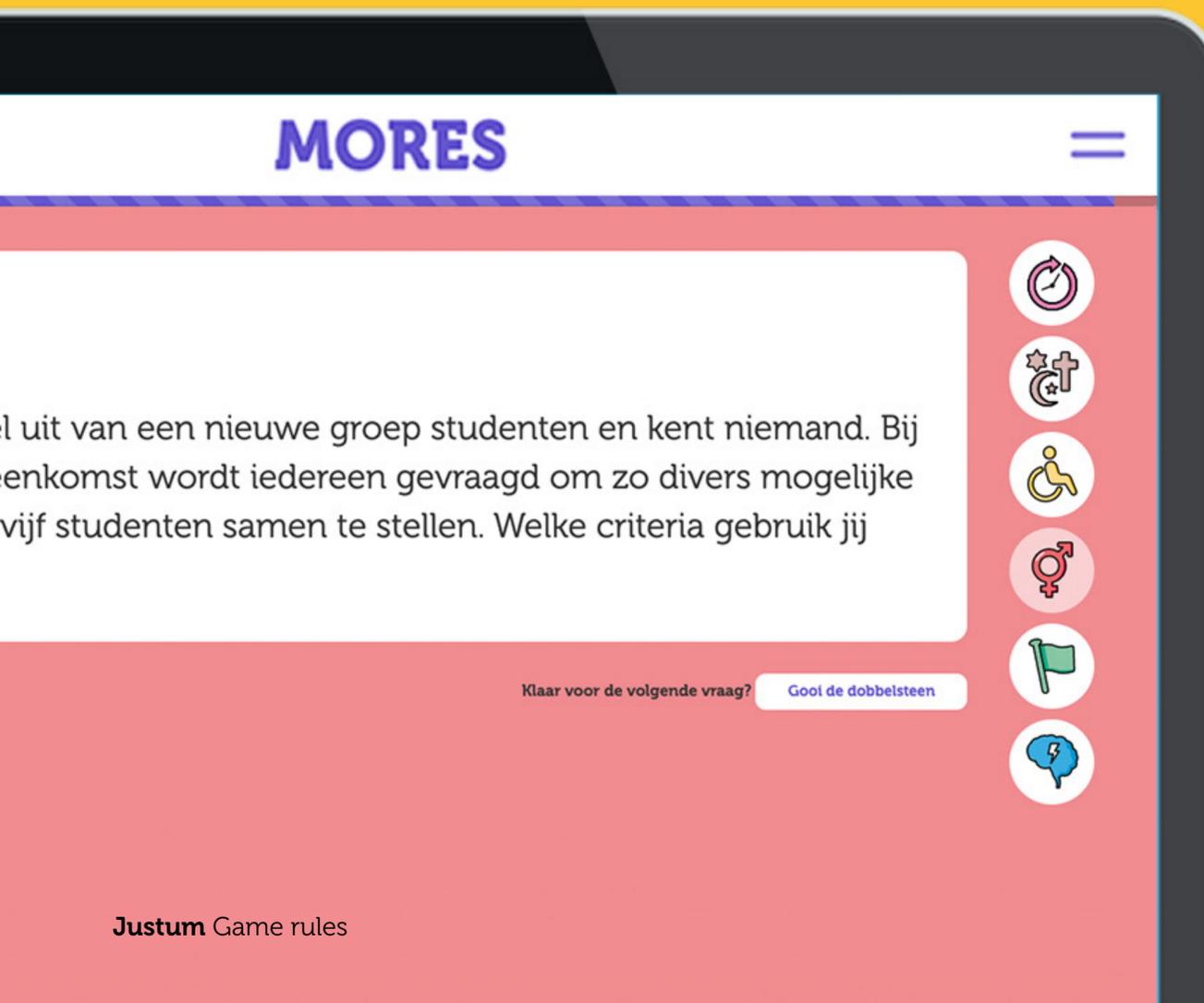
4 After a dialogue about the answer, players indicate with their thumb how they rate the answer. Thumbs up means that they agree with the chosen approach, thumbs down means that they disagree. If you keep your thumb horizontal, this indicates that you are not sure. The game supervisor determines on the basis of the average result of all thumbs whether more in-depth questions are needed. If, after the second round of dialogue, there is still no agreement, the game facilitator makes a note of the dilemma in question so that they can reflect on it during the conclusion of the game session. Otherwise it is the next participant's turn. (Instead of using your thumb, you can use another tool to express your appreciation, such as a green and a red piece of paper.)

5 If you want to play Mores as a game, agree that a player who answers the last dilemma of a category is out. That it is the last dilemma is indicated on the screen, after which this button can't be used anymore. Players who are 'out' can of course still participate in the conversation. The winner is the player who answers the last question.

6 The game ends when the last question is answered, or once the available time is up.

MORES ≡

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...enkomst wordt iedereen gevraagd om zo divers mogelijke
...vijf studenten samen te stellen. Welke criteria gebruik jij

Klaar voor de volgende vraag?   Gooi de dobbelsteen

Set up of a game session

- Introduction: about the importance of working with inclusion, by client

- Game introduction: game explanation and the game rules, by the game supervisor.

- Game round: the participants play Dilemmax .

- Teamreflection: the team reviews the game and writes down relevant results.   At the same time participants fill in the Individual evaluation form.

- Plenary feedback: the game supervisors will present the relevant results.

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