

VALUE CARD GAME

The value card game is played with the objective to identify the core beliefs that are currently seen in the functioning of any knowledge institution. It helps you come up with future values that need to be considered towards bringing about a preferable future. **The game is collaborative and focuses on the collective values of knowledge institutions** ^[1].

Depending on the number of participants, card decks can be printed from the cards presented in this document. **The game is played in smaller groups**, each consisting of **3-4 members**. Feel free to divide the strength into groups of 3-4 providing one card deck for each group. The card decks consists of 29 cards - 28 value cards and 1 joker card. Each card represents a value and contains its definition. The joker card is used to add any missing values to the deck.

HOW TO PLAY?

STEP 1 – Deal: Divide yourselves into groups of 3 or 4. Separate the Joker card from the pile and shuffle the 28 value cards in each group. Deal 3 cards to each person in a group and place the rest of the cards as a pile facing down.

STEP 2 - Round 1: The first round focusses on the **current values** ^[2] of the knowledge institution. The game starts when the first player draws a card from the pile. After drawing the card, the player compares the drawn card with each of the 3 cards on hand.

- If the value given in the drawn card is more reflected currently in the knowledge institution than any of the 3 values on hand, replace the drawn card with the least reflected value card on hand. Discard the card by placing it on the table with face open.
- If the value given in the drawn card is not reflected currently in the knowledge institution more than any of the 3 cards on hand, discard it as it is with the face open.
- The next player then draws the card from the pile and the game goes on.
- Once there are discarded cards (faced up), players can also choose to use their turn to replace one of their cards with an open card if the open card's value is more reflected in the current environment, instead of drawing a new card from the pile.

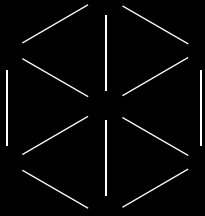
Once all the cards from the pile are drawn and each open card has been checked, players can finalize their 3 top current values of the knowledge institution. If the player feels that there is a missing value which is important, they can name it using the joker card replacing one of the chosen cards.

Finally, all the players in a group will discuss between them and come up with 3 collective values from the cards they have individually chosen. These 3 values will be the top 3 current collective values the group understands are practiced in the knowledge institution.

STEP 3 - Round 2: This round will follow the same process as the previous round did, but the current values are replaced by **future values** ^[3]. Each player should concentrate on choosing their 3 most important values that the knowledge institution should stand for in the future. After the cards are played and individual future values are chosen, the teams discuss again to come up with the top 3 collective values that should be practiced in knowledge institutions of the future.

STEP 4 - Round 3: This is an optional round. This round gives the room for the players to be creative and **show their values** through a **research collage** ^[4]. Each group will use their future values to form the collage to represent their preferable future with these values in action. Along with the research collage, each group should also come with a "Vision Statement". Finally, each group can present their ideas to the rest of the audience.

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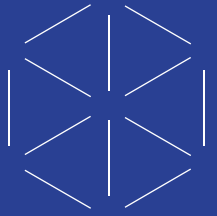


INTEGRITY

The quality of strictly adhering to moral values and principles.

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EMANCIPATING

The quality of ensuring a safe space for people to act, speak and think freely.

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INNOVATION

The quality of being willing to make changes in something established by introducing new methods, ideas and/or products.

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UNDERSTANDING

The quality of being sympathetic and caring with respect to people's needs and feelings.

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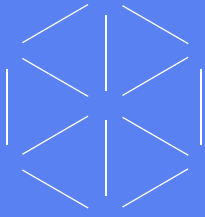


DETERMINATION

The quality of having a firm will to achieve the goals regardless of difficulties or obstacles.

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OPTIMISM

The quality of being hopeful and confident that positive things are likely to happen in the future.

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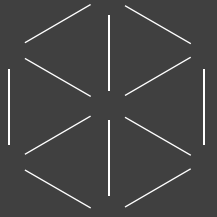


COLLABORATION

The quality of being ready to work smoothly and productively with others towards a common purpose.

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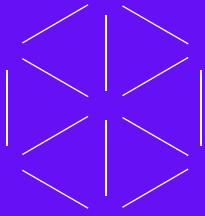
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EFFICIENCY

The quality of managing strategically the efforts and resources in order to produce the maximum results with minimum energy deployment.

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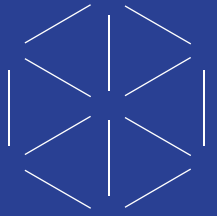
ACCESSIBILITY

The ability of a knowledge institution to ensure every individual is able to perceive, understand, navigate, and interact with every information or resource that belong to the institution.



FLEXIBILITY

The ability to adjust easily and proactively to any change or modification.



GROWTH

The ability of an institution to develop into a larger entity than what it previously was.



RESPONSIBILITY

The quality to accept what is required and carry out one's task/duty to the best of their ability.



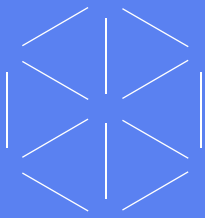
COMMITMENT

The quality of being in accordance with and dedicated to achieving what was promised.



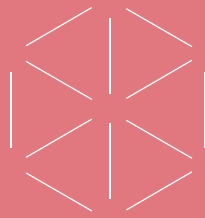
RELIABILITY

The quality of an institution to be consistent with and devoted to what it is trusted or depended upon.



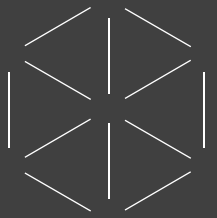
RESPECT

The quality of every individual to show another individual, group or organization due regards with a polite attitude.



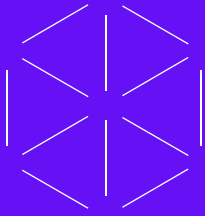
TRANSPARENCY

The quality of an institution to be truthful and straightforward to its stakeholders and ensure the free flow of information throughout the institution.



COOPERATION

The ability of everyone in an institution to associate and interact with a mutual understanding and in the process, avoiding conflicts.



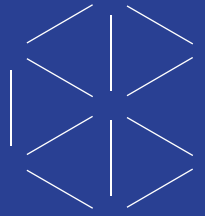
INCLUSIVITY

The ability of an organization to involve each individual in every activity regardless of their differences.



RESILIENCE

The quality of a dynamic system to adapt to challenges that threaten their function, survival or future development.



COMMUNITY

The state of unity between different people or groups that have similar interests and goals.



QUALITY

The value that triggers a degree of excellence in something (e.g. education) and people (e.g. skills).



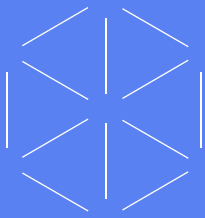
OPENNESS

The quality of being receptive and accommodative to different opinions and attitudes as well as being willing to share one's knowledge and expertise to anyone



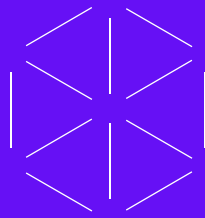
EQUALITY

The quality of an institution to ensure a level playing field in which every individual gets the same opportunity to express themselves and learn.



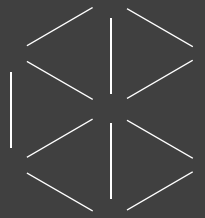
PRIVACY

The quality of an institution to ensure the protection of personal information taken from an individual (with their consent), as well as guaranteeing that there will be no collection of any information without their knowledge.



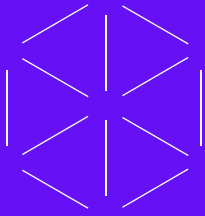
DIVERSITY

The quality of being able to recognize, accept and respect each individual's uniqueness.



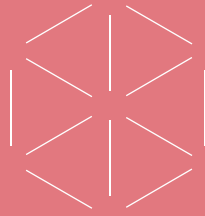
HELPFULNESS

The quality of being available to act by providing assistance for the welfare of another person/group.



SUSTAINABILITY

The ability to meet one's requirements without affecting the resources available for the society and environment.



ACCOUNTABILITY

The quality of an institution to take ownership to their actions and accepting the fact that it may lead to consequences.



JOKER

APPENDIX

^[1] **Knowledge Institutions** are purpose-driven collectives focused on researching, developing, documenting, transferring and applying knowledge to promote societal empowerment and to serve public interests in collaboration with other initiatives.

^[2] **Current values** are the shared fundamental beliefs that are currently reflected on the collectives of a knowledge institution.

^[3] **Future values** are the preferred fundamental beliefs that should be reflected on the collectives of a knowledge institution in the future.

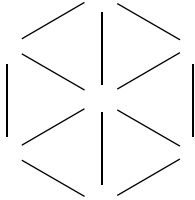
^[4] **Research collage** are collages that involve glueing images or words onto paper. It can be used to gain insights on how a group sees particular issues ([DSS Toolkit](#)).


ACTIVITY 1

PRESENT VALUES

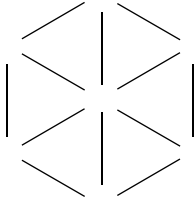
Write here the **present values** you selected
as a team


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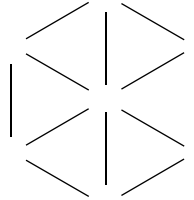
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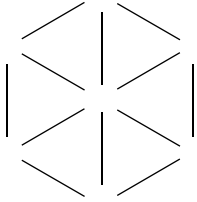
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ACTIVITY 2

FUTURE VALUES

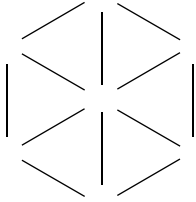
Write here the **future values** you selected as a team


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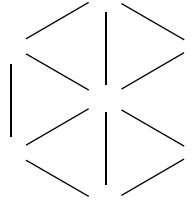
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FUTURE VALUES

Write here the values you selected as a team
in the previous activity

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FUTURE VISION

Write here your statement