

GAME MANAGEMENT - WHAT DO YOU NEED TO CONSIDER?



Have fun and enjoy the game

The game leader should be enthusiastic about the game. If the leader is motivated and has fun, they can also inspire the group. If the game leader is not in the mood for the game, the group may not participate well.

Plan responsibly

The game leader should be aware of their responsibility for the group. They should think about: Which game fits which group?

Not every game is suitable for every age group. Some games require certain skills or background knowledge. Sometimes the group also needs to know each other well and have a strong sense of trust and cohesion.

It is also important to consider: How much time do I have for the game? How much preparation time do I need?

The location or space also needs careful consideration:

Are we playing indoors or outdoors? What hazards are there? How can the area be made safer?

Clear goals

The game leader should think about: What do I want to achieve with this game? What should the players learn? What kind of experience do I want them to have?

Once this is clear, it is easier to choose a suitable game. People often learn well through stories, so the game leader can create a short story framework to introduce and explain the game.

Explain the game clearly

The game leader should consider: What information and instructions do the players need? In other words: What do I need to tell them?

If you are explaining the game for the first time, it can help to write the steps down. That way, you won't forget anything, and there is less chance of confusion if you realise mid-game that an explanation is missing.

Prepare the materials

Think ahead: What do I need for this game? Do I have everything, or do I need to get something?

Reflect afterwards

Individual reflection (for the game leader):

- What was the mood of the group?
- Were there any difficulties? How did the group react?
- How did the game go overall?
- How did I behave as the game leader, and how did I feel?

Reflection with the group:

- Did we achieve the goal of the game?
- How did we work together as a group?
- What difficulties came up, and how did we handle them?
- How did individuals experience the game? Were they under- or overchallenged? When and how?
- Was the game explained clearly, and were questions answered?

Reflection helps the game leader explain the game even better next time and notice what to pay special attention to.

It is also important for the players to reflect: **What was it like for me?**
What did I learn about myself and about others?

Only when we think and talk about our experiences can we truly learn from them!