Hold Your Temper (Card Game)

Amsterdam /NL
OpenState Foundation

Developers:
Leydi van den Braken (Game Design)
Joris van Beusekom (Illustrator)
Nóra Al Haider (Art Director)

Hold Your Temper card game is designed to help you understand your coworkers better. The game consists out of 4 types of cards: roles and emotions, your character, and situations and interventions. How would your character respond to adverse events? The game is designed for teambuilding.
www.holdyourtemper.eu

Hold Your Temper (Digital App)

Amsterdam /NL
OpenState Foundation

Developer:
Platipus

Hold Your Temper digital is an app designed for Android and iOS. The game is based on the card game, with the same roles and emotions, your character, and situations and interventions. It is a voice-based application and it is designed specifically for remote teams.
www.holdyourtemper.eu

First Impressions

Amsterdam /NL
OpenState Foundation

Developer:
Openstate Foundation

First Impressions is a plug-in that uses photos and job titles from LinkedIn to confront the player with stereotyping. The player has to choose 3 out of 6 photos that have a certain job. First Impressions gives you feedback on whether you were correct and is designed for recruiters and HR-personnel.

Linked.in account with chrome-extension://ncjmjeobfeehbmjaiphinlbhdfpgdied/index.html

Feel me - Feel me Not

Athens / GR
University of Athens H.A.B.I.T. Group

Developer:
Konstantinos Vasileiadis

A card game about the space between flirting and harassment. This game seeks to take the attention away from absolute or objective definitions of what terms such as personal harassment and personal space should mean, and focus it on what they do mean to you and to those around you. What are your limits, so that others may tread freely, in that sweet spot between invading your personal space, and being so distant that they might as well not be there. Feel me – Feel me not is a game of conveying, understanding and discussing those limits in a group of friends, colleagues and why not people you don't really know (yet).
https://www.facebook.com/FeelMeFeelMeNot/

Agile Knights

Athens / GR
University of Athens H.A.B.I.T. Group

Developers:
Another Circus

Agile Knights is a digital team building runner game for 2-4 players The game is set in a fictional medieval universe in which players have to fulfill Kings Day's royal "caprices" by embarking on a tusk-hunting quest within the lair of a terrifying "Deadline" Monster. The tusks can be too heavy for mortal men and the paths are tricky and full of obstacles. Players will have to demonstrate Resilience, Teamwork and Agility, in order to collect as many tusks(tasks) possible.

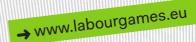## DeMos

Athens / GR
University of Athens H.A.B.I.T. Group

Developers:
UrbanDig Project & Odysseas Velentzas

DeMos_The game is a site specific performative game that intends to function as an alternative educational model to acquire and cultivate the "soft skills" of participation and collective decision making. Its main aim is to constitute a unique methodology for the investigation and the processing of issues that concern already established or random diverse communities –while connecting and having fun! The everyday life in the city is the inspiration. For the game, the city becomes a big floor-map that functions as a board. An urban imaginary walk and its unpredictable character becomes the condition in which the players investigate a large palette of issues -from practical issues of everyday life to wonderings that start from abstract concepts. The game ends with a performative live-art experience that helps participants go deeper regarding their whole experience.
https://www.urbandigproject.org/single-post/2019/01/09/DeMOS-The-game

Moral Run

anschlaege.de / DE in colaboration
with Tiny Crocodile Studios Berlin

Developers:
Students from Hamburg, Max-Schmeling District-School: Samira, Q_uentin, Christian and Gabriel
in colaboration with Johanna Janiszewski (Game Design) and Mario Janiszewski (Graphic Design)

The »Max Guardians« participated as one out of 6 student teams at LABOURGAMES Game Jam in Hamburg
in November 2017 and were the award winning team. In collaboration with professionals they were enabled
to proceed with the development of the Jump-and-Run Game for Mobile Phones until autumn 2018. The
players control main character Lucy on her run through the morally reflected fields of the advertising and
communications industry.
http://moralrun.labourgames.eu

paper/mirror

anschlaege.de, in collaboration with Sebastian Q_uack

Developers:
Sebastian Q_uack, Axel Watzke

paper/mirror is a gesture-based game where humans and robots work together to craft mysterious
structures. Human players follow a series of diagrams with empty hands to show robot players what to
build. Robot players mirror human hand movements to assemble the materials, while listening to music.
http://papermirror.club

→ www.labourgames.eu

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