



bridge



Co-funded by the
Erasmus+ Programme
of the European Union

2018-1-EL01-KA204-047892

EMOTIONS RULEBOOK

This publication related to the Project made by the beneficiaries jointly or individually in any form and using any means, shall indicate that it reflects only the author's view and that the National Agency and the European Commission are not responsible for any use that may be made of the information it contains

EMOTIONS

The story behind the game

The grandparents tell stories to their family about important events in their lives which made them feel grand emotions.

Age: 4-109

Number of players: 2-5

Duration: 15-20 min

The goal of the game

“Emotions” is a storytelling phygital game for the inclusion of people with dementia. It is a cooperative game in which all the players try to guess the emotions of a sound and recall and tell a story about it.

List of contents

18 emotion cards divided in 3 categories

- 1st category: emoticons on the cards
- 2nd category: emotions cards depicting a man
- 3rd category: emotions cards depicting a woman

1 apk file for android tablets

Game setup

1. Choose one category of emotion cards to play with
2. Place the 6 cards of the selected category facing up in the middle of the table so anyone can see them. Put the rest card out of the game.



3. Give the tablet to the first player and choose “Game”
4. If you need to change the settings of the app please follow the directions on the screen of the tablet after choosing “Settings”. Please choose the same category of emotion cards in the apk through the Settings menu.



Basic game (medium level)

Step 1

The player who holds the tablet chooses an emotion and taps it.

Step 2

The rest of the players hear a sound and try to recognize which emotion comes from this sound.

Step 3

Each one of them tries to put his/her hand first on the emotion card that represents the emotion they heard

Step 4

When all players have putted their hand on the card the player who holds the tablet decides whether someone of them has understood the correct emotion.

Step 5

If yes, then the game continues and the player holding the tablet chooses yes and follows the directions of the screens. S/he is supposed to ask the players who selected the correct emotion to tell a story of their lives connected to this emotion.

If no, then the player holding the tablet, either taps again on the emotion and another sound is heard or s/he chooses another emotion.

Step 6

After all players who selected the correct emotion tell their stories all players vote for the best story. The player with the more votes wins the round.

Step 7

Then the tablet passes to the next player on the right.

Step 8

Similarly, the next player chooses an emotion from the screen of the tablet and the game continues like this.

End of the game

The player with the more votes after 6 rounds is the winner of the game.

Easy level

This level is recommended to people with severe or middle dementia.

The easy level contains only the 4 basic emotions (happy, feared, angry, sad). So during the setup of the game you need to take out of the game the 2 emotion cards (surprised and disgusted) and select from the “settings” of the apk the easy level.

Difficult level

This level is recommended for people with middle cognitive impairment who want to exercise their cognitive, communication, and other skills

The difference in this level is that players don't use the tablet. The first player try to mimic with his/her face and body as well as voice, an emotion, while the other players try to select the correct emotion. Then the game continues with the storytelling (as in the basic mode)

Other modes of the game

Make it easier: Each time one emotion is heard and found, its emotion card gets out of the game and the players have less emotion cards to select from.

Make it easier: The facilitator can try to mimic with his/her face, body and voice the emotion and elaborate it until players understand it.

Make it harder: In the difficult level the players can add other emotions, such as feeling embarrassed, curious, proud, confused, silly, guilty etc.

Dementia stages and level of games

Severe Dementia and middle Dementia: Easy level is recommended

Early Dementia: Medium level is recommended

Mild cognitive impairment: Difficult level is recommended

Intergeneration game workshops: a mix of easy, medium and difficult level is recommended depending on the skills of each player.