



Game Changers

Final Narrative Report

This project is supported by



The main purpose of the 'Game Changers' project is to use board games to involve and educate young people in Bosnia and Herzegovina (henceforth BiH) about gender equality and the empowerment of women & girls, in the context of civic and democratic engagement within various local communities and in other spheres of public-policy making.

>> Project Activities

On November 09, 2020, Humanity in Action Bosnia and Herzegovina published the Open Call for Applicants. The call was sent directly to all the universities and faculties in BiH and was also extensively promoted through the Humanity in Action social media channels and the HIA BiH Alumni network. Humanity in Action team organized online interviews with all applicants and selected 12 participants coming from all corners of our country: Sarajevo, Bihać, Sanski Most, Zenica, Konjic, Stolac, Banja Luka, Visoko, and Gračanica.

The 12 participants gathered in Sarajevo for the “[Game Changers Laboratory](#)” held from December 18-20, 2020, to learn and work together on creating 3 board games. During the workshop, our participants had the opportunity to learn about gender (in)equality, occupational segregation and gender wage gaps, domestic violence and public gender-based discrimination, under-representation of women in political, and economic decision-making processes. We also talked about the influence of women in politics, and to question gender roles and other social norms. All the mentioned topics were weaved into the board games with the goal to educate the players on these topics.

The participants were guided through the entire creation process by three mentors. While working with them, the participants were inspired and used the gained knowledge in creating the blueprints for three games. From the beginning, all the three designs and ideas were visually interesting and thematically diverse. Also, the groups organized an alpha game testing during the final day of the workshop; the groups mixed in-between each other and together with the HIA team members altogether tested the games. The testing received a stellar response from everyone involved in this phase and participants left the workshop inspired and eager to continue developing their ideas.

The mentors continued working together with the participants in the following months in order to finalize and polish the nuances (logic, design and learning goals) of the three board games. All three teams have begun working with the graphic designer in mid-January 2021, and we anticipated having the pilot-testing ready version of three board games completed by the May 2021.

As planned, the participants organized many pilot-testing sessions in their respective cities starting from the second half of May 2021 and gathered a sufficient amount of feedback from players needed to continue improving the games' concept and design.

In early June 2021, the designer created the initial designs which the participants and game creators used until mid-July to test the games and see if there are some things that needed to be changed in the design. The games were tested all over BiH, including Sarajevo, Cazin, Bihać, Banja Luka, Zenica, among some of the cities. During the testing, the project participants gathered feedback regarding the gameplay and the design of the games.

Following the testing, the project assistant and the game designer held a Zoom workshop with the participants where they expressed how the testing process unfolded and noted things that could be changed in the game design in order for the games to be fully completed and functional.

Following the creation of the final designs, several project participants managed to promote the project and the created games on local radios and TV stations in BiH. It was an important step as the media promotion of the final products raised awareness on the importance of using innovative educational tools, especially on the topics related to gender equality and empowerment of women and girls.

In late August the promotional [videos](#) of the project were produced, which is another tool HiA BiH used to promote the project and its final results. The video is consisted of three parts where participants from each team shared their experience from the project, the game creating process and the testing stage of the project.

>> [EDVACAY and Game Changers Board Game Play Session](#)

The final part of the project was a game-playing session held at the Marriott Residence Inn Hotel in Sarajevo on September 18, 2021 which gathered most of the Game Changers participants and a group of HIA BiH Fellows who are the participants of another HIA project. The event featured a game testing session with the finalized version of all three games. Everyone involved had a lot of fun and reported that the games pushed them in the direction to see the issues differently and from a different perspective. After the play-time, participants received their certificates of completion and the project was officially wrapped up. Afterwards, the final game designs were uploaded on the HiA BiH official website and can be downloaded for free by anyone.

Board Games Links

[Game Changers - 'Žetoni ravnopravnosti' Board Game](#) (Tokens of Equality)

[Game Changers - 'Vrtlog života' Board Game](#) (Vortex of Life)

[Game Changers - 'The Ugly Truth' Board Game](#)