Welcome to the Playing with Trust Implementation Guide!

We are delighted that you are interested in activating your neighborhood in a safe way, promoting new conversations and interactions with neighbors!

To help you implement the project in your neighborhood, we have created this guide, which is composed of the steps you can see on the next page:

1. **Learn more about the project and understand its purpose**

   a. What is Playing with Trust?
   b. Why Play?
   c. Where can I build the board?
   d. What can I do on the board?
   e. Now in the Arena
   f. Parallel Bridge
   g. Citizen Circuit

2. **How to implement the project in my neighborhood?**

   a. Step 1: Find a great public space
   b. Step 2: Gather a group of enthusiastic people
      Step 2.1: Set playtests
   c. Step 3: download the instructions and buy the materials
   d. Step 4: Download the application
   e. Step 5: Set a time and date and spread the word!

playing · with · trust

What is Playing with Trust?

Developed by the City Needs You Institute during Covid-19's current health crisis, Playing with Trust was formulated as a **human-scale board game** to stimulate in a pedagogical way, the presence of the recommended safe physical distance, and at the same time provide a **socio-cultural interaction between the different participants.** The activities were designed to challenge the players to question, recognize, and offer improvements to the city, the surroundings, and especially the relationship of living with others and with those who are different.

During the pandemic of COVID-19 an environment of insecurity and distrust was established among people, as meeting in public spaces became a risk of contamination and spread of the virus.

This dynamic has a profound impact on the social cohesion and mental health of its inhabitants as they are deprived of safe spaces for socialization.

As isolation restrictions become more flexible, it is necessary to reinvent the use of public spaces to ensure their safe and active appropriation. This is why physical and symbolic interventions in which notions of trust are emphasized are important.

Why play?

- it rebuilds trust among citizens
- it promotes exchanges between different social groups
- it serves as an encouragement to maintain safe physical distance.
- it promotes democracy through discussion of:
    - local identity and exploration - geographical, ethnic, social
    - coexistence and understanding of the other
    - environmental awareness
    - urban and citizen innovation
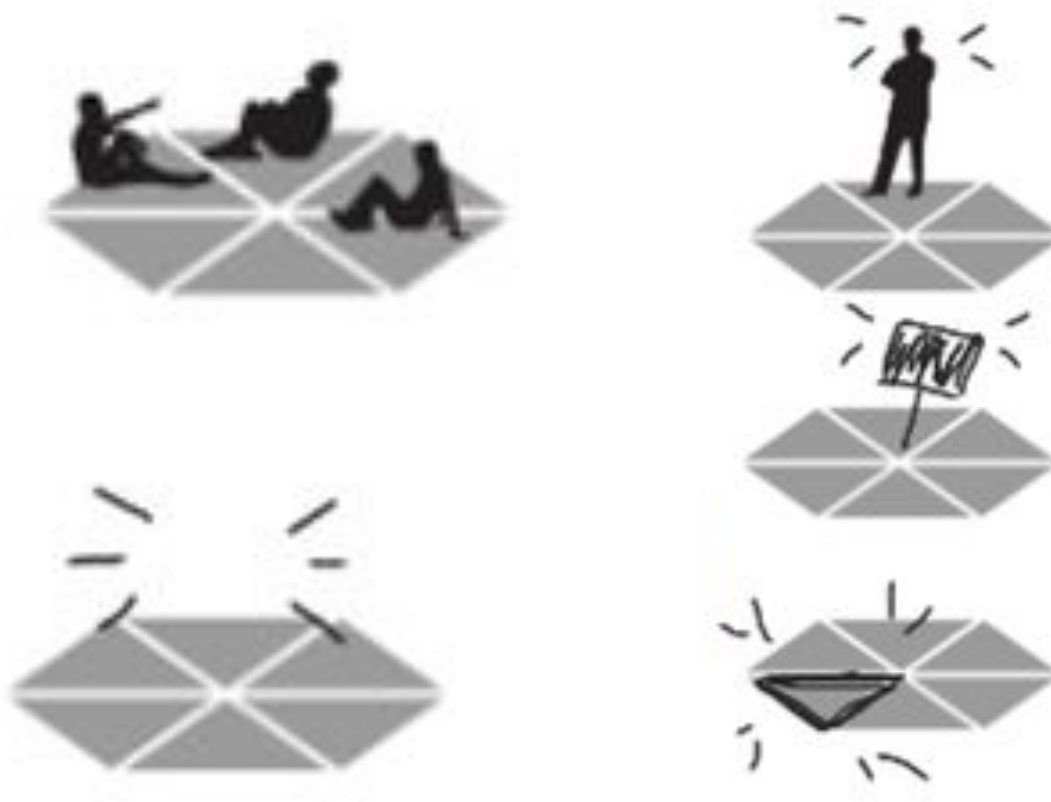   - cooperativity: doing it together
    - critical reflection

Where can I build the board?

Playing with Trust is a game that can be replicated in any territory: it can be a wide sidewalk, a square, a backyard, or any free space.

You can choose how you want to combine the modular matrix, fitting it into the space you have, and customizing it with colors and symbols that speak to the reality of your territory.

Besides using the game, the board can be something that makes the space more beautiful, highlighting and enhancing local aspects!

What can I do on the board?

We have created three initial games, which allow people to build relationships of trust, empathy, and discuss collective issues. These first games are an invitation and an experiment, but the idea is that you can create, from this base, different games!

The board, painted on the floor, can also be used as a meeting space, for exercising, or even for holding neighborhood meetings!

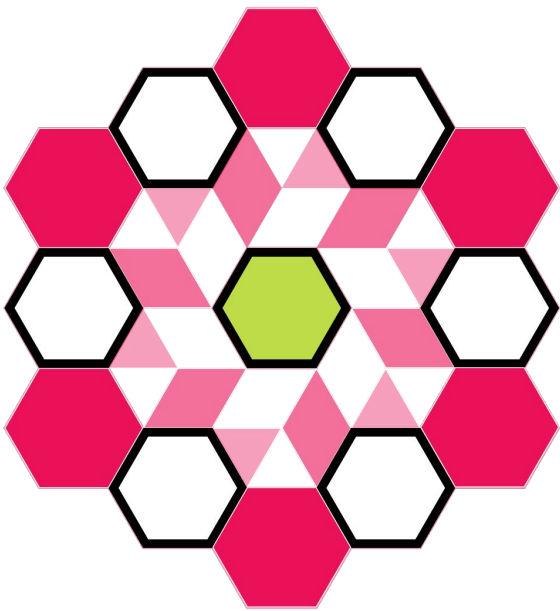**Check on the next pages the games we have already created:**

Story Territory

game objective

Discover and share stories and narratives.

When the player heads over to the stage, the central house, they can propose a theme, or they can trigger the application to receive a theme and a variety of stories to tell as their own. After hearing the story, the other players should talk about the story they heard, trying to guess what kind of story was told.

themes

. city
. nature
. this place
. society
. you and I
. memory

stage

actions

. made-up story
. story from someone else
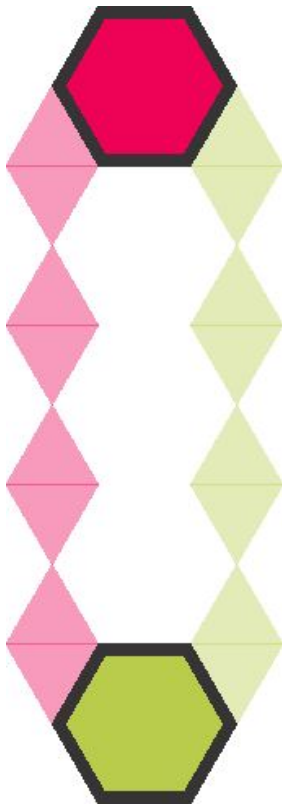. book story
. my story
. inverted story
. continue the story

Parallel Paths

game objective

Know yourself and know the other, putting yourself in the other's shoes.
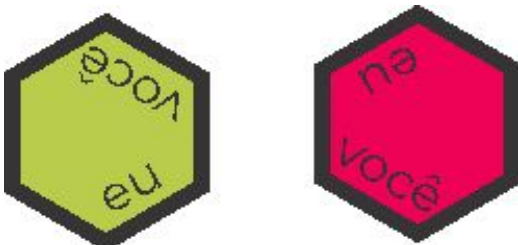
Each player starts the course as **me**, answering the questions in the first person, and goes back through the course as **you**, telling the other player the answers.

themes
. 1 animal
. 1 color
. 1 fear
. 1 dream

superhouses

actions
. right foot
. left foot
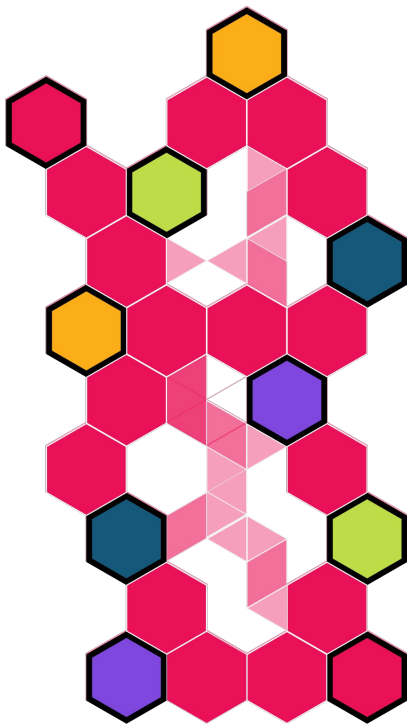. feet together
. feet apart
. twist and jump
. jump and crouch

Citizen Circuit

game objective

Discuss public agendas, relate differently with the space and the neighbors, and propose improvements to the place.
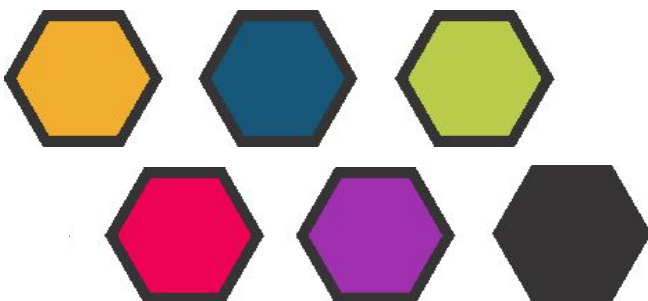
The player must go through the 6 supercases of the 6 themes, fulfilling the actions drawn by the group or app, and return to the entry house to win.

themes

. city
. nature
. this place
. society
. you and I
. memory

superhouses

actions

. mime
. music
. dream
. fear
. bad thing
. good thing

How to implement the project in my neighborhood?

Now that you understand how the project works, we start the fun part: the implementation! For this we have made a step by step guide to help you. Read carefully:
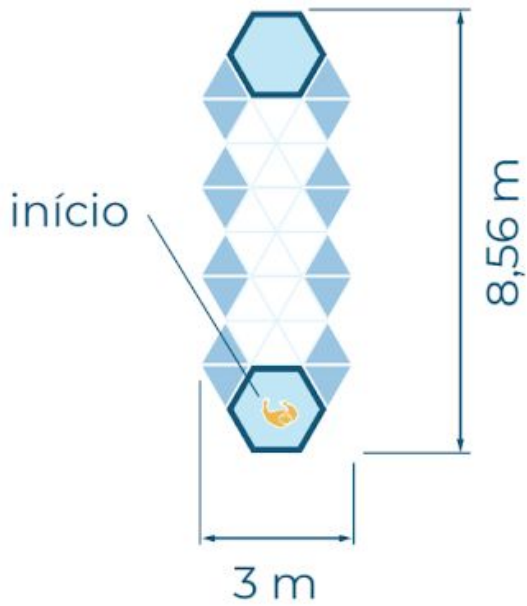
Step 1: find a great public space

Playing with Trust can work anywhere there is an accessible open space - think of the size of two parking spaces together as a minimum, but the more space you have, the bigger the play, the more fun and with more possibilities.
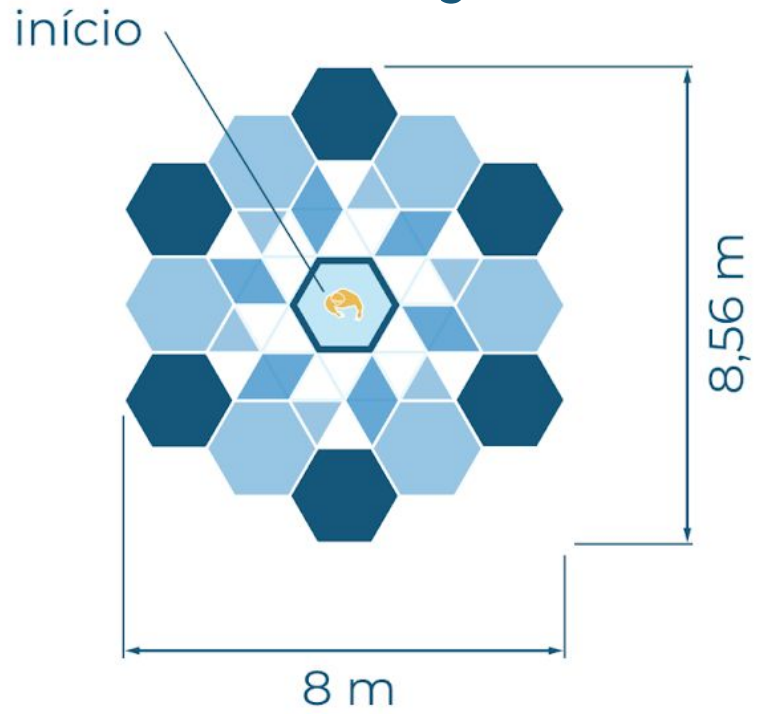
Be considerate of other users of the space and be sure to use temporary materials to make the markings, unless you have permission from the local landowner to create a more permanent space. It is important to pay attention that it is a space with a floor on which you can draw, or paint on - a lawn in this case would not be the most suitable.

Check the next page for the sizes of the boards we have already designed.
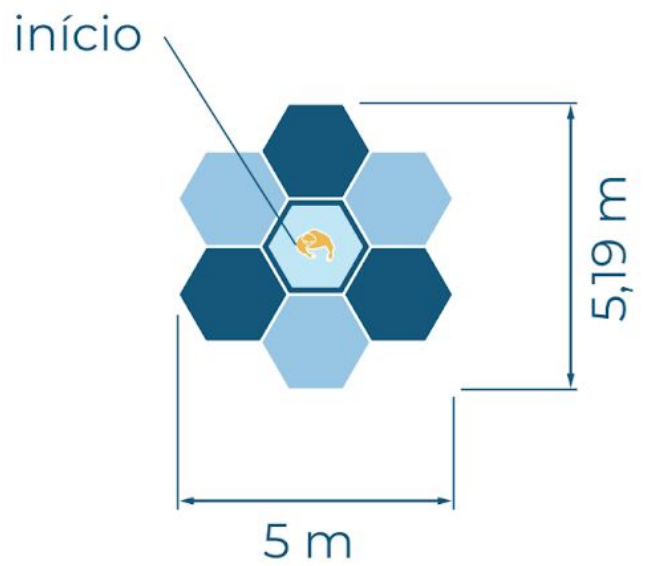
parallel paths

início

8,56 m

3 m

large story territory

início

8,56 m

8 m

circuit

15 m

8,63 m

small story territory

início

5,19 m

5 m

How can I combine the boards?

One possibility, if you have space, is to **make the different boards in an integrated way,** creating a play territory where all the games are close to each other, and the hexagons between the boards are demarcated, also indicating the safe distance for those who are passing by or observing the game.

On the side you see a suggestion of how this integrated format might work. In this configuration the project occupies an area of 34 meters by 8.7 meters. **Feel free to create other configurations!**

Step 2: Gather a group of enthusiastic people

Of course you will be in the mood to invite your friends to join in and play, but also think about the community in which you plan to hold the game and how you can involve them in the process. Playing with Trust is about connection, so connect! Spread the word to find local artists and creative people who can bring the personality of the region to the game - and put some music on while you're there! This is playtime, so have fun!

Make a list of all the people you know in your neighborhood, from friends and neighbors, to frequenters of the space in which you have chosen to implement Playing with Trust. Visit this space at different times of the day, and talk to people passing by, inviting them to the project. Another strategy is to go around the surrounding businesses and circulation points, such as bus stops, and distribute invitations.

When talking to people, try to understand their demands, and what would make them interested in the project. Are there any controversial issues in the neighborhood? Are there groups that frequent the same spaces but do not interact? Are there any social or urban problems that people would like to talk more about?

Step 2.1: playtests

You can set a date to meet with all these people you have talked to, in the space where the board will be set up, and trace with chalk on the floor the games, experimenting with playing.

This is a way to gather opinions and practice explaining the rules of the game. You can also play at inventing new rules and new games.

People passing by, on seeing people playing in this way, usually become curious and approach. This is a chance to also invite them to play!

Step 3: download the instructions and buy the materials

Now is the time to get everything ready to implement the project!

First, download the manual on how to build your board, and understand how to draw the different elements on the floor:

Download the assembly manual for the Circuit, Paths and Territory boards

Drawing the board is very easy! With a group of 5 to 10 people, in 1 to 2 days, depending on the size of the board you have decided to make, you can make all the markings on the floor and paint, and everything is ready to be inaugurated on the third day!
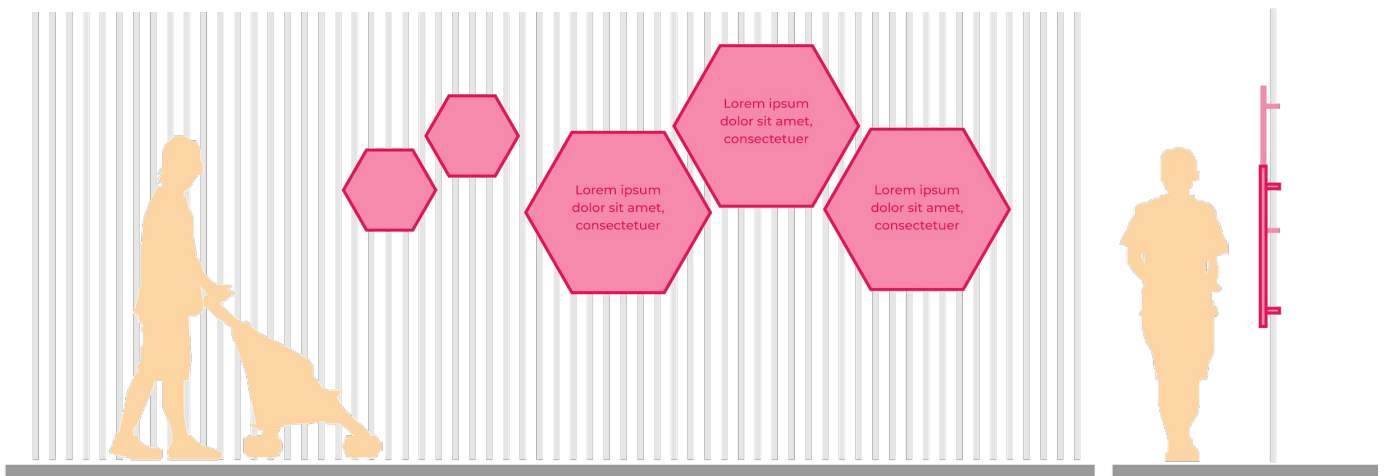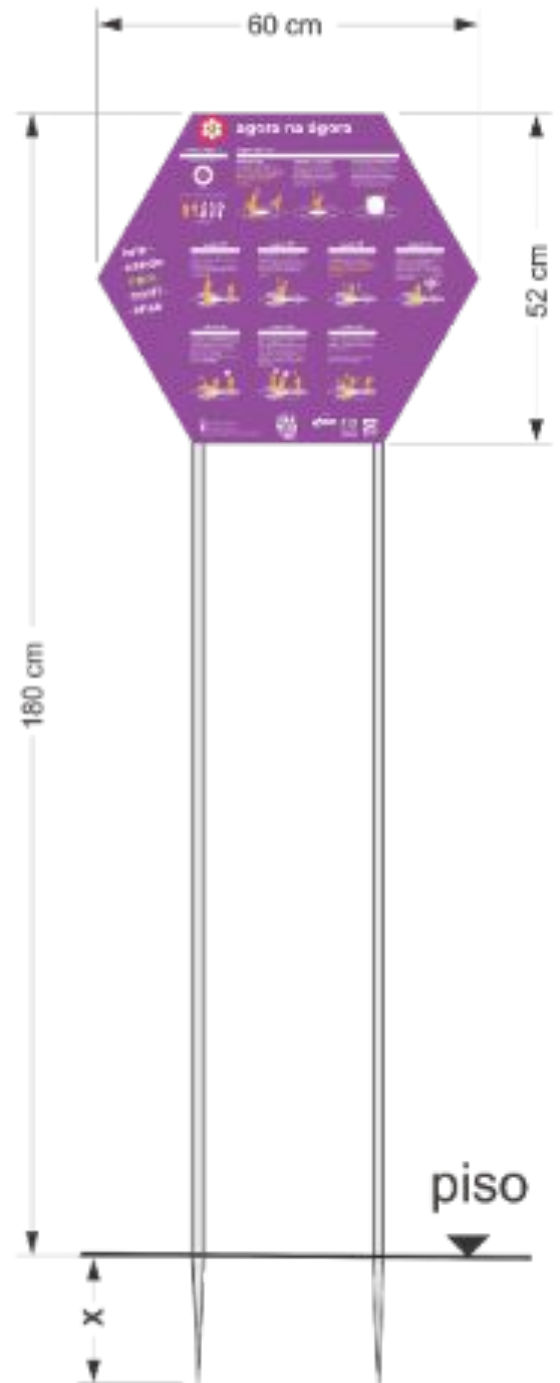
To design the board you will need: a template (which can be made from 2mm polystyrene sheet, stiff paper, wooden slats, or some sturdy and firm material you have available), and one or more chalkboard boxes.

To paint, you will need: 3 cm paint rolls, 15 cm rolls, brushes, crepe tape, and different colored paints.

In addition, you will need to print out the instructions on how to play, which you will need to place near the board, via the following links:

General Information
Citizen Circuit
Parallel Paths
Story Territory

You can print the posters on paper and stick them on walls next to the boards, like a sticker, or print them on stiffer materials like PVC sheets, attach stems (metal or wooden) to the boards, and fix them to some flowerbeds, or attach them to railings and fences. Below you can see some possibilities!

Step 4: download the application

The app provides an additional layer to the game experience, with features such as an augmented reality interface, the ability to draw actions and themes, a timer to count down the time of game actions, an interface to measure your progress in the game, and many surprises!
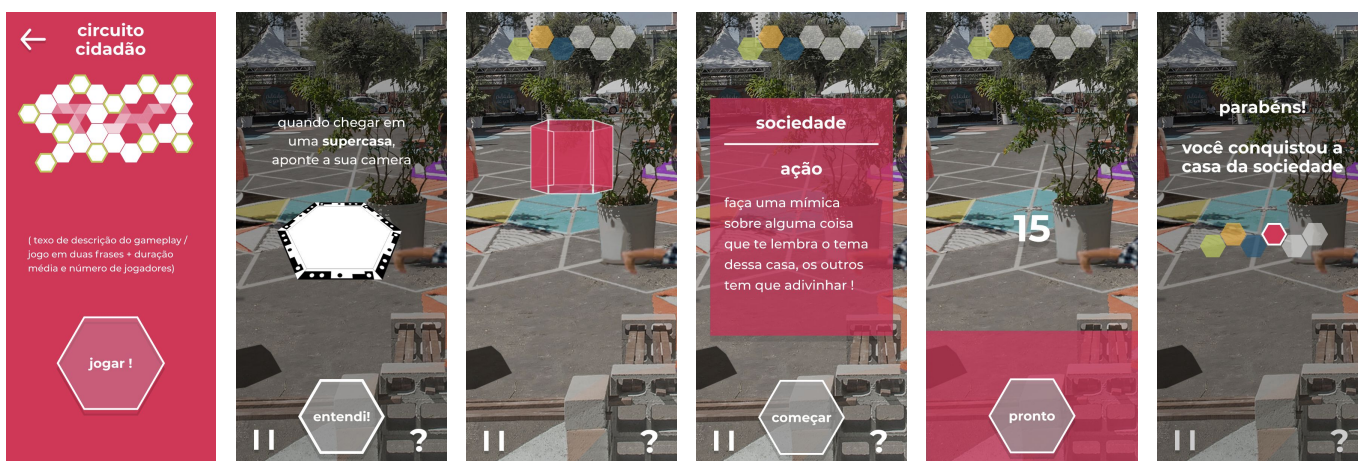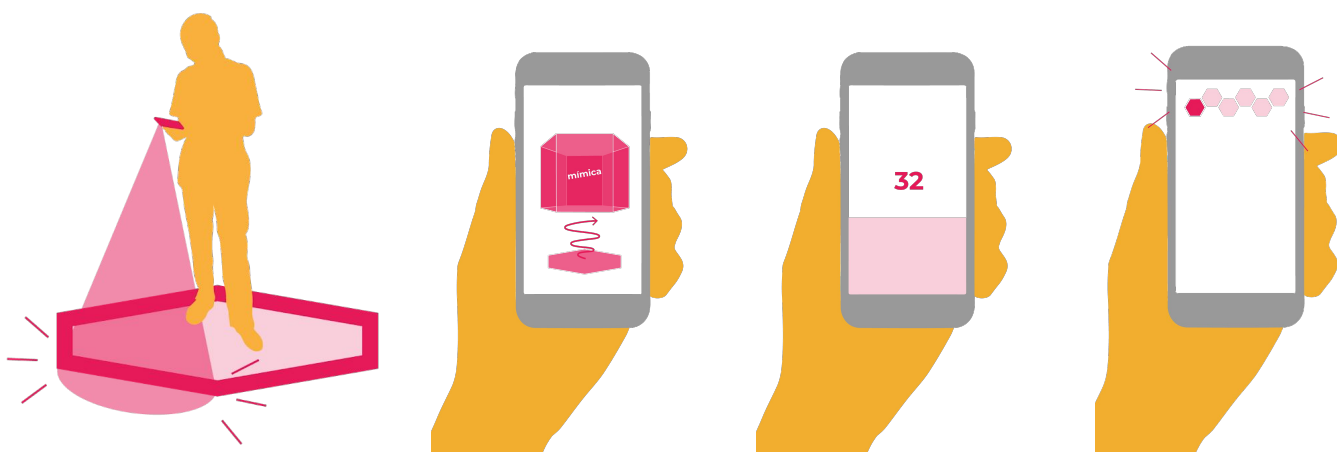
However, it is important to note that it is possible to play the game without the application! If people in your community have difficulty accessing smartphones, or downloading applications, don't worry - the project will work just fine!

If this is the case in your community, as an alternative to drawing the actions, you can build two very large dice. On one of them, write one of the themes of the game on each face (city, nature, this place, society, relationships, and memory), on the other write the actions (mime, music, dream, fear, bad thing, and good thing). The dice have to be very big and sturdy so that, to throw the dice, people can kick them instead of picking them up with their hand. Passing objects from hand to hand, at this time of pandemic, is still a risk! But remember, the drawing of themes and actions is optional, you can use other dynamics like asking someone else to choose a theme and action.

Now, if you have access to a smartphone: Yay!

Download the app from the Google PlayStore for android here, or from the AppStore for iPhones and iPads here

To enable the use of the augmented reality interface, print the markers on A4 size paper. They are available for download by clicking **here**. Glue the markers to the edge of the superhouses and the stage, in the case of the Agora, accompanying the writings. If you prefer, you can also use the print as a stencil by cutting out what is in black, resting it on the ground, and spray-painting it, just like the text masks accessible **here**. This step is described in more detail in the manuals for building the boards, a few pages back.

Step 5: Set a time and date and spread the word!

It's always good to have a plan to let people know that something fun is going to happen. Spread the word and feel free to use photos and videos of the game you and your team have created to share the details on social networks, etc.

Remember to invite people to the painting and board building moment as well. It is a great opportunity, even, to customize the board - you can hold an ideas workshop for the drawings that will be inside each superhouse: ask people to draw on a piece of paper what they associate with each theme (city, nature, this place, society, relationships, and memory) and invite an artist to paint these houses based on these drawings.

Create a bulletin board in the park or public space for people to schedule play sessions, acting as a collective agenda, and tell them that there is a space available for them to enjoy 24/7 as a place to meet, talk, and hang out.

You can make regular activations of the game by choosing a day of the week to be there playing and inviting more people to play.

Play sessions can be free moments of play, or you can use play to discuss more serious topics in a playful way. One community, for example, wanted to use the game to discuss the recent changes that had occurred in their neighborhood, and they thought of doing thematic sessions, discussing with the game, for example, the relationship of the neighborhood with the rivers, with public transportation...

And remember to share your game with us - we'd love to add new versions, rules, and stories to the app - have fun creating the next version of Playing with Trust!

Send us an email at brincandocomconfianca@gmail.com !