

Engaged Citizenship | EFFECTIVE COLLABORATION

Spaceteam: PLAYER IMPACT GUIDE

Ages 10+ | 2-4 sessions, about 15 minutes per session

I think games are a really good way of getting back to that sense of connectivity, of getting together, so yeah, I think games provide a way of connecting us that other media do not, like books or movies for instance.

-- Henry Smith, creator of Spaceteam



ABOUT SPACETEAM

Spaceteam is a mobile multiplayer game available in the iPhone App Store or Google Play for Android. The game connects two to four players over WiFi or Bluetooth, and displays a unique array of buttons and functions on each player's screen. When gameplay begins, different instructions appear onscreen for each player, and players must communicate those instructions so that the group can complete tasks before time runs out. For more information, visit <http://bit.ly/1g37ZAt>

THEME FOR THIS GUIDE: Effective Collaboration

To succeed in *Spaceteam*, players must balance communicating tasks, listening for instructions, performing necessary duties, and prioritizing each of these according to how much time is left to complete any one task. The time-sensitive nature of *Spaceteam* naturally causes every player to assume that what he or she has to say is most important-- however, for effective collaboration Spaceteams respect each other and work together in harmony.

<p>WHY USE THIS GUIDE?</p>	<p>In this guide, we invite you to think about <i>Spaceteam</i> as a model of effective collaboration. Players must communicate tasks to the group under stress and navigate the appropriate balance between giving directions and following directions. As you play, reflect on your experience: how did your group operate when the game first began? How did your communication evolve, and why? How might this evolution apply to life outside <i>Spaceteam</i>?</p> <p><i>Record your answers to the questions below on a separate sheet of paper.</i></p>
<p>GAME BASICS</p>	<ul style="list-style-type: none"> • Assemble a team of friends and play a few rounds of <i>Spaceteam</i> together. How often did you fail to perform a task because you forgot that the button was on your screen? • Prioritize giving tasks over listening for items on your screen. How did you alter communication if someone was clearly overlooking a button on his or her screen? • Play until labels on the buttons turned to pictures instead of words, how effectively did you communicate the instructions on your screen? • Replay <i>Spaceteam</i> with the same group. Did you reach a higher level each time you played? Why, or why not?
<p>THEME INSIGHTS</p>	<ul style="list-style-type: none"> • Did you talk over people more, or listen more? Was your strategy effective? • Between rounds did your team communicate about how to improve the team's strategy? If so, did the team adhere to the new strategy, or lapse into old habits as the game got more difficult? • After finishing the game, did you feel greater camaraderie with your Spaceteammates? If not, how could you have changed your behavior for a more positive result?
<p>WORLD CONNECTIONS</p>	<ul style="list-style-type: none"> • How does the time mechanic in <i>Spaceteam</i> apply to teamwork and collaborative environments in real life? • How can you apply what you learned from playing <i>Spaceteam</i> collaboration at home, work, or school? • Communication and common understanding is core to collaboration. Consider your communication strengths and list some strategies to also improve your small group communication. • How could you start a dialogue with a team to enhance the group's collaboration?

Bonus Challenge: *Spaceteam* is a challenge-- can your group get beyond level ten? If not, brainstorm ways to improve group's strategy until you can. Then, record yourselves playing the game, and upload the recording to YouTube. In the video's description, summarize your strategy and why you consider it so effective. Share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.