PARENTS' EVENING
a LARP Game
(Life-action role-play)

Cheat Sheet for the Game Master. This is used for easier running of the LARP.

Maximum number of participants: 16

Duration: about 2 hours

There you can find a short introduction video about the LARP scenario:
https://drive.google.com/file/d/19bSjoPPP_aymr8_G4c5ZXtSpOLFw00RU/view?usp=sharing

Before the game
1) Print paper materials (press the button on the word): character cards, secrets, user agreement and questionnaire.
2) Prepare the playing space (space for the workshops and the LARP)

Role of Game Master (GM)
Game Master is there to help participants have the great experience. Game Master should:
- In preparation: explain all rules, lead the workshops, and answer all questions. In this part it is important that participant have clear understanding and feel safe;
- During the LARP game: has the role of Class Tutor, moderates the discussions, leaves the room to give time for personal goals.
- After the game: leads the reflection, asks questions.

Never forget the character goals! Talk about them before the game. Give space and time to reach the goals. If required, as the GM during the game remind the players about the goals.

Additional Information for GM:
- Please, before the game, tell the participants to pay attention to the goals, as information is important in this game.
- If you notice that players become less active when GM leaves, then spend more time inside of the class and stir the discussions if needed (do not be active participant!).
- Important for all the participants to understand the structure: the game starts only after all the workshops and User Agreement. Only then we simulate school and characters.
- If someone notices that User Agreement is unfair, it's fine, just let them continue the game without signing.
- The game is not about winning. Players should have interesting time.

Goal of the game: to observe and discuss, how players handle the personal information.

FIRST PART
PREPARATION

Introduce the main structure and the rules
This is 2 hours experience of three parts:
- Preparation: get in the mood and create characters (35 min)
- The Game: have social fun and reach the character's goals (60 min)
- Reflection: sharing feelings and learning from experience (20 min)

This is a social game, setting in casual gathering. Players should know that this game is driven by improvisation and participation. Players can participate and drive the story as much as they want, and can opt out at any time. Most important – it should be a fun game. But never forget the common and personal goals in the game!

1) Workshop "Three sentence story"
Participants sit in a circle, share their name and the short (max three sentences) story about their parents' evening at school.

2) Workshop "All you need is victory"
All participants find a pair. One of them will be A and another will be called B. They have two minutes per round to argue. They need to convince contender that their choice is better.

First round: A – potatoes   B – carrots
Second round: A – square   B – triangle
Third round: A – blue   B – yellow

3) Workshop "Nice to meet me"
Participants randomly pick their character cards. They read information on the card and prepare to introduce themselves to the others. The info on card is inspiration to build their character. Then they sit in groups of four, and present themselves. Presentation goes like that: for every participant it's 30 seconds of presenting themselves, and then 1 minute answering questions of other 3 players (like an interview).

4) Workshop "Parents' evening".
- All participants need to sign in User agreement. Explain that this is new European regulation and it's just formality. Rush them through it quickly, so they have no time to read it. If they saw something wrong and try to ask you, just try to skip it and say that you will ask your boss about it but today participant must to sign on it.
- Everybody draws a Secret card. There is a time mark when should they open the card and learn about the secret. It's depends on them how they want to act on the information they learnt;
- Introduce that the game will be in a form of meeting, where participants will solve certain issues. Also in between discussion they will have time to try achieving personal goals;

● Participants can freely move, go to talk in private with each other, or raise the questions. Give a 5 minute break before the game.

SECOND PART
Running the LARP

Time mark	Event
0 min	1) The LARP starts when class tutor greets the parents who arrived to the parents' evening. Then class tutor asks everyone to **fill a questionnaire** for the school like every year. 2) When everybody has filled the questionnaire, it is time for the important questions. Class tutor present the questions and invite parents to find the solution. Questions: - We need to select a new chairman of parents committee. - How to stop online bullying on the online chats?
10 min	3) Class tutor leaves the room for a few minutes to give questionnaires for the secretary. This is the time for the parents to reach their personal goals.
20 min	4) The class tutor comes back to the room. If the first question is decided, Class Tutor asks whether there are any questions parents would like to raise.
30 min	6) The class tutor leaves the room. Parents have to continue discussion and reach personal goals.
45 min	7) The class tutor comes back to the class with the news about the data lost. ("School administration has told that system has been hacked. All personal information might have been stolen. Administration suggests to change passwords. School board will take action. Do not panic, do not tell anyone!")
55 min	8) Raise the question whether to inform the children on data theft or not?
60 min	9) The end of parents' evening at school. Say that it is the end of the game.

THIRD PART
DEBRIEF

Discuss in circle circle:
What was the LARP about?
What was your the main aim? How did you achieve it?
How did you feel when you had goals? How successful were you in reaching them?
What was important to the participants?

Did they read the User Agreement before signing it during the workshop session?
Show the players the points in agreement they signed:
5. Everything you will do or say will be used against you in any case necessary.
6. You may not terminate it at any time upon any notice.
8.3.5. Parents' Evening team can eat any food you brought here, and can use your phones;
10.10. You cannot argue with Game Masters or express unhappiness. You must smile at all times;
14. We reserve the right to sell your kidneys if we need money for a new car.

Also – how these topics are related to their life and real life events?

Discuss what other important topics and questions you noticed in the game.

In the end of the debrief, give participants a bit of information about data protection:

If you have an opportunity (a projector and computer), you can show a video for participants about General data protection regulation (GDPR):
https://www.youtube.com/watch?v=j6wwBqfSk-o

Some facts and important information:

Personal data is information about people that can be used to identify them. This might include:
- Name
- Address
- Date of Birth
- Email address
- Photograph
- Sensitive personal data – this is particularly sensitive information about things like a person's racial or ethnic origin, political opinions, religious or similar beliefs, physical or mental health, sexual orientation and their criminal record.

Top tips:
- Keep your member information in a secure place (either hard copy in a locked filing cabinet or securely protected on a computer with passwords)
- If transporting information, make sure that this is kept safe, e.g. on a device that is password protected

- Make sure that you only keep personal information you really need and that it is up to date
- Destroy personal information as soon as you have finished with it and don't need to have it any more – make sure you do this securely e.g. by using a shredder
- Only share personal information when you have the person's permission to share this, for example, photos and videos (except where there is a child protection concern)

For the participants attention to this topic (privacy importance), you can show, how to see hidden photos in the Facebook:
https://www.itechfever.com/see-hidden-photos-facebook/?fbclid=IwAR3zJmHSAQ_ENiM4wR5ATzFRs_kbzth-Vw9BN5eitpqy0QUA6pPKVFH2_8k