

Guide for Prospective Facilitators

Thank you for considering becoming a facilitator of the 2030 SDGs Game.

We have created this guide as a reference to help you decide whether or not to become a facilitator of the 2030 SDGs Game.

This guide will also help you understand what kind of people are suited to become facilitators of the 2030 SDGs Game and whether the 2030 SDGs Game will be an effective tool that is in alignment with your views.

Thus, this guide contains not just guidelines, but also the underlying concepts and how we adopted these ideas.

We believe that this guide will be most helpful if you read it carefully to examine whether the game is a fit for you, rather than just scanning it. This guide is nine pages long, so please read it when you have plenty of time.

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1. What is the 2030 SDGs Game?

The 2030 SDGs Game is **a game that helps us recognize the social systems and behavioral patterns that we have created today - the worldviews each of us hold**. At the same time, this game helps you become aware of possible worlds and actions that we have not yet been able to create.

The 2030 SDGs Game is a simulation game that simulates our real world. The unique thing about this game is that it shows completely different worlds depending on the consciousness and decisions of the players.

Put another way, this game is designed to give an experience of the various possibilities of what can happen in the world, and by doing so, to function as a tool for players to reflect upon their individual and collective “ways of being” in the world.

In addition, without resorting to difficult concepts, players can get an intuitive sense of how we are all connected through systems, and how we are the ones who collectively create the world.

2. The intentions we incorporated when we developed the 2030 SDGs Game

We took care to incorporate two intentions when we developed this game.

(1) That it would simulate the real world.

(2) That it would help players feel not only the reality of the severity of our situation, but also the possibilities it contains.

Another way to say (1) is that **this is a game that can be played freely, not a game for teaching the “right way” of being of the world**. Players neither enjoy nor learn from games that covertly or overtly impose answers that the creators consider “correct”. We designed this to be a game in which anything can happen, from the worst scenarios that can happen in the real world to the best. This is an extremely important element that helps people remain curious while learning. Particularly in the case of adult learning, it has been shown that telling people the right answers is ineffective, while inviting freedom of action and then reflecting back on what actions were taken is effective.

Intention (2) is a crucial factor in allowing innovation to appear.

Many of the movies and teaching curriculums that call for transforming the world actually kill the human creative impulse by focusing too much on how terrible the global situation has

become. We believe that we cannot transform this vast and diverse world in any real sense simply by instilling guilt or a sense of crisis. Thus, this game is designed so that **players are left at the end of the game with a positive feeling that “they can change the world”**.

These the two crucial elements have enabled this game to become popular and spread rapidly both in Japan and around the world.

3. Pricing system

There are basically two kinds of costs you will incur to be able to use the 2030 SDGs Game.

1) Cost of becoming a facilitator

If you take the 3-day facilitator training and pass the practical exam, you will be qualified to use the card kits as a facilitator. This is the cost for obtaining this qualification. As of January 2019, the cost of this training is 250,000 yen for four days (tax not included; includes one card kit) or 80,000 yen (same as above) for the Pay-it-Forward Edition (see Appendix on page 8), which has been created for primary and secondary school teachers (excluding lecturers/tutors in tertiary institutions).

2) Cost for using the card kits

The cost for using the card kits varies depending on which of the following four cases applies.

A. When proceeds from the game are 50,000 yen or more

The fee for using the card kits is 20% of the proceeds from the game event.

Examples of this case include holding events and workshops using the 2030 SDGs Game and selling training services using the 2030 SDGs Game to outside customers.

B. Use inside facilitator’s own organization, no proceeds are generated.

The fee for using the card kits is 80,000 yen per instance in the case of for-profit corporations and 40,000 yen per instance in the case of other corporations and government agencies.

Examples of this case include internal use as part of employee/staff training and internal use for events or marketing.

C. When sales proceeds are less than 50,000 yen

No fee for using card kits is charged. This is applicable to the same uses as A with sales proceeds less than 50,000 yen.

D. Use for public education

No fee for using card kits is charged.

This is applicable to use in classes at elementary/junior high/high schools or universities.

4. How the pricing system was decided

As the 2030 SDGs Game is based on the SDGs, whose aim is to transform the world, **we have set a price system that is not bound by conventional financial common sense alone.**

Specifically, our approach is **“to make full use of the power of money. For those who have money, we charge a substantial fee. At the same time, it is also our policy to turn no one away from experiencing the game due to lack of funds.”**

Though it may take some time, we believe that you can imagine this more clearly if we explain this together with some background:

The 2030 SDGs Game has been highly regarded since it was first developed, and people have constantly asked to buy the card kits. Considering the intent of the themes handled in the game, we thought it important to “have as many people as possible experience the game and deepen their understanding of the SDGs”, so we very seriously examined the possibility of providing this game free of charge by means of crowdfunding.

However, we concluded that providing the game for free would not lead to a result of many people experiencing the game and deepening their understanding of the SDGs. We share the details of these considerations in our facilitator trainings. To put it simply, we found it inadvisable to provide the game for free for the following reasons:

- People tend to easily discard what they have received without effort.
- In terms of professional development, offering services or products free of charge won't help those who provide the game as part of their professional services.
- People who attend poorly facilitated events have no opportunity to deepen their

understanding.

- The more poorly facilitated game events there are, the fewer people there will be who want to play the game.

The current price system aims to achieve the opposite result. That is:

- Professionals can consistently facilitate high quality events.
- Only people who are highly committed and motivated can become facilitators.
- People who attend well-facilitated events can deepen their understanding.
- Because the games earn a reputation for being well-facilitated, high-quality events, more and more participants will come.

This is why the facilitator training is designed for people who have the commitment to pay well for their training—in other words, professionals who expect to earn a return on their substantial investment. In addition, the act of paying a substantial sum in and of itself enhances the power of commitment.

This exactly expresses our policy to “make full use of the power of money”.

On the other hand, our policy to “turn no one away from experiencing the game due to lack of funds” is reflected in “C. When sales proceeds are less than 50,000 yen: No fee for using card kits is charged”.

This policy makes it possible to hold free events, and helps motivate individual facilitators to organize events on a grassroots level.

At the beginning of this document, we stated that “we have set a price system that is not bound by conventional financial common sense alone”. In particular, issues around money and the economy are always accompanied by our own “unexamined beliefs”. These are themes with many potential discoveries that will help us in creating a new world, so we have made time to explore these issues together in the facilitator training.

The fees received from the facilitators when they hold events using our card kits (see 3. 2)) are to be pooled as “Transformative Project Funding”. Our qualified facilitators will discuss and decide how to use the funds.

5. Who is suitable and who is unsuitable to become a facilitator of the 2030 SDGs Game

If you resonate with or **understand from your own experience** what is written so far in this document, you are probably well-suited to become a facilitator of the 2030 SDGs Game. On the

other hand, if any of the following categories describe you, you may need to give this decision careful consideration.

- You want to use the game to convince apathetic people that they should commit to creating a better world.
- You want others to listen to your views or your knowledge, but can't get people to listen to you, so you see the game as a way to get people to pay attention to your ideas.
- You want to be a facilitator simply because it is cheaper than bringing in outside facilitators.
- You want to be a facilitator because someone told you to, rather than because you decided to do so yourself.
- You are not actually very familiar with or interested in the SDGs.
- You are not good at using computers.

The 2030 SDGs Game is not a tool for persuading people with different views from yours.

In our experience, it is unlikely that people with a low level of interest or commitment can facilitate good game workshops.

Also, you will need to use projectors for the PowerPoint files at the events, and certified facilitators communicate with each other mainly on the internet. Thus, it will be difficult if you are not proficient with computers.

Rather than becoming a facilitator, you can still invite certified facilitators to hold the game at events you organize, so please consider other possibilities as well.

6. Outline of facilitator training

The duration of the Facilitator training is four days from 10:00 till 18:00.

Day 1

Participants do exercises to connect deeply with each other in order to form a community. We share the concepts behind the development of the 2030 SDGs Game and imacocollabo's vision of what kind of world we would like to create through the 2030 SDGs Game, and we break down how to explain the game in actual game events.

Day 2

In the morning, we have a trial run of the practical examination (assessment) scheduled on Day 4. Specifically, each participant will need to have practiced describing the processes of the game the previous evening and will go through a trial run at this time. This trial run is to ensure that as many people as possible can pass the exam on Day 4. In the afternoon, we explain about the post-game reflection. More than half the value of this game is attributable to the reflections after game.

Day 3

In the morning, we will continue to explain about the post-game reflection. In the afternoon, we cover facilitation skills as well as facilitator's presence. The 2030 SDGs Game was designed to express what could happen in the real world in a neutral way to make learning possible and facilitator presence influences participants learning. It is important for facilitators to suspend their judgements of who is 'right' or 'wrong' and what is 'the right thing' or 'the wrong thing' to do and take a step back and examine what happened from a distance.

Day 4

In the morning, a practical examination (assessment) will be performed in groups of 4-5 per room. Everyone will give presentations such as explaining the game using PowerPoint files. In the afternoon, we go through exercises to become more conscious about our "ways of being" (our unconscious worldviews and beliefs). We do this because we believe that becoming aware of your ways of being leads to the transformation of social systems.

Thus, you will need to prepare for the practical examination in the evenings of Day 1 and Day 3. Please do not schedule other engagements during training days if at all possible. In particular, please note that many people end up sacrificing their sleep on Day 3 in order to prepare for the practical examination on Day 4, so please keep your evenings free.

The time schedule of this training is as follows. Arriving late or leaving early will not be allowed because of the large volume of material to learn and to ensure mutual learning in the group as a whole.

7. Afterword

Thank you for reading this long document.

As stated in the beginning, the 2030 SDGs Game is a game that helps us recognize the social systems and behavioral patterns that we have created today - the worldview each of us holds. This is a game that helps us become aware of how the world is and how we are being in the world.

Becoming a facilitator means that you will continue to be aware of your own worldview and your own behavioral patterns.

We look forward to collaborating with those who feel a resonance with what is written in this document. We hope that you will participate in our training.



Takeo Inamura, Co-founder

Takeshi Muranaka, Co-founder

Appendix: About the Pay-it-Forward Edition (Nonprofit edition)

There are two editions of the 2030 SDGs Game, the regular edition and the “Pay-it-Forward Edition.”

“Pay-it-Forward Edition” has been prepared to assist primary and secondary school teachers with the fee for the facilitator training course. Due to the regulations, many primary and secondary school teachers are not permitted to be paid for activities outside the classroom.

“Pay-it-Forward Edition” has some usage limits for the 2030 SDGs Game, however, the fee has been significantly lowered.

The ideas behind of the scheme are:

- To assist public school teachers with the fee, however,
- To be fair to other attendees, the discount price comes with some usage limits

You may have heard of the Pay it Forward. Here is a detailed description of how Pay-It-Forward works.



Figure 1. Image of Exchange



Figure 2. Image of Pay it Forward

Figure 1. shows the most commonly accepted model in our modern society: We buy a product with money, or there is a sort of give-and-take transaction. Something of value is exchanged for something of value, and there is some form of communication between the two parties.

In contrast, with a Pay it Forward model in Figure 2 the recipient of a good deed repaying it to

someone else other than the original benefactor. For example, buying dinner for a junior colleague because a senior colleague had often picked up the bill when you went out to dinner in the past; or having the attitude of wanting to acknowledge the support you've received in the past by providing support to others.

While the act of exchange is completed between two parties, pay it forward passes on.

The following message is printed on the Pay it Forward edition:

Facilitators do not receive fees from holding events using this card kit. These events are held with the concept "Pay It Forward". If facilitators receive fees or keep them, they will be passed along to projects, groups or people to support activities creating a sustainable world.

However, as we said in the beginning, it is possible to receive money using the Pay Forward Edition. In that case, please convey clearly the "pay it forward" concept as well as what the money will be used for.

In other words, in order to create a sustainable world for the children of the future, the actions we are taking for the SDGs are themselves a form of paying it forward.

We look forward to creating a world that we all want with you!