

Game Map

Gendrivia Gender Trivia Game

Theme:

- To abolish the bias in our world in order to build a gender equal world
- The goal is to be the first one to reach the end by crossing the board path.

Goal & Purpose:

- Raise awareness and spark conversations
- Educate about the evolvement of gender equality
- Showing real-world scenarios
- Stimulating problem solving

Design Process:

- Talking with people of all genders to empathize with them
- Knowing their way of gamification
- Researched the gender trivia
- Validating the game prototype

Scope:

- Help in creating equal workplaces
- Gamified Educative Learning experience
- Promote a unified perspective for gender equality amongst all age groups

Results & Benefits:

- Rising awareness leading to education
- Open to conversations, healthy debates

Player:

- Young teens (13+) to adults
- Collaborative learning to identify gender bias

Bias types:



Likeability bias



Performance bias



Maternal bias



Attribution bias



Affinity bias



Intersectionality

Constraints:

- Validating our notions

Only 10% women working in equal positions as men

64% men in decision making roles

Stats show men's income to go upto 3x times for the same job a women does

Employment rate for transgender community is as low as 20%

Scenario Card (Front)



Scenario Card (Back)

The Bias ⚖️
 Women challenged staying at home while men traveled for work, and to regain control, men created myths that characterized women as less skilled drivers.

The Change ↔️
 The women in our society should be encouraged as drivers of the vehicle than just passengers.

Inventory Card (Front)



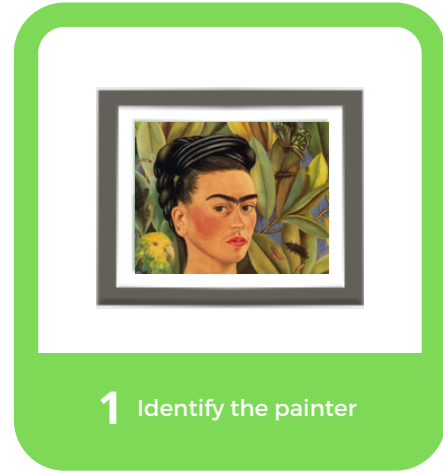
Inventory Card (Back)

Malala Yousafzai
 Feminist necklace with portrait of feminist role model Malala Yousafzai created by Feministsmith



The Bias ⚖️
 Indoor "domestic" chores are meant for women and outdoor chores are meant for men.

The Change ↔️
 The adult men and women act as role model for the upcoming generation, hence they can do both indoor and outdoor activities without hesitation.



Frida Kahlo
 She was a Mexican painter known for breaking social conventions and empowering women in her time.



The Bias ⚖️
 More than 1 in 4 transgenders loose job due to bias. Refusal to hire, privacy violations, harassment are commonly cited for loss of work.

The Change ↔️
 Encouraging equal chance at work for all kinds of jobs to boost morale and employment.



Gilbert Baker
 He conceived the flag to represent the LGBTQ community, displayed at that year's Gay Freedom Day Parade.



The Bias ⚖️
 Ingrained bias exists which states specific "tender", "girly", "feminine" roles suitable for females.

The Change ↔️
 Accepting different choices/ opinions and not putting societal constraints on any gender. And not promoting it any place.



We Can Do It! Poster
 An American World War II poster produced by J. Howard Miller in 1943 as inspiration to boost women morale.

Game Mechanics

Age: 13+

Playing Cards:

- **Scenario Cards:** Real world scenarios are depicted and the player has to Identify the Bias ⚖️ (+10P) and give solution to the bias ↔️ (+5P).

The card colour indicates bias against specific gender.

- Bias against Women (Blue)
- Bias against Men (Green)
- Bias against Transgender (Red)

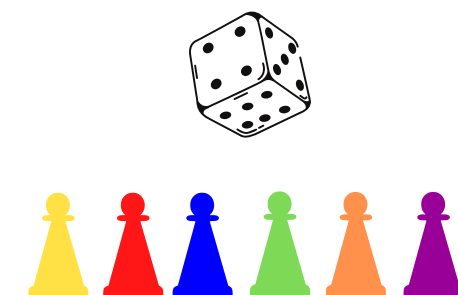
- **Inventory Cards:** The prompts connect players to gender equality personalities & iconic themes. The player has to Guess the prompt (+5P) to know more about inventory.

Elements:

- Game Board
- Dice
- 6 Tokens
- 6 Scorecards

Total cards for one gender: 25

Players: 2 to 6



| ROLL | PTS |
|-------|-----|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| TOTAL | |

How to Play

1. All players start the game at 'Begin Change'
2. Players take turns in a clockwise order and each dice throw decides the piece to **land onto a coloured box** on board.
3. The player has to pick a scenario card corresponding to the colour of the box.
4. They have to try to guess the bias for **10 points** and the solution for **5 points**, without seeing the card backside.
5. Then they have to find their inventory corresponding to scenario card number and have to answer the prompt for **5 points** without seeing the card backside.
6. The players have to note down points on their scorecards.
7. If the players land on yellow box with **positive upliftment** (Green ring ○) then they move **3 boxes ahead** and with **negative backlash** (Red ring ○) they move **5 boxes behind**.
8. The aim is to cross the path across board to reach 'End Bias' with most points.

End Goal:
To end bias and enter a gender-equal world with most points

