

Open Mind Game

Open Mind is a digital game that can be played on any (Android) smartphone or tablet. It offers a structured and engaging environment that challenges players' assumptions and encourages them to reflect on their own experiences, question their assumptions, and explore diverse perspectives in a safe and interactive way.

One can choose to have students play the game in class in class mode (On campus version) and include a plenary introduction and a post-play reflection, or one can have students play the game individually at home or at another location (Online version).

Background

Open Mind was developed as part of the Comenius project '[Fostering an Open Mind and Open Attitude in Higher Education](#)' that strives to stimulate perspective-taking and dialogue in academic education with creative learning activities.

As part of the Open Minds project, the following learning activities have been developed:

- Open Minds: a digital game focused on perspective-taking
- Playing perspectives: a game design toolkit to stimulate exploration of perspectives
- [The Square \(Het Vlak\)](#): a creative dialogue methodology to experience and practice dialogue skills and discuss sensitive and complex topics.

On Campus

Introduction on campus

The Open Mind game takes 20 to 30 minutes. With a plenary introduction and a reflection afterwards, the total activity takes about 45 minutes. This activity works well as an introduction to perspective taking and to bring out (unconscious) prejudices. This can stimulate an open mindset for participation in follow-up activities such as a dialogue or another activity in which perspectives are exchanged.

Supplies needed

- Smartphone or tablet (for each student)
- Headphones (optional)
- Wi-Fi network (Utrecht University or Eduroam)
- The Open Mind app download link (see the teacher's manual)

Please note:

- The Open Mind game is only available in English and currently only for Android. An iOS version for use on Apple devices is in development. As soon as it is available, the link will be added to the teacher manual.

Class mode only works when all participants are connected to the same Wi-Fi

Set up classroom

No specific layout is required; a standard (lecture) room layout will suffice.

Step 1 (Preparation)

Both the teacher and students must connect to the same Wi-Fi network. When using the app on the university campus, we recommend using Eduroam.

Connect to Wi-Fi and download and/or open the Open Mind app.

Step 2 (Preparation)

As the teacher, select “Class mode” and generate a class code by selecting “Host Game”. Select the maximum number of players who can participate. Then choose one of the three stories: The Mysterious Contact, The Psychic Sidekick, or The Lost Paper.

Step 3 (During class)

Start with a brief introduction: explain why the students will be playing the game, in the context of the course.

Instruct the students to connect to the same Wi-Fi network and download and open the Open Mind app.

Instruct the students to select “Join game” and enter the class code to start the game. If desired, students can adjust settings (e.g. audio) before starting the game.

Step 4 (During class)

Students play the game individually and independently, without any guidance (steps 4-7). The game starts with a prologue, introducing the theme of “taking perspective”.

Step 5 (During class)

After students have completed the prologue, they select “Next” and the game cycle begins. The student receives a brief introduction to the story and the aim of the game.

Step 6 (During class)

The students play the game. While playing, each student takes notes in a personal notebook in the app. After four rounds of the game, these notes are randomly exchanged. This gives each player the opportunity to see another player's notes and compare them with their own. In this way, players can further substantiate their idea of who the “culprit” is.

All players receive notes from a random other player. The first player to reach the exchange point may have to wait until more players have reached that point and the exchange can take place.

Step 7 (During class)

After the final game round, the players confront the “perpetrator” they have chosen in the epilogue and reflect on their (in)correct choices and any prejudices they may have.

Step 8 (Evaluation)

Facilitate a reflection discussion or activity after all students have completed the game. This can include topics such as prejudice, bias, perspectives and empathy. See the teacher's manual for suggestions.

Online

The Open Mind game takes 20 to 30 minutes and can be done independently by students (from home), without supervision or a plenary introduction. This activity works well as an introduction to perspective taking and to bring (unconscious) prejudices to the surface. This can stimulate an open mind set for participation in follow-up activities such as a dialogue or another activity in which perspectives are exchanged.

Supplies needed

- Smartphone or tablet (for each student)
- Headphones (optional)
- Wi-Fi network (Utrecht University or Eduroam)
- The Open Mind app download link (see the teacher's manual)

Please note:

- The Open Mind game is only available in English and currently only for Android. An iOS version for use on Apple devices is in development. As soon as it is available, the link will be added to the teacher manual.

Class mode only works when all participants are connected to the same Wi-Fi

Classroom setup

No specific space is required because there are no plenary activities or supervision in this online version.

Step 1 (Preparation)

Students must download the Open Mind app (see download link in the teacher's manual) and open it.

If desired, students can adjust settings (including audio) before starting the game.

Step 2 (During class)

Students first select “New game” and, if they are playing the game for the first time, “Yes” to the subsequent “View prologue” question.

Step 3 (During class)

After completing the prologue, the first game cycle starts automatically with an introduction to the story and the goal of the game.

If students have played the game before, they can choose a story: The Mysterious Contact, The Psychic Sidekick, or The Lost Paper. This allows them to play the game again with a new challenge.

Step 4 (During class)

Students play through the game and take notes in their personal notebooks in the app as they play.

Step 5 (During class)

After the last game round, the epilogue follows, in which students are confronted with the “perpetrator” they have chosen. They reflect on their (in)correct choices and any preconceptions they may have had.

Step 6 (Evaluation)

The game can stand alone. However, it is recommended to facilitate a reflection discussion (15-20 minutes) or assignment afterwards. This can cover topics such as prejudices, bias, perspectives and empathy. See the teacher's manual for suggestions.