

# Digiethik



**p@th**  
play & think

This game is for young people,  
adults and educators working  
with young people

We, the developers of p@th, play and think, are pleased that you are interested in exploring the subject of Digital Ethics. On this page you'll find a brief introduction to the topic and instructions for the game.

Do you actually know what Digital Ethics is?

“Ethics” is a philosophical discipline, concerned with what is morally good and concerned with the content of moral judgments and the criteria, what is right and wrong. It deals with the basis of human action and evaluation of it and is a systematic reflection on morality and values.

Digital Ethics is a special form of Ethics that explores ethical and moral aspects of the digital revolution, looking critically at where digitalization is taking us and asking about boundaries. It is based on the fact that advancing digitalization presents us with new ethical challenges that influence our common life.

Knowledge of Digital Ethics is becoming increasingly important as there are few answers to the question of how our coexistence in virtual spaces should be organized. Because of users' anonymity and the size and fast pace of the system, there is a risk of losing sight of values and norms. In order to avoid

that, Digital Ethics deals with the question of responsibility for virtual actions and reflects the basis for a good, successful life. It is our task to design the digital world in a humane way.

We hope that this game will encourage people to think about our society's values and examine our digital interaction.

To do this, it is important to explore social and ethical questions in the light of technological innovations, develop an awareness of Ethics and adopt a reflected attitude towards digital media.

Before you start the game, have a look at the cards for the

different rounds and decide with which cards and rounds you want to play. For the first and second rounds there are blank role cards that you can fill in with ideas of your own if you want to talk about a current issue. There are no blank information cards.

The rounds are designed to engage players in dialogue and to enable exciting encounters, interesting experiences and creative problem-solving to emerge. It is important to treat each other respectfully and appreciatively and to keep to the rules of conversation (listen, let others finish speaking, use respectful language, don't repeat

anything personal about other people) – and then you are ready to start playing!

For further information on the issues raised, please visit the website [www.digiethik.eu](http://www.digiethik.eu).

Game for 3-7 players

Age: 13+

Length: approx. 45 minutes, depending on how long you want to play

**Contents:**

1st round:

15 role cards: The role cards provide a short description of each role. These cards are only needed

in the first round. You can use the three blank role cards to think of new roles and include them in the game.

15 perspective cards: These contain questions to be answered from the perspective of the assigned roles.

2nd round:

25 experience cards: These contain questions about your personal experiences.

3rd round:

15 information cards: These contain questions with a possible answer on the back.

## Goal of the game:

The goal of the game p@th, play & think is to raise awareness of Digital Ethics and to improve understanding of other people and their actions and behaviour in different situations. Another goal of the game is for players to talk about their experiences and reflect on them together. This enables meaningful discussion to develop and lets the players get to know each other better. Furthermore, background information on some aspects of Digital Ethics is also conveyed.

## Gameplay:

Adopting a role in the first round lets players demonstrate how you put yourself in someone else's position. In discussions the players explore the reasons for the attitude taken and why a person in this role acts in this way and adopts a certain perspective.

In the second round the role cards are not used and the players relate their own experiences on the basis of the experience cards.

This part of the game is about lively discussion and an in-depth sharing of experiences. This lets players get to know each other better. Now it is about the

participants' opinions, views, perceptions and attitudes, their unique thoughts and shared reflections.

In round 3 only the information cards are used. This round is about testing the player's knowledge and thinking about how one would act. After a question has been drawn, the group starts discussing about it.

At the end of the game all the participants can share their thoughts, questions and needs, so that meaningful dialogue continues to take place.

## Preparation:

At the beginning of the game p@th, play and think the role cards, perspective cards, experience cards and information cards are each shuffled and all the piles are placed in the middle of the table. The game consists of three rounds, with a different pile being used in each round.

If there are current topics or roles that need to be covered in the game, there is time before the game starts to fill in the relevant cards.

# Now you can start:

## Round 1:

In the first round each player picks up a role card from the pile without showing it to the other players. The role cards contain the name of the particular role and a short description, e.g. School principal, very open-minded, seeks to ensure that people treat each other fairly and respectfully and is responsible for an orderly school life.

When all players have picked up a role card, a perspective card is placed in the middle of the table where everyone can see it. The players are now given time to put

themselves in the role and think about the situation.

Play proceeds clockwise with the players answering the questions in turn. When the first perspective question has been answered by all players, the next card is picked up and again placed in the middle of the table where everyone can see it. Cards are picked up from the pile of perspective cards until all the questions have been answered or until the players have had enough. After each question the players get time to share their thoughts, questions and needs with the group and talk about them.

## Round 2:

In the second round (without role cards) a card is picked up from the pile of experience cards and, as in the previous round, the players are asked questions. Again they get time to think about their answer and share it with the group. This round can also continue until all the cards in the pile have been used. The experience cards deal with questions about the player's experiences.

## Round 3:

In round three players draw a card from the pile of information cards. On the front of the card there is a factual question and on the back a possible answer.

This round is no longer about the players' own experiences but about testing their knowledge and thinking about good ways of acting in particular situations.

A final group discussion at the end of each round enables the players to share their thoughts, questions and needs. A safe atmosphere is created, providing space for meaningful dialogue.

Whether in a youth group, a school classroom, an after school teaching or at home, it's a game that's fun and encourages people to engage in dialogue!

