TEACHING BY GAMING

FunEmployed

Duration:	30	min (depending how many rounds and players)
Number of players:	3 - 20	players
Materials/ Tools needed:	cards	
Publisher:	Urban Island Games / Mattel Games	
Game Designer:	Anthony Conta	
Language	EN	
Links:	https://boardgamegeek.com/boardgame/142296/funemployed	

Type of game:	Main topic:
() board (x) card ( ) role play ( ) simulation ( ) computer ( ) Serious ( ) Other:	Apply for real jobs with unreal qualifications.

Short description/ Goal of the game:	Image:
In the game each player uses her qualifications to convince the other players that she's the best qualified for a job.	 (Source: teachingwithboardgames.com)

Educational value/ Learning Objectives:

Funemployed is a card-based party game in which everyone's trying to become employed. Apply for jobs, like astronaut, lawyer or celebrity impersonator , with unreal qualifications, such as a dragon, the ability to speak panda, or a sports car. (Source: boardgamegeek.com)

One player is the employer, the others are applicants.

Each player gets 4 cards with qualifications, the employer gets as many qualification cards as there are applicants.

The employer starts the game by turning a job card open. This is the job all applicants are going to apply for. All players can now prepare their pitch using the cards in their hand. All players may swap one or more of their cards with the open 10 qualifications on the table.

Each applicant gets a turn to pitch why they are the right candidate for the job. During the interview the employer can use one of the qualification cards in her hands to ask an extra question.

After everyone's pitch the employer chooses the winner. That person gets the job card and a next round starts. The player with the most job cards at the end is the winner of the game.

Recommendations for use:

Pro's & Contra's:

This game takes a lot of listening to each other, the bigger the group the more players have to listen to pitches.

Players who find it difficult to speak in a group can limit themselves to just mentioning the four qualifications.

It is good if a game leader is there to keep an eye on time and guide the game.

Tips and Tricks for Facilitators

How to adapt game for different groups, topics, occasions/needs

- Use a timer for making a pitch.

- Encourage players to always provide a rationale for each qualification.

- Agree in advance whether the employer can ask questions during the pitch of an applicant.

- Agree in advance on the maximum amount of speaking time each player will get.

- Use the job cards, but not the qualification cards. Instead have players write down four of their own qualifications to apply for this job.

- Discuss in advance how many rounds you will play. Does everyone have to be an employer once or do you opt for 2 or 3 employers (i.e. 2 or 3 rounds)?

- If necessary, make pairs for employers so that two players can work together.

Feedback questions

- What was it like for you to make a pitch with four qualifications? What did you do to make it a coherent story?
- Discuss the pitches with the group: which pitch did you find interesting and what made that pitch interesting. What can you take from that into your own application?
- What was it like being an employer and judging the various pitches. What did you pay attention to? What appealed to you and what didn't?