


WAVELENGTH

Duration:	30+	min
Number of players:	2-12	player/s – plays in teams
Materials/ Tools needed:	Cards + board with rotating dial	
Publisher:	Palm Court (Asmodee)	
Game Designer:	Alex Hague, Justin Vickers, Wolfgang Warsch	
Language	English / Dutch	
Links:	https://boardgamegeek.com/boardgame/262543/wavelength	

<p>Type of game:</p> <p><input checked="" type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other:</p>	<p>Main topic:</p> <p>Social guessing game in which two teams compete to read each other's minds.</p>
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<p>Short description/ Goal of the game:</p> <p>One of the players knows exactly where the bullseye is. She draws a card with a pair of binaries on it (such as: hot – cold). This player now must provide a clue that is 'conceptually' where the bullseye is located between those two binaries.</p> <p>Her team members must discuss where they think the bullseye is located and turns the dial to that location on the spectrum.</p>	<p>Image:</p> 
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<p>Educational value/ Learning Objectives:</p> <ul style="list-style-type: none"> • Discussion tool • Develop personal and professional skills: communication, argumentation, active listening

Recommendations for use:

- How to use it in bigger groups: <https://boardgamegeek.com/thread/2906806/it-possible-play-it-more-20-players>
- Very suitable for making your own cards, for example using it in a process of change.
- You can use it for an evaluation process

Pro's & Contra's:

- Gives lots of discussion in the group.
- The ones who talk the loudest might be the one deciding.

Tips and Tricks for Facilitators

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

- Make it part of an (education/change) program
- Pairs conversation
- Discussion in groups

Feedback questions

- Do I still think the same about the topic?
- Did you find that some answers surprise you?

Further discussion topics

- What information did this game give you about the opinion of others?
- How would they help you understand the world?