**FAQ**

Q: How do you play the game?

A: Information about the methodology of the game and what organisers need to do in order to prepare can be found in the ‘About CURATE’ document: <insert link here>.

Q: How can I use the game in a training event/workshop?

A: The game is available for download by DigCurV Network Members. If you are interested in using the game, join the network at <insert link here> and the materials needed to play the game will be available for you to download.

Q: What materials do I need?

A: In order to play the game, you need to download the artwork for the game board and game cards (three decks – ‘DigCurV,’ ‘Caution Mind the Digital Curator Gap,’ and ‘Danger You’ve Fallen into the Digital Curator Gap’) and source a printing company to produce the materials for you. You will also need to download and print the following documents: ‘Gameplay and Rules,’ ‘Record Sheet’ and ‘Closing Questions.’ There is a PowerPoint presentation, ‘Welcome to CURATE,’ available for download that you can use to introduce the game to players. ‘About CURATE’ details sourcing game pieces and printing specifications.

Q: Is the game available in languages other than English?

A: Network Members are currently carrying out translations into Dutch, German, Greek, Italian and Lithuanian. If you are interested in translating the game materials into a language not listed here, please contact [info@digcur-education.org](mailto:info@digcur-education.org).

Q: What is the record sheet for?

A: The record sheet exists in order to capture the main themes of the conversation and brainstorming that takes place during the game, as prompted by ‘DigCurV’ and ‘Caution Mind the Digital Curator Gap’ cards. DigCurV asks that those using the game in training events share their record sheets (anonymously) so that the feedback and ideas obtained through game play can be incorporated into project deliverables.

Q: How many people can play?

A: The ideal number of players per game is four to six, with one player appointed to act as a *facilitator* – a person willing to jumpstart conversations and ensure that all players have the opportunity to contribute. As many games can be played simultaneously as the organiser wishes.

Q: What is the average game time?

A: A game played with five to six players can produce a winner when played for 45 minutes. At that point in time, the winner can begin the game again from the START box, or simply watch as the other players vie to be the second to finish, participating in group conversations as prompted by the game.

Q: Can I print the game materials myself?

A: The game board requires a large-format printer and glossy finish poster paper, so it is best to source a printing company to produce it. However, the game cards and A4 documents can be printed on a standard printer. See the ‘About CURATE’ document for details.

Q: What is the difference between the **Caution Mind the Digital Curator Gap** and **Danger You’ve Fallen Into the Digital Curator Gap** cards?

A: **Caution Mind the Digital Curator Gap** cards raise important considerations for practitioners engaging with digital curation and prompt discussion and problem-solving, whereas **Danger You’ve Fallen Into the Digital Curator Gap** cards present players with some of the more difficult issues related to engaging with digital curation and send them back to START or force them to lose their next turn.

Q: What is the purpose of the CURATE game?

A: The game is designed to be used as an exercise that prompts players to put themselves into digital project scenarios in order to address issues and challenges that arise when institutions engage with digital curation and preservation.