



Playing the Game

Contents

- 1 Board
- 1 Dice
- 2 Game pieces per person
- 1 Record Sheet
- 12 DigCurV Cards
- 10 Mind The Gap Cards
- 7 Fallen into Digital Gap cards

Before You Play

- Players must stack the three decks of cards facedown on the game board on the corresponding spaces.
- Each player must choose 2 game pieces of the same colour. All players will have a unique colour.
- One game piece, referred to as a '*game piece*' will be used to move the player from box to box around the board.
- The second game piece, to be referred to as a '*token*' will be used to move from stages 1-3 of the Digital Curator Lifecycle in the centre of the game board. Digital Curator Lifecycle will be referred to simply as '*Lifecycle*' on game boxes.
- All players must place their *game pieces* on the **START** box and their tokens on Stage 1, **Develop**, in the centre of the game board.

Rules

1. The game is played using one dice. Players begin by rolling the dice. The player who rolls the highest number goes first. The game is played clockwise.
2. The boxes on the board indicate that the players must either move forward or back a number of spaces; roll the dice again for another turn; advance to START; lose next turn; or choose one of three sets of cards stacked on the game board.
3. Both the **DigCurV** and **Caution Mind the Digital Curator Gap** cards prompt brainstorming and group discussion. Players must record group discussion on the record sheet provided. The player who chooses a card prompting discussion is responsible for beginning the group discussion, as well as filling up the record sheet for that question.
** Note: it is possible that, depending on cards chosen by players, not all questions will be addressed by each game.*
4. When a player lands on space that says: **Danger You've Fallen into the Digital Curator Gap**, the player must select a card from the corresponding stack on the game board.





5. **Danger You've Fallen into the Digital Curator Gap** cards present players with some of the more difficult situations that can arise throughout the Digital Curator Lifecycle. These cards cause players to lose their next turn or go back to the START box.
6. When a player lands on a space that says: **Caution Mind the Digital Curator Gap**, the player must select a card from the corresponding stack on the game board.
7. **Caution Mind the Digital Curation Gap** cards indicate some considerations for practitioners working in the field of Digital Curation. These cards prompt players to partake in discussion and brainstorm results.
8. When a player lands on a space that says: Choose a **DigCurV** card, the player must select a card from the corresponding stack on the game board.
9. **DigCurV** cards indicate positive and normal things that can occur throughout the Digital Curator Lifecycle and prompt players to engage in brainstorm and group discussion.
10. If a player chooses a **Get-out-of-the-Digital-Curator-Gap-Free** card, he/she must only use it for one turn, and then must return it to the DigCurV stack.
11. Once a player moves all the way around the board and returns to the **START** box, he/she is allowed to move his/her token to the next stage of the digital curator lifecycle. Example: Joe began with his token on 'Develop,' so once he makes his way around the board to the START box, he must move his token to 'Educate.'
12. If a player **falls into the Digital Curator Gap** and is sent back to the **START** box, he/she may not move their token to the next stage of the digital curator lifecycle. Players must move their game pieces fully around the board in order to advance their token in the digital curator lifecycle.
13. The object of the game is to facilitate discussion among players. The winner of the game is the first player to get a token on the third stage of the digital curator lifecycle, 'Manage.' The game continues until all players reach the third stage of the digital curation lifecycle or the workshop ends.

See who can avoid the DIGITAL CURATOR GAP!