



**HSbooster.eu**  
**TRAINING ACADEMY**

# The first HSbooster.eu gaming session: The Serious Smiling Game


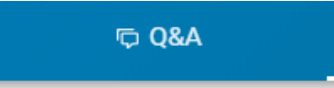
**20 June 2023 | 10:00-12:00 CEST**



The HSbooster.eu has received funding from the European Union's Horizon Europe Framework Programme (HORIZON) - under grant agreement no 101058391.



# Housekeeping

- The **Plenary Session** of this event is being recorded. A link to the full recordings will be shared with participants afterwards, and will be available at the HSbooster.eu website straight after the webinar.
  - Please **don't activate your microphone and videos unless the host gives you permission**
  - **Please do ask questions.** Use the   for any questions, and we'll also try to answer things directly in the chat.
  - If you do not see the buttons at the bottom of the Zoom window, move the mouse on that window and buttons will appear
  - If you experience bad quality in audio, try switching off your video (webcam button at the bottom of your Zoom screen).
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# Welcome to the Serious Smiling Game

**The Serious Smiling Game** is a role-playing game that simulates the discussion in an ad hoc working group within the imaginary organisation for standardisation. This game aims to develop soft skills needed in standardisation processes, focusing on

- argumentation skills,
- strategic positioning,
- building compromise and
- common understanding.

This serious game is developed by HSbooster.eu and House of Knowledge. It can be played onsite and online.

- **An argument** is a reason or set of reasons supporting an idea or action.
- **Strategic positioning** reflects an organisation's choices about the value it will create and how that value will be created differently than rivals. (What is in that for your organisation?)
- **Common understanding:** You must show that you understand by saying what you understand and determining whether the others agree that what you understand is what they understand.

That common or mutual understanding assures that further dialogue, debate and action will be effective.  
Advice: **Seek first to understand, then to be understood.**



# Why role playing?



Role playing is an effective learning method for adult training because it **increases learning retention, provides hands-on training, and enables better teamwork and communication.** Also, it's fun. Adults learn more when they have fun while learning..

“Standard is a construct that was created by a meaningful, reasonable, and collective choice and that enables agreement regarding the solution of existing problems”.

# You are actor in standardisation

Every actor in the standardisation process wears many different hats and has multiple roles. Every participant represents:

- the interests of the company or organisation from which they come and which they represent;
- national interests and values (following industrial policy, social or regulatory policies);
- their professional ethics and integrity;
- their personal integrity and values.

All participants must respect the rules and codes of conduct and align their activities with the objectives of the organisation for standardisation.

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# This is an educational game

- All roles are imaginary.
  - The Organisation for Standardisation (OfS) is an imaginary organisation.
  - This game context is a work of fiction and intended to be used only for educational purposes.
  - Any similarities to persons living or dead, organisations or actual events are purely coincidental.
-

# How to play the game?

1. Introduction
  2. Game intro
  3. Gaming
  4. Wrap up
-







## BEFORE WE START & WELCOME

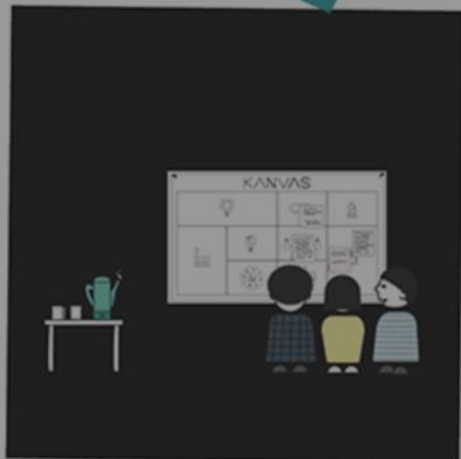
Welcome to the Serious Smiley Game, an educational game with a purpose besides entertainment.

This game is about the solution(s) for misunderstanding emoji meanings and the smiley design in an imaginary standards body Organisation for standardisation (OfS).

This game aims to upgrade the soft skills needed in standardisation processes, focusing on argumentation skills, strategic positioning, building compromise and common understanding.

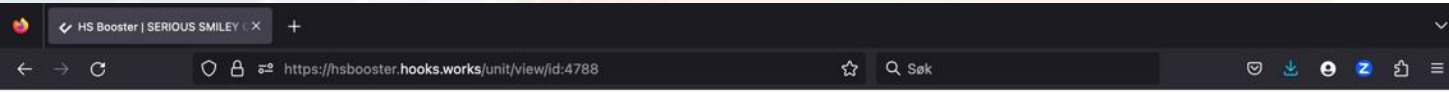
ter. This will help you better share your skills,

## Enter room code



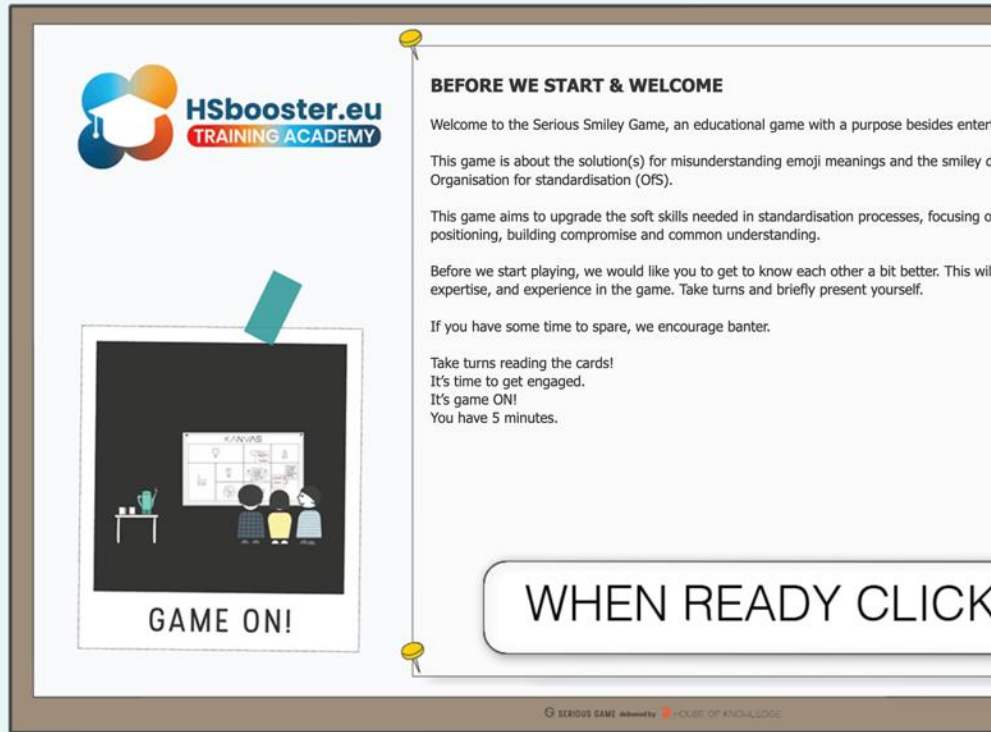
GAME ON!

WHEN READY CLICK HERE



SERIOUS SMILEY GAME

SERIOUS SMILEY GAME More



**BEFORE WE START & WELCOME**

Welcome to the Serious Smiley Game, an educational game with a purpose besides entertainment.

This game is about the solution(s) for misunderstanding emoji meanings and the smiley d Organisation for standardisation (OIS).

This game aims to upgrade the soft skills needed in standardisation processes, focusing on positioning, building compromise and common understanding.

Before we start playing, we would like you to get to know each other a bit better. This will expertise, and experience in the game. Take turns and briefly present yourself.

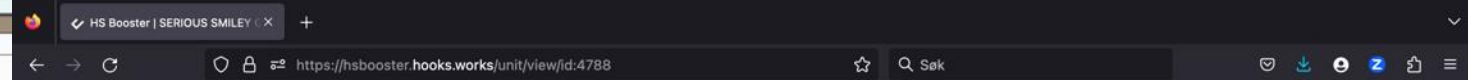
If you have some time to spare, we encourage banter.

Take turns reading the cards!  
It's time to get engaged.  
It's game ON!  
You have 5 minutes.

**GAME ON!**

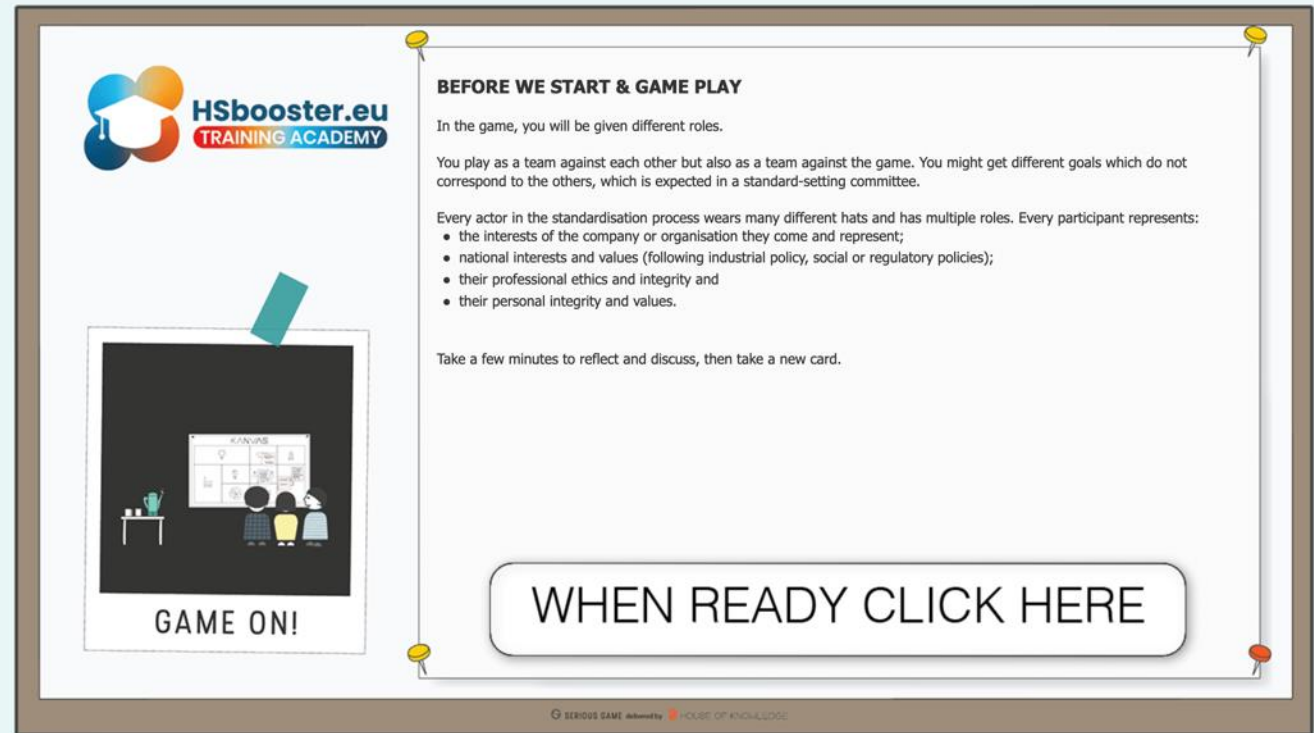
**WHEN READY CLICK**

SERIOUS GAME advised by HOUSE OF KNOWLEDGE



SERIOUS SMILEY GAME

SERIOUS SMILEY GAME More



**BEFORE WE START & GAME PLAY**

In the game, you will be given different roles.

You play as a team against each other but also as a team against the game. You might get different goals which do not correspond to the others, which is expected in a standard-setting committee.

Every actor in the standardisation process wears many different hats and has multiple roles. Every participant represents:

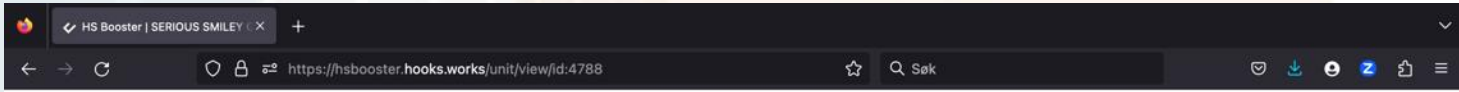
- the interests of the company or organisation they come and represent;
- national interests and values (following industrial policy, social or regulatory policies);
- their professional ethics and integrity and
- their personal integrity and values.

Take a few minutes to reflect and discuss, then take a new card.

**GAME ON!**

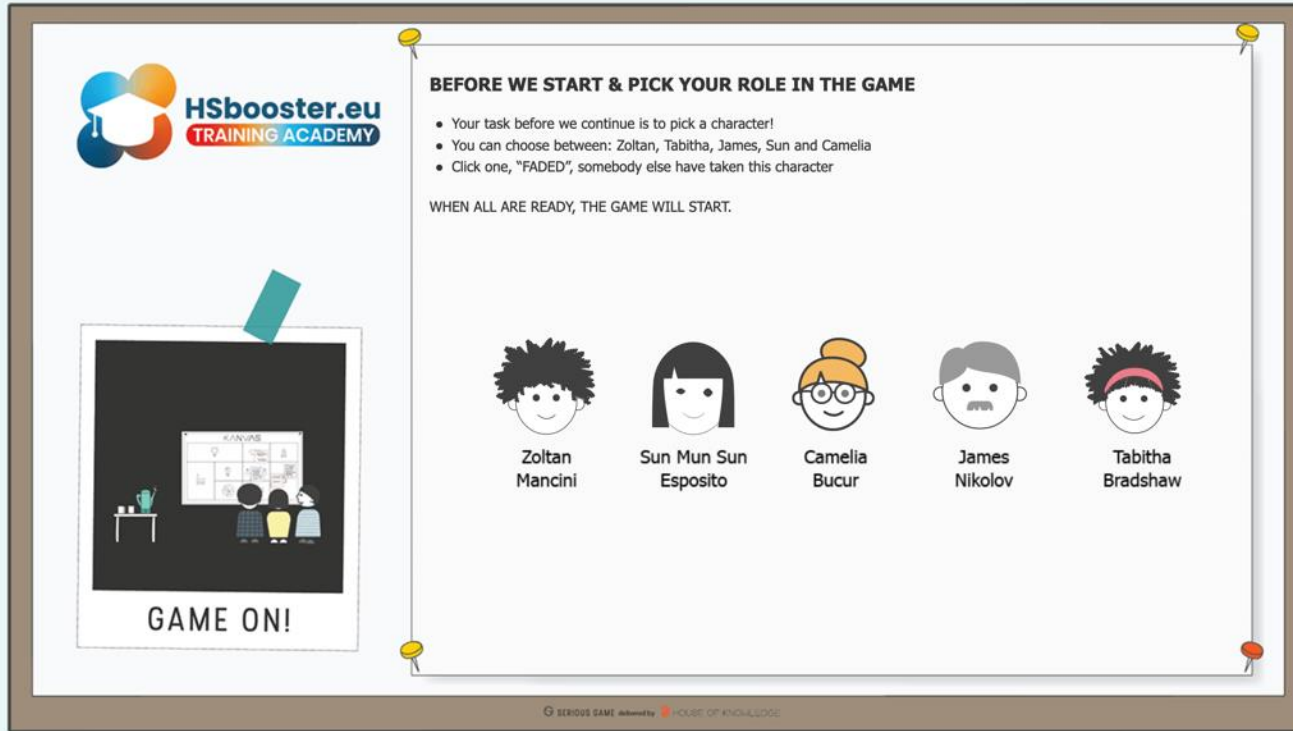
**WHEN READY CLICK HERE**

SERIOUS GAME advised by HOUSE OF KNOWLEDGE



SERIOUS SMILEY GAME

SERIOUS SMILEY GAME More



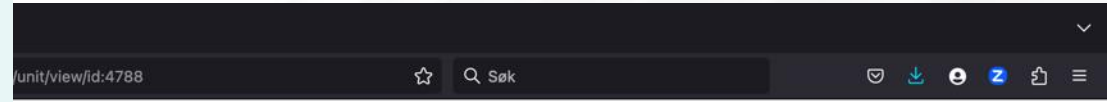
**BEFORE WE START & PICK YOUR ROLE IN THE GAME**

- Your task before we continue is to pick a character!
- You can choose between: Zoltan, Tabitha, James, Sun and Camelia
- Click one, "FADED", somebody else have taken this character

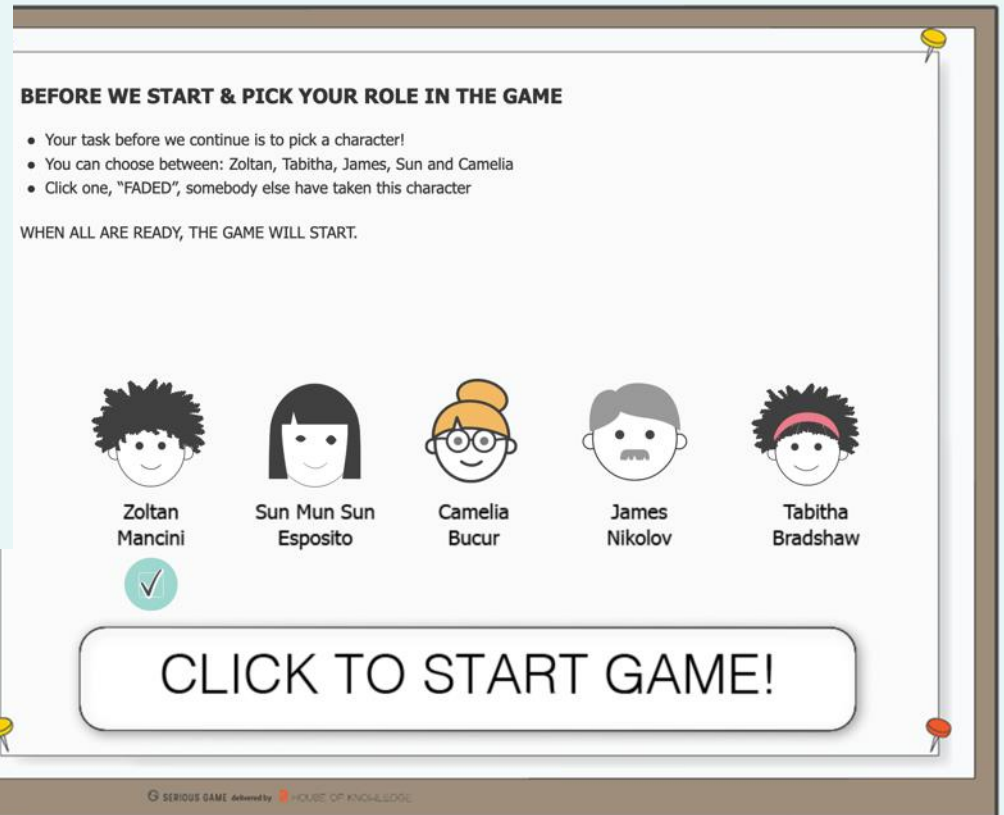
WHEN ALL ARE READY, THE GAME WILL START.

Zoltan Mancini   Sun Mun Sun Esposito   Camelia Bucur   James Nikolov   Tabitha Bradshaw

GAME ON!



SERIOUS SMILEY GAME More



**BEFORE WE START & PICK YOUR ROLE IN THE GAME**

- Your task before we continue is to pick a character!
- You can choose between: Zoltan, Tabitha, James, Sun and Camelia
- Click one, "FADED", somebody else have taken this character

WHEN ALL ARE READY, THE GAME WILL START.

Zoltan Mancini   Sun Mun Sun Esposito   Camelia Bucur   James Nikolov   Tabitha Bradshaw

CLICK TO START GAME!



### #1 Before we start

This is where you will find the game cards with instructions on what to do

### HOW TO PLAY THE DIGITAL GAME - INFO

This is where you will find supporting information like player information, player arguments and more during the game

To move forward click the next turn button, which is indicated with the white and red arrow sign.

On your left side you will find the game instructions and game cards

On your right side you can make notes.  
If your notes are long, you can scroll them in each note area.

The following red arrow info boxes will guide you to where to click and look. There is one at the bottom right corner to. Do as it say.

The red arrows closes when you do as they say.



PLAYER NOTES

STATEMENTS AND ARGUMENTS

NEXT  
TURN  
BUTTON

N  
T  
E  
U





## CONTINUE OR RESTART GAME

- Did you restart the game? If yes Click "Continue"!
  - Notes are saved, and you will continue the game
  - Please note that you have to Click the "Next Turn" button several times to get back to the right Game Turn(correct card). You have to do that to secure you do not miss the relevant tutorials and hints.
- IF you intended to start a new game, Click "New Game"!
  - Notes get deleted and you will start a new game.

**NB:** if you enter wrong room/game number and Click "New Game" you can observ that you cant click on any of the character. Click the url to restart and re-enter the room/game number.

Continue

New Game

**CARD #8**

It is time to win the game! Use your skills to do it!

Close the player cards, and we will use the canvas and the stickies.

**FIRST TASK:** Try to understand the positions of other members and the potential for win-win situations. Use your arguments to persuade others and win! You have a powerful tool to gain any information you need – questions. Use it as much as you can. You have 15 minutes for this.

**Advice:** Standard is an agreed way of doing something. In standardisation, you can't do much alone.

**SECOND TASK:** Write your three positions on stickies and move them on canvas on the "statement and input area".

If you want to rewrite your stickies, double-click on them.

When ready, take a new card.

**1**

Click to add sticky and write sticky text here!


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SERIOUS GAME delivered by HOUSE OF KNOWLEDGE

STATEMENT AND INPUT AREA


COMMON UNDERSTANDING

ONE SMILEY / THIS SMILEY



TWO SMILEYS

CONTINUE WITH MEETINGS



STOP WORK

NEW PROPOSAL

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PLAYER

PLAYER NOTES

ADD YOUR TEXT HERE - SCROLLABLE - Who do I represent? What is the goal of my company? What is my task? What are my strengths and weaknesses?

STATEMENTS AND ARGUMENTS

ADD YOUR TEXT HERE - SCROLLABLE . Who is with whom? Who is against whom? Who can I count on? Who is my opponent?

NTURN

STATEMENT AND INPUT AREA

COMMON UNDERSTANDING

ONE SMILEY / THIS SMILEY



TWO SMILEYS

**3**

WRITE HERE



Zoltan

CONTINUE WITH MEETINGS

STOP WORK

NEW PROPOSAL

HSbooster.eu TRAINING ACADEMY

PLAYER

STATEMENTS AND ARGUMENTS

ADD YOUR TEXT HERE - SCROLLABLE . Who is with whom? Who is against whom? Who can I count on? Who is my opponent?

NTURN

It is time to win the game! Use your skills to do it!

Close the player cards, and we will use the canvas and the stickies.

**FIRST TASK:** Try to understand the positions of other members and the potential for win-win situations. Use your arguments to persuade others and win! You have a powerful tool to gain any information you need – questions. Use it as much as you can. You have 15 minutes for this.

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**SECOND TASK:** Write your three positions on stickies and move them on canvas on the "statement and input area".

If you want to rewrite your stickies, double-click on them.

When ready, take a new card.

**2**

WRITE HERE



Zoltan


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SERIOUS GAME delivered by HOUSE OF KNOWLEDGE

STATEMENT AND INPUT AREA


COMMON UNDERSTANDING

ONE SMILEY / THIS SMILEY



TWO SMILEYS

CONTINUE WITH MEETINGS



STOP WORK

NEW PROPOSAL

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PLAYER

PLAYER NOTES

ADD YOUR TEXT HERE - SCROLLABLE - Who do I represent? What is the goal of my company? What is my task? What are my strengths and weaknesses?

STATEMENTS AND ARGUMENTS


ADD YOUR TEXT HERE - SCROLLABLE . Who is with whom? Who is against whom? Who can I count on? Who is my opponent?

NTURN

STATEMENT AND INPUT AREA

COMMON UNDERSTANDING


ONE SMILEY / THIS SMILEY



TWO SMILEYS

**4**

CLICK TEXT TO EDIT



Zoltan

CONTINUE WITH MEETINGS

STOP WORK

NEW PROPOSAL

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PLAYER

STATEMENTS AND ARGUMENTS

ADD YOUR TEXT HERE - SCROLLABLE . Who is with whom? Who is against whom? Who can I count on? Who is my opponent?

NTURN

# THANKS!

Click to edit Master subtitle style

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