delta-WORK

Play a game to see how factors of identity, occupation and changes of environment (societal, economic, technological) interact to produce level changes correspondent to degrees of reward, meaning and self-realization.

Description

Surface 3.5' X 3.5 ' divided into four quadrants.
Each quadrant contains a geometric spiral that represents either elevation (2) or depression (2) with respect to the surface.

Markers Yellow triangles, orange squares, green circles represent the 'workforce'
Green circle = identity piece
Example blind person, teen-ager, vegetarian, veteran, convict
Orange square = occupation
Example: steelworker, cook, librarian, stockbroker, neurosurgeon, streetsweeper
Yellow triangle = the 'delta', change in circumstances
Examples: earthquake on the Hayward Fault, AIDS is cured, children choose their own schools, electricity becomes obsolete

Objective

Move the "workforce" with respect to environmental changes and verbally justify the movements to other players.

Order of Play

Preparation The workforce is created when each player takes five delta cards, writes circumstantial changes on them and combines them to form one stack, shuffled, face-down.

By turns Individual players draw one card each from identity, occupation and delta card stacks to place on the board.
As delta cards continue to be drawn the environment is affected causing each player on their turn to make reasoned changes in position (level= meaningfulness, self-realization, rewards) of the "workforce".

Challenges These moves can be challenged by other players. If consensus determines a set of moves is unreasonable then the player discards without excercising her/his turn to place a 'worker' on the board.

How to Win Play ceases when all the delta cards are used. The **Winner** has placed the most workers in the workforce (on the board).

Participation

delta-WORK was developed to give concreteness to discussions about the influence work has in people's lives. If you play it, please share your experiences with other players and people who are interested in work. You can use the included survey or write: kasberry@humanorigins.org.