# How to play COLLAB online

COLLAB

You can play via video conference with one game master, who moves all the playing pieces. If you have a spare webcam, you can face it onto the game field for a good overview. In future, we hope to develop a more convenient online version of COLLAB.

Another option to play Collab online in times of Corona, is through a hybrid game version by using the website collaboration tool *Conceptboard* (or Miro as an alternative). The advantage of this approach is that the game board and the game grid are easily accessible for all players online and the game pieces and cards can be moved by everyone. The role of the game leader is thus minimized and the (inter)action of the players is increased as much as possible.

Setup and preparation: The main preparation task is to transfer the game to *Conceptboard*. Preferably one person from the team takes care of creating the game board and game grid on *Conceptboard* and then makes it available to everyone. For this purpose, a free account can be created on *Conceptboard*. The site itself provides good explanatory videos on how to create and work with new boards. The handling is therefore easy to learn and the game plan for Collab is also comparatively fast to create. The finished design of Collab on *Conceptboard* could then look something like this:
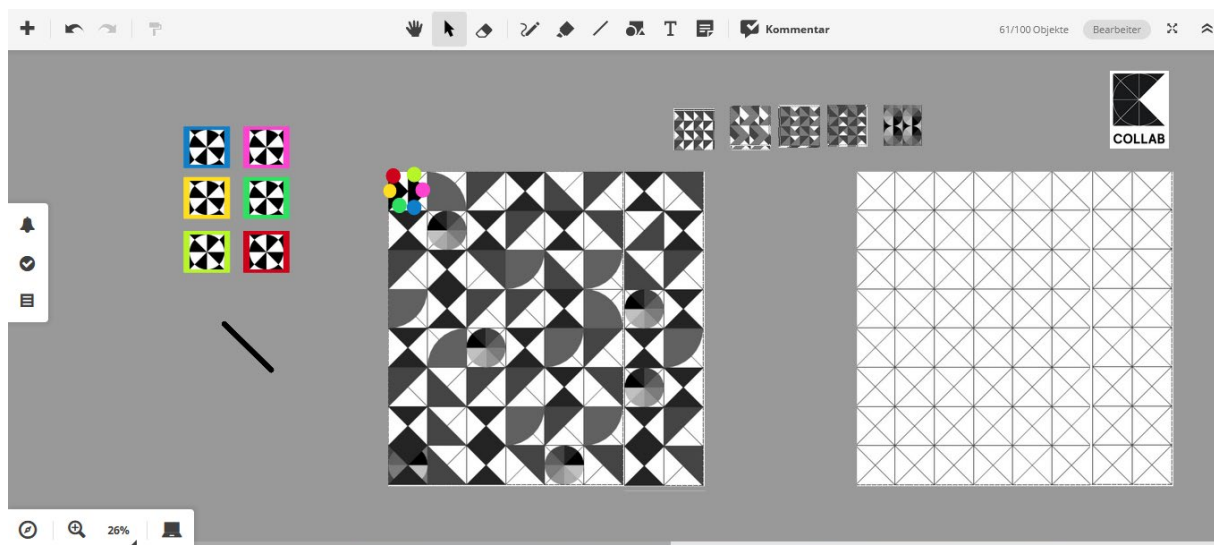
To create it, the individual design elements (game board, game grid, back sides of the playing cards) can be taken from the digital collab print-package using screenshots or tools like the "Snipping Tool" and then arranged as seen above.

The game board and game grid are created from two screenshots each which are taken from the print-package. Above the game board, the back sides of the reflection and discussion cards can be arranged in stacks so that players can take them and place them on the game grid. Since the reflection cards have slightly varying backs, an assortment of different card back sides can be used, as seen in the piles of cards above (the first four piles are reflection cards, and the fifth pile is the discussion card pile). It would be good to copy the cards several times and "stack" them on top of each other, so that the cards

can simply be placed within the game and do not have to be duplicated by the players during the game.

On the left side of the board are the jokers. Since each player has only one joker per game, they are marked by a coloured frame and the lines underneath can be used to "cross out" the jokers after use. Coloured dots can be inserted for the game pieces - as many as there are players in the game.

The *Conceptboard* must then be shared with the other players, which can be done via link. For everyone to be able to move the game pieces and cards themselves, the participants must create an account at *Conceptboard* and then log in via it (and not participate via guest access).

As a final step of preparation, the playing cards (reflection, discussion, and event cards) still need to be prepared. Depending on the time available, this can be done by preparing the game cards according to the instructions in the print-package, or by only printing the front side of the playing cards (which will probably be more complicated while playing, since a random selection of questions would have to be simulated). In addition, each player has to organize a dice for themself at home.

Gameplay (who does what): In the hybrid game version, there should still be a game leader who introduces the rules at the beginning and then "draws" the cards for everyone during the game and reads out the questions or actions. In addition, this person also takes over the time management and stops the time for answering the questions, as well as keeps an eye on the total duration of the game. Depending on the group of participants, it might also be a good idea for the game leader to give a brief technical introduction to the use of *Conceptboard* before the game begins. Usually, the game leader does not participate in the game themself.

All other players roll the dice independently and move their game pieces forward on the online game board accordingly (to do this, switch from the hand symbol to the mouse symbol on *Conceptboard*). In addition, the players themselves place the cards on the game grid on *Conceptboard* after answering a question.

Enjoy COLLAB and feel free to share your experience with us.