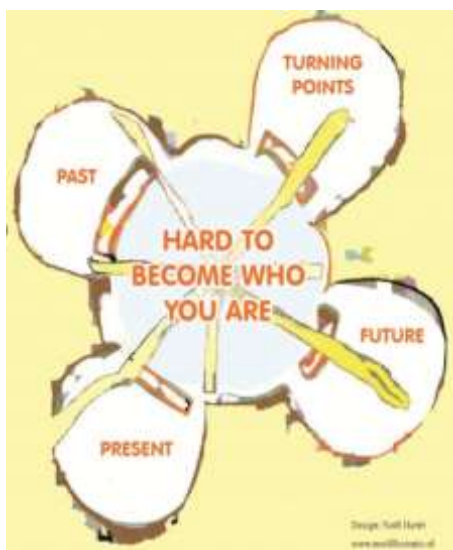


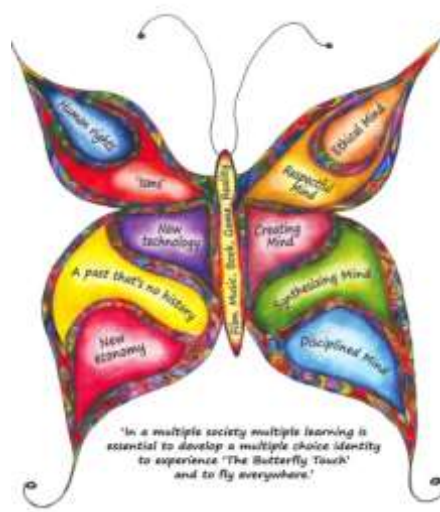
Synopsis of the 'To-Gather Game' as a learning landscape (Wim Kratsborn)

'There's a lot to choose, but even more to lose'

The To-Gather Game is an interactive passion-driven way to experience and learn about the past, the present and the future. It's a survival trip in the previous 100 years as a family affair. It's full of emotional knowledge, because *'we feel and therefore we learn'* (Mary Helen Immordino). It's alternative way of learning next to the book and the film *'Hard to become who you are'*, the music and reality. It's challenging to slalom between dynamic turning points such as new economy, new technology, isms, human rights and a past that's no history.



'FIELD OF VIEW'



'BUTTERFLY TOUCH'

How can youngsters be prepared for the future? They need skills and ways of thinking, feeling and acting. They should learn to think 'outside of the box'. They need basic knowledge, to sort things out and to solve problems in a respectful and ethical way: the five minds for the future (Howard Gardner). When the wings of the butterfly are closed, the turning points and the five minds are one. That's the 'Butterfly Touch'. It's hard, because there's always a battle going on in the game play between empathy and evil, good and bad. In the game the players first choose their identity and answer questions about it. Before they enter the level they have to choose a role (perpetrator, collaborator, by-stander, protestor, victim) and an object (book, food, tool,, etc.) for their starting kit/inventory, all this within ten seconds. Then they have to play and live or they'll die. There's also a game master who's giving orders or manipulating things. They must make fundamental choices in dialogues and handle objects, to survive and learn and in the end they balance the five minds and gather a learning style that suits them to help them confront evil in the real world. In the game the player is confronted with questions in the form of dialogues which he has to answer. The more answers a player gives, the more a pattern emerges about the player's behavior in the game. The objects in the game also tell a story of their own. So each

time the player makes a choice during the To-Gather Game, by answering with a phrase of dialogue or by handling an object, this choice creates a part of their personal game story. The choices are linked to the game's theoretical frameworks for learning: Raul Hilberg's role continuum, five turning points in history and Howard Gardner's Five minds for the Future. Altogether they determine the player's learning style.

As a sense opener the players gather in the disco 'Feel like heaven' to dance and have fun. But they dance on the volcano and it's 'Stunde Null'(hour zero). Suddenly they are confronted with evil. To survive they have to make a journey through the previous hundred years in Europe and the Arab world. There they can find the answers about who they are and a compass for the future (Jay Winter). It's like in roller coaster through five ever-recurring turning points. It's hard fun.

In Level 1 they gather in a train that takes them to the Battle of Passchendale (1917) during World War One. They're in a trench and in big danger. They have to choose a role and it's hard to survive in hell. If they succeed. they have to learn and do something with this experience in present flashpoints, such as Ukraine, Gaza, Syria or Iraq. They are again confronted with poisoned gas, trenches, nationalism, an enemy, disease, senseless violence and casualties . World War One didn't come to an end.

The next level is about World War Two and the play is about hiding and surviving. It's a battle between empathy and evil.

Level 3 is about the Cold War. They play the same role differently on both sides of the Berlin Wall while selecting objects from eastern or western Europe. But the atomic bomb hangs over their heads like the sword of Damocles. At first they are ignoring and bullying each other, but slowly they understand and respect each other better. Gradually the Wall is falling down as a result of musical exchange. The players have to apply this experience to the 'New Cold War' between Europe, Russia and the Arab world.

Level 4 is a step further and focuses on the Crisis and the own responsibility. What's going on and what should be done? The liberal economic capitalist system is transformed into a casino, including greed, fraud, luxury, risks, profits, losses and disinformation. The casino is robbed by bankers and the players have only a limited time to get out of the Crisis. How to get a good job and appropriate education and to fight against evil, for human rights and for a more sustainable nature and future. The fifth level is the highest level as a kind of celebration and a gathering at a -music festival in To-Gatherland. In this virtual and hybrid reality the players experience the essence of life and may know who they are. Music makes sense as an international language between youngsters. The players are transformed into musical instruments and 'talk in music'. Together they start a 'global tweet revolution' and develop a 'multiple choice identity'. After choosing a role and a learning style (constructivistic, blended, sustainable, real life or passion driven) they are assessed in a multiple intelligent way about the turning points and the five minds. .

