



# ATLAS

## MAP FOR FUTURE SERVICE CO-DEVELOPMENT

Version 1.0

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## Introduction

The ATLAS game is a board game for 3 to 5 players and up to two facilitators. The suggested playing time is two to three hours provided at least one of the participants is already familiar with the rules.

The objective of the ATLAS game is to collaboratively create a project plan for a service co-development project. During the game the players draw hexagonal tiles from stacks, place them on the table and collaboratively answer questions presented on the tiles.

If you play the ATLAS game, we at Aalto University ATLAS project would love to hear from you! Please find our up-to-date contact information at <http://atlas-research.fi> and send your feedback, comments and experiences to us.

## Contents

The game material includes the following game pieces. We suggest you print the game pieces on cardstock or heavy paper. Tiles can even be glued on to cardboard or foamboard for ease of placing. Suggested printing size for each document is provided in the brackets.

- Player sheets for every player (A4)
- Motivation for co-creation (7 green tiles, A3)
- Project definition (8 red tiles, A3)
- Participants (6 blue tiles, A3)
- Methods & Tools (10 yellow tiles, A3)
- Challenge (8 purple tiles, A3)
- Method & Tool Cards (10 yellow cards, A3)
- Wrapping up (large “8-ball” black tile, A4)

Additionally, to play the game you need:

- Sticky notes and pens
- Persona cards that will represent the participants of the project. Any cards or photos of potential participants can be used as long as you have a wide array of different ages, sexes and

backgrounds. When designing the game, we used Service Design Toolkit persona cards ([www.servicedesigntoolkit.org](http://www.servicedesigntoolkit.org)) and cards from the *Hullunkuriset perheet* card game.

## Project case

The aim of the ATLAS game is to create a service co-development project plan. This includes defining the project objectives and scope, choosing the participants of the collaboration events i.e. users, citizen or other stakeholders, and selecting the methods and tools that are going to be used in the project with the participants. Because of the focus on service co-development, **the players are not to design a complete service** because the final service concept can only be co-developed with the eventual participants.

Before playing the ATLAS game, the participants of the game should agree on a case for the game. The case provides a shared understanding of the goals, expectations, stakeholders, challenges and opportunities the project faces. The case does not have to be comprehensive, and the players will elaborate upon the case over the course of the game.

Examples of cases previously used in research include developing a university's campus services, developing the economic life of a small coastal community that has lost manufacturing jobs, and developing service opportunities around big data.

## Beginning of the game (15 minutes)

**Sort tiles into piles**, each containing tiles of a single color. Make sure everyone has tiles of every color in reach.

**Fill you player sheets** by fills in their name, level of expertise and expectations. Learning points are filled in during the game.

**Select a motivation for co-creation** by spreading the motivation tiles onto the table and discussing which of these motivations fits your case. Choose one motivation and write down in your own words the objective of the project on a sticky note and place the objective tile with the note to the center of the table.

The player with the shirt of the brightest color takes the first turn.

## Every turn (45 minutes)

1. The player whose turn it is selects a stack of any color. (In the first turns it is advised to place Project definition tiles but the players are free to choose as they wish.)
2. The player reads aloud the question on the tile and chooses an available edge on a tile that is already on the table.
3. The player placing the tile addresses how the information on each tile connected to the new tile affects the question on the tile.
4. All players discuss the question on the tile. The player who placed the tile has the responsibility to sum up any conclusions onto a sticky note and place it on the tile.
5. The turn continues clockwise and the next player chooses a new tile to place on the table.

The placing of the tiles can end in two ways:

1. The time allocated to placing the tiles ends
2. All the tiles have been placed or no more tiles can be placed

## Wrapping up (15 minutes)

Once the placing of the tiles has ended, take out the Wrapping up tile and collaboratively summarize the decisions you have made during the game. Each question is written with one tile category in mind, but you can also use the general discussion in the game when writing the answers.

Once the players are happy with the wrap up or they run out of time, the game ends.

The ATLAS game was developed as a part of “ATLAS: map for future service co-development” project in collaboration by:

