



# SYSTEMIC

The problems we face today, such as climate change, inequality and aging populations cannot be fixed by one department alone. They require a systems approach.

This is a game for policymakers to explore how taking a systemic approach can unlock intractable issues in their policy areas.

## WHAT DOES THE GAME INVOLVE?

To play, gather a policy team or people who are involved in a system that you want to explore. The game has three rounds:

- ROUND 1 gives players an experience of the current rules of their system
- ROUND 2 gives players a way to re-imagine the purpose of their system to create a unifying, shared vision
- ROUND 3 helps players to begin exploring system level changes that could be made

After every round, players will take part in a facilitated discussion to explore component parts of their systems. Specifically, players will discuss how purpose, relationships, resource flows and power operate within current and future systems.

## WHY PLAY SYSTEMIC?

1. Discover systems change frameworks and how they might support your work
2. Learn about the underlying features of our current systems, which often go unconsidered/unchecked
3. Experiment with changing your systems in a safe, simulated environment (a game!)

## HOW TO PLAY...

1. Gather a group of 6-10 people for 2.5 - 4 hours.
2. Nominate a facilitator to read this guide and set up the game (or invite Policy Lab to facilitate your game)
3. Print materials
4. Play!

## PRINTABLE MATERIALS...

1. Facilitator's guide
2. Game pieces
3. Player journal (one required per player)