









## Tuning Factory

	<p><u>time frame:</u> 30 min</p>
	<p><u>location:</u> indoors (but it is also possible to play this game in a quite place outdoors)</p>
	<p><u>participants:</u> up to 12 people</p>
	<p><u>material:</u> paper/ flip chart and pen</p>
	<p><u>procedure:</u>                  Within the group, which is directed by a moderator, a tuning factory for “children, teenagers, adults, unemployed persons and vagabonds” is visionised.</p>
	<p><u>goal / purpose:</u>                  The challenge for the participants is to name things which would be helpful in order to support the further development of the target group. Those ideas will be put down on paper/ flip chart. Following this, the group tries to create the material and social framework in which the attainment of the appointed goals seems to be possible. The developed strategies will be introduced and critically scrutinised. While gathering the ideas no critique or objections are allowed.</p>
	<p><u>Questions for discussion:</u></p> <ul style="list-style-type: none"> <li>- How did you discuss control mechanisms?</li> <li>- How could you guarantee a fair balance between rights and duties/ liberties and restrictions?</li> </ul>
	<p><u>Source:</u>                  game pool of PFIFF, Hochschule Fulda</p>