

Initiatives of Social and Solidarity Economy

How to play?



ISSE GAME is an analysis and decision-making game which allows the gamer to simulate creating an organisation and managing a team to carry out projects and implement the core values that characterize the SOCIAL AND SOLIDARITY ECONOMY:





To put into practice the values and increase the score, it is necessary to incorporate ACTIONS such as "energy saving systems" or "internal regulations established by consensus" and undertake them by making investments in TIME and MONEY.

To obtain the necessary time and money points, the proposed PROJECTS must be carried out, and a team, composed of the 10 profiles possessing different required SSE COMPETENCIES must be managed in the most optimal way.





One complete ISSE Game consists of six rounds, each of which has five steps:





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IMPROVE – To invest in the values of the Social and Solidarity Economy

CONTRACT – To undertake a project to win time and money

MANAGE – To manage a team to ensure project success

ASSESS – To evaluate results of the management of the team based on allocated competencies



ADAPT – To adapt to news and events that affect the organisation

Your point score is half of your Social and Solidarity Economy values plus the number of competencies you have gained in your completed projects.





This simbol will gives you more information about values, characters, steps or actions in the game.



Initiatives of Social and Solidarity Economy

THE GAME STEP BY STEP



Select a name for your organisation

You will find more information here about each symbol

Select a name for your organisation and read the information about each value of the social and solidarity economy and how it will affect to the game.



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IMPROVE THE ORGANISATION

Include actions to increase your values Each action requires an investment of time and money Browse through the windows to discover all the actions that you can include

SOCIAL RESPONSIBILITY ENVIRONMENTAL RESPONSIBILITY	QUALITY JOB		DEMOCRACY AND TRANSPARENCY	
	2 4)	€	No.	
Utilisation of open source software and creative commons licences	-20	-0	+5	\checkmark
Support and use of local suppliers and fair trade networks	-30	-15	+10	\checkmark
Integration of people with disabilities or vulnerable individuals into the labour force	e -40	-30	+10	\checkmark
Cooperation with other Social and Solidarity Economy organisations	-40	-30	+15	INCLUDE
Selecting services of ethical finance institutions (ethical banking)	-40	-40	+15	INCLUDE
Creation of publications for the dissemination of knowledge and social awareness	-60	-65	+20	INCLUDE
Contribution to or initiation of active participation projects	-90	-90	+20	INCLUDE
Participation in networking at local, national, international or sectoral level	-135	-120	+25	INCLUDE

3 CONTRACT A PROJECT

Read the description of the projects carefully.

In the 'characteristics', you can see which is the main competency of the project, the requirements you need to have in order to contract it, how many hours your team has to invest and the time and money points you can win

DESCRIPTION	CHARACT	ERISTICS	INFLUENCE	Ξ
Main competence	of the project:			
MANAGEME				
				8
	ours necessary	У		
	ours necessary			-
			its	-
Hours availa		m	its	31



In the window 'influence' you will see the value that will increase with each project.

Chose one of the projects and execute it.

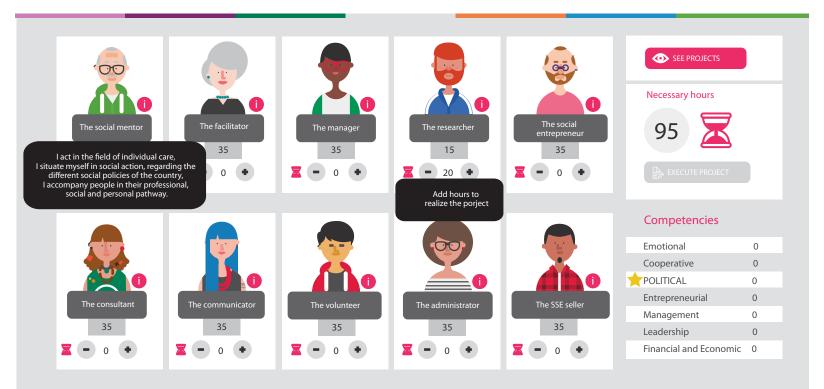
DESCRIPTION CHARACTERISTICS	INFLUENCE	DESCRIPTION CH	IARACTERISTICS	INFLUENCE
RESPONSIBILITY RE	-20 EMOCRACY AND ANSPARENCY	This project will create an op of organizations from differe a specific problem. The organizations which share a project that would address for the local development expertise and experience collaboratively. The member launch the project in coope	ent countries to work tog project manager will similar mission. They will a social emergency or de of a community, using of each organization of ers would meet and dis	ether on tackling seek to unite I: propose a joint evelop a strategy g the strengths, respectively and

MANAGE THE TEAM

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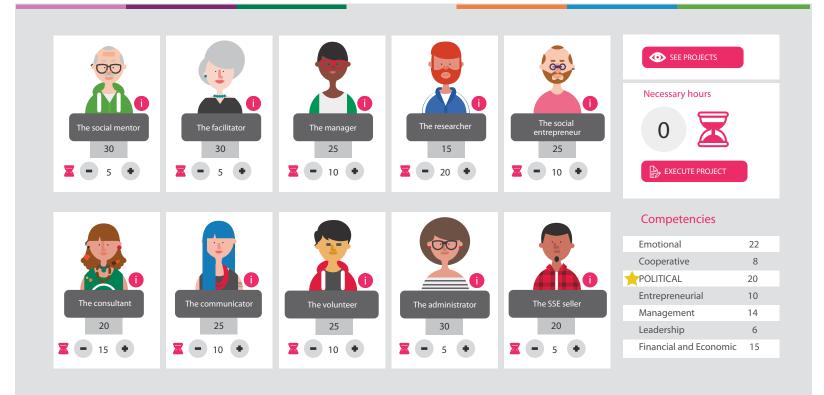
View the different profiles of the team and decide who should participate in developing the project.

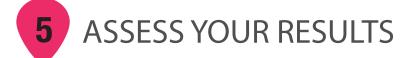
0 • Delegate and add hours to the team to cover the minimum allocated time to execute the project.



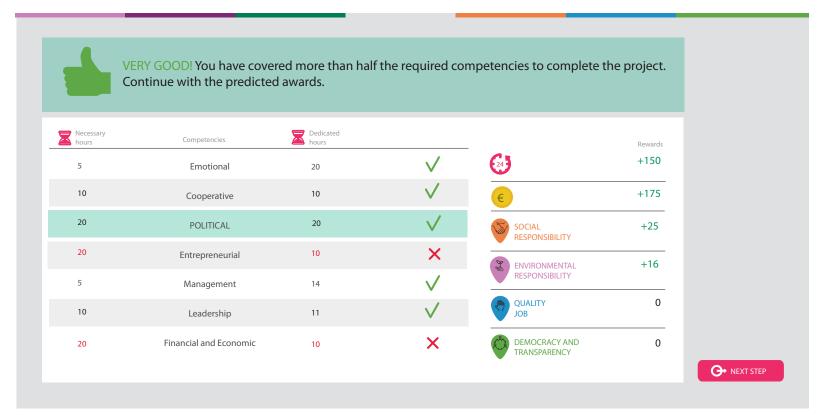
Each team member will contribute a competence or set of competencies.

The main competence is the most important, if you do not allocate it enough hours, the project will fail.





If the selected competencies that the team collectively possesses are correct, the project will be a success.



If you don't cover at least four of the competencies and, most importantly, the main one, the project will fail and you will only receive half of the predicted rewards.

	OPS! You have not covered ou can only continue with l			realise the project correct	ly.
Necessary hours	Competencies	Dedicated hours			Rewards
5	Emotional	22	\checkmark	2 4 3	+75
10	Cooperative	8	×	€	+87
20	POLITICAL	20	\checkmark		+12
20	Entrepreneurial	10	×		+8
5	Management	14	\checkmark	RESPONSIBILITY	
10	Leadership	6	×	QUALITY JOB	0
20	Financial and Economic	15	×	DEMOCRACY AND TRANSPARENCY	0



Check the news and events that affect the organisation and prepare to play the next round.

NEWS d

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NEW CHALLENGES + hours to team

Ready to overcome new challenges? Your team will gain 65 hours to realise new projects plus 15 hours thanks to your investment in quality work. Environmental responsibility



GRANTS + You win money points

Your high index of environmental responsibility has allowed you to receive a grant to invest in further improving the sustainability of your organisation.

Social responsibility



COMMITMENT +Win time points

Your investment in social responsibility has led to greater participation among your organisation's members, better management of conflicts and has built a good external reputation. Democracy and transparency



FAREWELL In the next round, the gerent will not be available.

The poor level of democracy and transparency has resulted in the resignation of the gerent from the organisation.

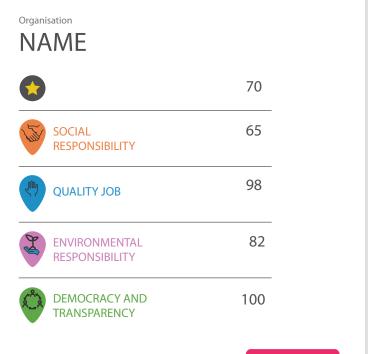


END OF THE GAME

After completing the six rounds of the game, you will see your final results. Will your organisation fulfil its mission and put into practice SSE?

Congratulations, you have managed to put into practice actions that help meet the needs of the community, and your organisation's work thus contributes to making the world a better place!

HOME



View and print out the various decisions that you made throughout the projects