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Toolsheet on inclusive storytelling #1

<https://www.videogames4good.eu>

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Author: The GDI Playbook by Geena Davis Institute

Link to the resource: <https://www.gdiplaybook.org/gdi-playbook>

When to use it / Targeted skills:

You can use GDI Playbook when you want to create inclusive and diverse games, designing characters and stories that reflect a variety of experiences, identities, and cultures. It will help you understand how to represent different perspectives in a positive and welcoming way for all players. You will develop skills in storytelling that embrace diverse identities, designing diverse stories, thinking critically about how games influence the perception of different realities, and solving challenges related to diversity in games.

What You'll do:

In this activity, you'll dive into the world of game design, using the GDI Playbook to build characters and stories that celebrate diversity. Your mission is to create a game that not only entertains but also opens doors to new perspectives, making sure every player feels seen, heard, and valued.

What You'll Need:

- A computer or tablet: this is where you'll access the playbook and work on your game ideas.
- Here is the link to access to it: <https://www.gdiplaybook.org/gdi-playbook>
- A pen and paper (or digital notes): you'll want to write down your ideas and sketches for characters, stories, and game design.





How to use it:

1. Open your computer and visit this link: <https://www.gdiplaybook.org/gdi-playbook>.
2. Once you access the website, you'll see a list of the five key sections or "crafts" to choose from.
3. Pick the one that interests you the most! Each section focuses on a different aspect of creating inclusive and diverse games, such as building engaging stories, developing well-rounded characters, or ensuring a sense of belonging for all players.
4. After selecting, dive deeper into the activities and tools by clicking the "START" button associated with that section.
5. This will open up resources, exercises, and guidance to help you work through the specific craft you've chosen, whether it's crafting your approach, developing stories, designing characters, building connections, or fostering a sense of belonging.
6. Complete the exercises and activities in each section. As you work through them, take notes on the key ideas, examples, and reflections that stand out to you.
7. After finishing a section, reflect on it and think about how the insights you gained can be applied to your own game development or storytelling projects.
8. Feel free to explore additional sections in the Playbook to gain a broader understanding of inclusive design across different aspects of game development. Each section is connected to the next to offer new perspectives.
9. Download any useful tools or templates provided so you can refer back on them at any time (especially while working on other projects).



Tips for Reuse / Continuation:

1. Treat each section of the Playbook as a flexible toolkit. Feel free to remix and adapt its exercises and concepts for different game genres or projects. Whether it's a fantasy world or a futuristic city, the principles of inclusivity and diversity apply everywhere.
2. Don't just stop after completing a section. Use the Playbook as a living document that grows with your game. Keep coming back to refine your approach, tweak your characters, and enhance your stories based on new ideas or feedback you receive.
3. If you're working with a team, make the Playbook a central part of your creative process. Hold regular discussions around the exercises and incorporate feedback. The more you collaborate, the more you'll learn from each other's experiences and perspectives.

Languages:

Available in English.

