WIKEYS

The game that gives you the keys to understand Wikipedia

PRISMATIK

INSTRUCTIONS FOR USE

WHAT TO PRINT?

Please note that it is not necessary to print the entire document below in order to play.

Locate the file that needs to be printed at the specific address: https://commons.wikimedia.org/wiki/File:Wikeys.pdf

To produce the necessary game materials, simply print pages 7 to 22. For the game rules, print pages 5 and 6.

For optimal printing, we suggest only printing non-essential pages once. Additionally, it is recommended to use the thickest paper possible when printing game materials.

COLORS AND ACCESSIBILITY:

The files are intended for color printing, but you can also print them in black and white: important information that relies on color has been accompanied by distinct symbols to ensure individuals with color blindness can differentiate them.

DOUBLE-SIDED PRINTING, CUTTING, AND LAMINATION INSTRUCTIONS:

The file is designed for double-sided printing, but the back of the game materials are optional. To save ink, it is recommended to print only the odd pages 7-21.

To cut the cards, carefully follow the black lines on the front side. The back side does not have any outlines to prevent potential misalignment caused by your printer.

If desired, you can laminate the game material to enhance its durability. In such cases, it is recommended to laminate the material before proceeding with the cutting process.

PRISMATIK

INTRODUCTION

HOW TO PRESENT THE ACTIVITY:

The game revolves around the 5 pillars that underpin Wikipedia. On pages 24 to 29, you will find the arguments that can be explored and discussed with the players at the conclusion of the game to impart these values. While initially designed for secondary school students, the game is also highly inclusive and suitable for the general public. Feel free to play it with your friends and enjoy the experience together.

Divide your class into different groups. We recommend groups of 4 students, but you can go up to 6 if necessary. So print the right amount of copies of the game beforehand.

You can start by asking them if they know Wikipedia. If not, talk to them about what you think the encyclopedia is. Then invite them to come and try to create an article through this little game.

You can then read the rules of the game but we advise you to play it with your friends beforehand to get a better idea of it and thus be able to present it in your own words (the written and oral form of a rules of the game are not quite the same).

FREEDOM TO MODIFY:

The game is a flexible tool that can be customized to fit your practice, experience, and the needs of your students. Feel free to adapt it accordingly and make it your own.

Feel free to intervene during the game to restore points, undo an unfavorable move, or make necessary adjustments. The primary objective is to ensure that players have an enjoyable experience while learning about Wikipedia. If a rule becomes bothersome or if you come up with a new rule, feel empowered to modify, remove, or introduce it as you see fit. There are no limitations, especially not this piece of paper, in embracing creativity and making the game more engaging.

While embracing modifications, it is important to exercise caution and avoid changes that contradict the spirit of Wikipedia, as outlined on pages 24 to 29. Modifying the game in a manner that deviates from the intended message could potentially undermine the effectiveness of conveying that message.

PRISMATIK

SYMBOLS

In the game, various icons can be found on the cards. Here are the appropriate names for each of them:
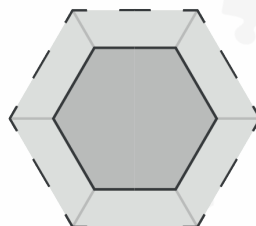
POINTS OF VIEW
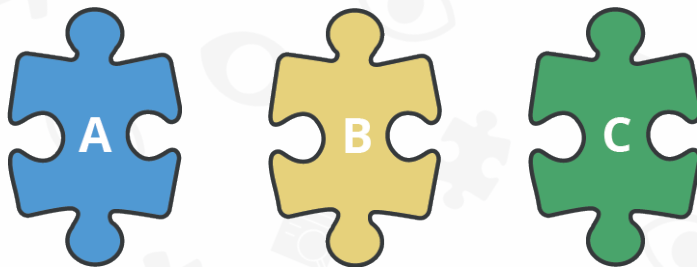
INFORMATION

SOURCES

ERRORS

STRUCTURES

RULES OF THE GAME

Collaboratively *create a top-quality* **Wikipedia** *article by following these steps: source the information, balance points of view, strengthen article structure, avoid errors.*

SETTING UP

- Place the **Board** in the center of the playing space.
- Shuffle the **Contribution** cards and distribute 3 cards to each participant.
- Position a marker at square 0 on the **Edit Gauge**.

GAME TURN

Take turns performing **one of the following two actions**, then draw a **Contribution** card.

PASS YOUR TURN

Discard a card from your hand.

PLAY A CARD

Choose a **Contribution** card from your hand and position it on the board **without overlapping** it. **Align** it on the grid in **any orientation**.

You have the option to position the card **partially or entirely** over another card. However, for **each symbol** that you have modified or concealed in this manner, increase the marker on the **Edit Gauge** by 1.
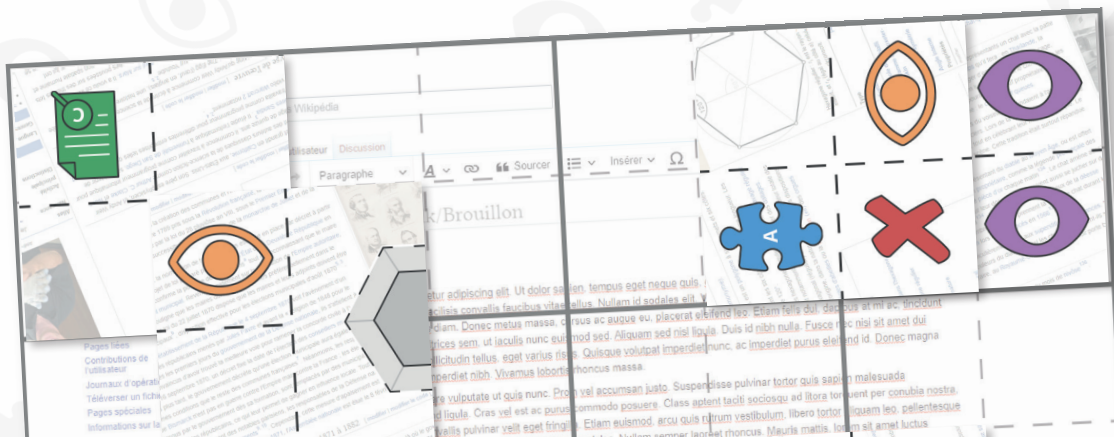
GAME OVER

The game ends either:

- When the marker on the **Edit Gauge** reaches **10**;
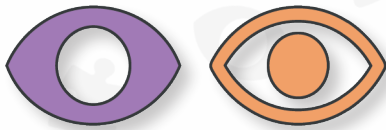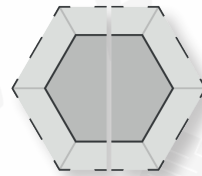- When all players pass their turn **successively**.

Then calculate the quality of your item based on the **symbols visible** on the board. Starting from the bottom of the gauge, count:

+1 per Information whose **corresponding Source** is present

+ 4 per complete Structure

+1 per pair of different **Points of view**

- 1 per Error

	FA Featured Article
	GA Good Article
	A A-class
	B B-class
	S Start-class
	S Stub

VARIATIONS

TOPIC CARDS

? TOPIC

At the beginning of the game, randomly pick a **Topic** card. This card introduces additional constraints and adjusts the limit value of the **Editing Gauge**.

PROFILE CARDS

PROFILE

Shuffle the **Profile** cards and deal one card to each participant. If the power granted by the card is incompatible with the **Topic** card, draw a new **Profile** card. The **Admin** profile is unique and can be assigned through a vote at the beginning of the game, especially for a **seasoned** group.

Game is designed by Léo Capou from Prismatik for Wikimédia France,

PRISMATIK

Board 1: Contributions Front

Board 1: Contributions Back

CONTRIBUTION   CONTRIBUTION   CONTRIBUTION

CONTRIBUTION   CONTRIBUTION   CONTRIBUTION

CONTRIBUTION   CONTRIBUTION   CONTRIBUTION

CONTRIBUTION   CONTRIBUTION   CONTRIBUTION

Board 2: Contributions Front

Board 2: Contributions Back

CONTRIBUTION CONTRIBUTION CONTRIBUTION

CONTRIBUTION CONTRIBUTION CONTRIBUTION

CONTRIBUTION CONTRIBUTION CONTRIBUTION

CONTRIBUTION CONTRIBUTION CONTRIBUTION

Board 3: Contributions Front
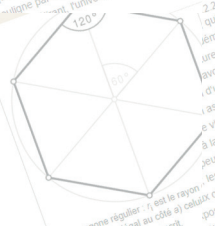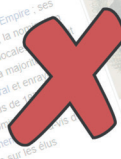
Board 3: Contributions Back

CONTRIBUTION

CONTRIBUTION

CONTRIBUTION

CONTRIBUTION

CONTRIBUTION

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CONTRIBUTION

CONTRIBUTION

Board 4: Contributions Front

Board 4: Contributions Back

CONTRIBUTION

CONTRIBUTION

CONTRIBUTION

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CONTRIBUTION

CONTRIBUTION

Board 5: Profiles Front

SCHOLAR
Your hand contains 2 more cards.

STUDENT
The edit gauge does not go up when you cover only one symbol.

PROOFREADER
When you fix at least 2 errors, the edition gauge is reduced by 1.

LIBRARIAN
You can place up to 3 cards that protrude from the board. Only symbols on the board count.

BEGINNER
Your hand has 1 card less, but you never raise the edit gauge.

PATROLLER
You don't raise the edit gauge when you fix errors.

DEVELOPER
Whenever you fix a point of view, the edit gauge does not go up.

TEACHER
You do not raise the edit gauge when you add a source or information whose source is already present.

INVENTOR
You can place your cards under the cards on the board.

DIPLOMAT
You don't raise the edit gauge when you play a card that brings the viewpoints back into balance.

RESEARCHER
When you pass, you may discard as many cards as you want and draw as many again.

MULTITASKER
Copy the role of one of the two players seating next to you.

Board 5: Profiles Back

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

PROFILE

TRAINING TOPIC (-)

Play without the edition gauge.

SCIENTIFIC TOPIC (10)

Errors make you lose 2 points.

QUICK TOPIC (15)

Play on a 3 square by 3 square board.

CONTROVERSIAL TOPIC (5)

Add 5 points at the end of the match.

CURRENT TOPIC (8)

No turn order is applied. Whenever you pass your turn, the edition gauge goes up by 1.

POLITICAL TOPIC (10)

Unbalanced points of view make you lose 2 points.

NICHE TOPIC (10)

All players hold 1 fewer card in their hands.

SPECIFIC TOPIC (10)

Every source can only justify a maximum of 2 pieces of information.

LIGHT TOPIC (7)

The edition gauge only goes up by 1, without regard for the number of replaced symbols.

NEW TOPIC (12)

You may not discard any cards when your turn finishes.

OLD TOPIC (13)

Before the match, place 3 cards at random on the board.

DRAFT TOPIC (-)

Players receive 6 cards from the deck in their hand, instead of 3. Next, the deck is removed from the match.

TOPIC

TOPIC

TOPIC

TOPIC

TOPIC

TOPIC

TOPIC
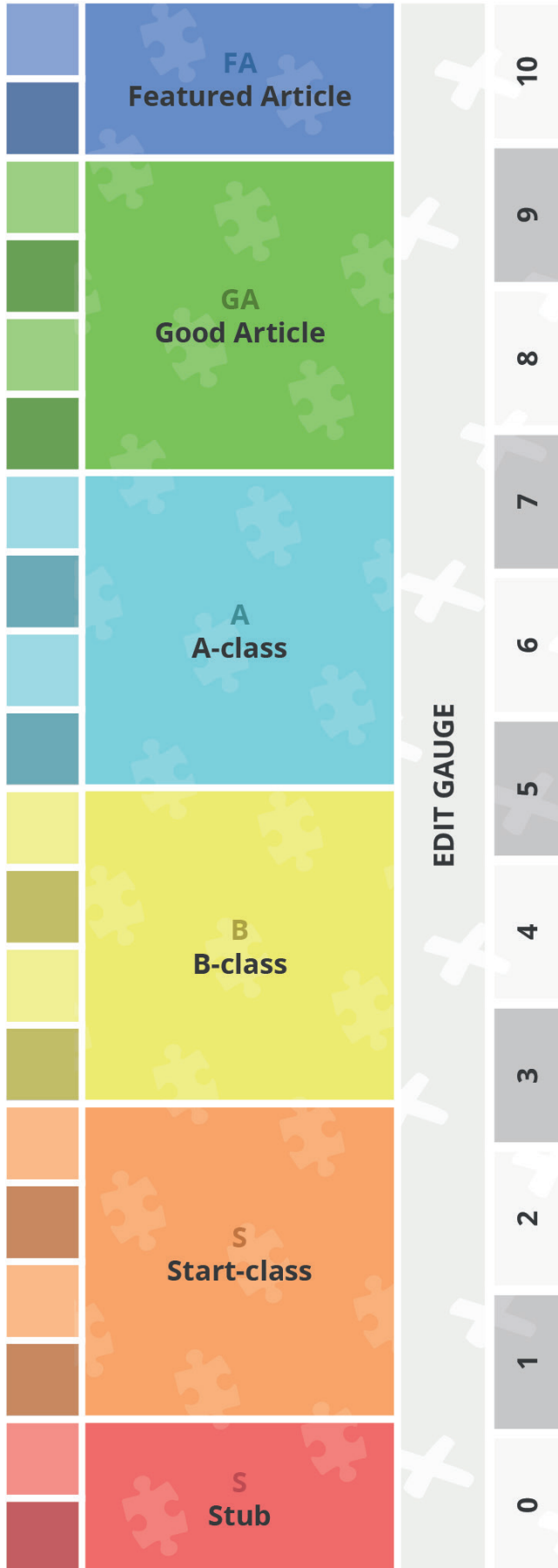
TOPIC

TOPIC

TOPIC

TOPIC

TOPIC

Board 7: Game Board Front

WIKIPÉDIA
L'encyclopédie libre

Accueil
Portails thématiques
Article au hasard
Contact

Contribuer
Débuter sur Wikipédia
Aide
Communauté
Modifications récentes
Faire un don

Outils
Pages liées
Contributions de l'utilisateur
Journaux d'opérations
Téléverser un fichier
Pages spéciales
Informations sur la page

Langues

Rechercher dans Wikipédia

Page d'utilisateur   Discussion

Ne s'en modifier au-dessus...

Utilisateur:Prismatik/Brouillon

Paragraphe   A   Sourcer   Insérer   Ω   ?   A

Créer   Créer le wikicode

Publier la page...

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Ne s'en modifier au-dessou.

Vous êtes ici sur la page personnelle d'un utilisateur de Wikipédia en français.
Cette page ne fait pas partie de l'espace encyclopédique de Wikipédia.

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Créer un compte   ...

Board 7: Game Board Back

Rechercher dans Wikipédia

Page d'utilisateur | Discussion

Créer un

Créer | Créer le wikicode

Publier la page...

Paragraphe | A | Sourcer | Insérer | Ω | ?

Utilisateur:Prismatik/Brouillon

Ne rien modifier au-dessus.

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Board 8: Editing & Quality Gauge + Admin Card Front

FA
Featured Article

GA
Good Article

A
A-class

B
B-class

S
Start-class

S
Stub

EDIT GAUGE

10

9

8

7

6

5

4

3

2

1

0

ADMIN

You may modify
up to 3 game rules
during the match.

Board 8: Editing & Quality Gauge + Admin Card Back

EDIT GAUGE

#	Class
0	Stub (S)
1	
2	Start-class (S)
3	
4	
5	
6	B-class (B)
7	
8	
9	
10	A-class (A)
11	
12	
13	
14	Good Article (GA)
15	
16	
17	
18	Featured Article (FA)
19	

ADMIN

You may modify up to 3 game rules during the match.

F.A.Q

WHO STARTS?

You have the freedom to establish the criteria for determining the first person to start. One suggestion is to **ask a question** and allow the participant who provides the first correct answer to take the first turn. This is an element of engagement at the beginning of the game.

WHICH DIRECTION ARE WE PLAYING?

The recommended direction of play is **clockwise**, but you have the freedom to modify the direction if desired.

CAN WE DISCUSS THE CARDS IN OUR HAND?

This is not allowed in the rules, but it is not clearly prohibited either. We advise you to **tolerate** this to a certain extent to keep the game interesting, as long as the participants do not show their cards directly to each other, **though**...

DO WE NEED A SOURCE FOR EACH PIECE OF INFORMATION?

No, every **source** of a certain type substantiates **all information** of that type. A second copy from the same **source** is therefore **redundant**.

WHAT IF THE DECK IS EMPTY?

By default, nothing specifies that a deck must be reformed from the discard pile, so what is normally expected is that players continue to play normally **until their hands are empty**.

CAN I PLAY MORE THAN 6 PLAYERS?

You can, but we recommend that you print several copies of the **contribution** cards so as not to empty the deck too quickly and stick several game boards side by side.

PILLAR 1: ENCYCLOPEDIA

ON WIKIPEDIA

Wikipedia is an encyclopedia that combines elements of general and specialized encyclopedias, almanacs, and atlas books.

It is not a random compilation of information, nor a source for first-hand, original research documents, nor is it a place to distribute propaganda.

Wikipedia does not function as a newspaper, free hosting service, personal webpage provider, social network, promotional article series, collection of memoirs, anarchist or democratic experiment, nor a link repository.

Lastly, Wikipedia is not the appropriate platform for sharing personal opinions, experiences, or engaging in debates. Individuals involved in article development should refrain from publishing original research or unpublished works. Instead, the focus should be on striving for maximum accuracy and factual information.

IN-GAME

You may have already noticed that the game is not based on any specific topic, which means that the subject of the research is not important. Be it for general or specialized articles, the reasoning stays the same. If you teach a particular subject, or if you are a specialist in a particular field, try fitting the "Source, Error, Point of View" system, to one that applies better.

You may also remark that the contributions made are not a reflection of their author's opinions, or a reflection of any existing debate on the information per se.

The search for encyclopedic precision is the principle of the game itself, with the goal of producing the best article possible.
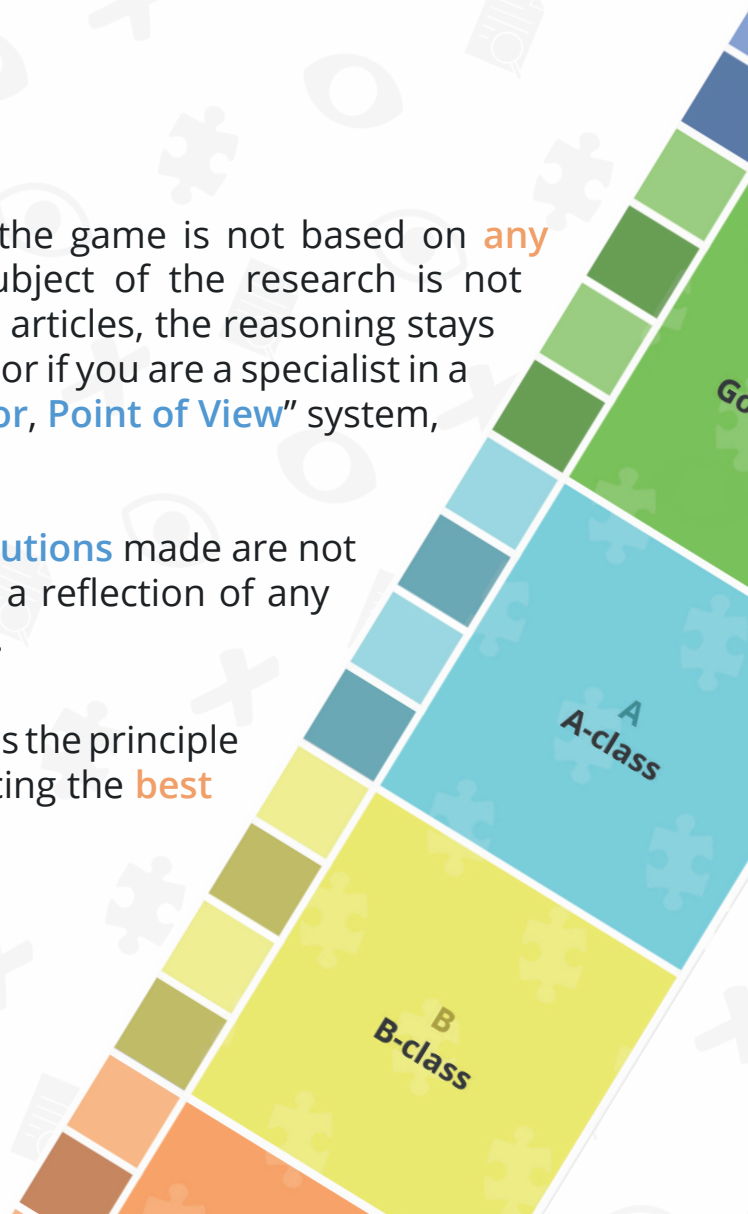
PILLAR 2: NEUTRALITY OF POINT OF VIEW

ON WIKIPEDIA

The articles that are published on Wikipedia adhere to the principle of neutrality, which means they should not promote any specific point of view. In certain cases, this requires including multiple perspectives and presenting each of them accurately, considering their respective significance in the field of knowledge.

This also implies that it is necessary to give context to these viewpoints, so they can be understood in accordance with the sources that carry them. No viewpoint should be characterized as being the truth or the best point of view. This condition allows for the verification of information, by citing the sources that lead the subject (particularly in the case of controversial topics).

IN-GAME

The link with game mechanics here is very straightforward, for there is a system of balance of points of view.

The core message of the game is that it is often challenging to create an article without incorporating elements that are influenced by different points of view. However, it is essential to balance these perspectives; otherwise, they contribute little to the overall value of the article.

You can also try the additional challenge of writing an article without any visible point of view.
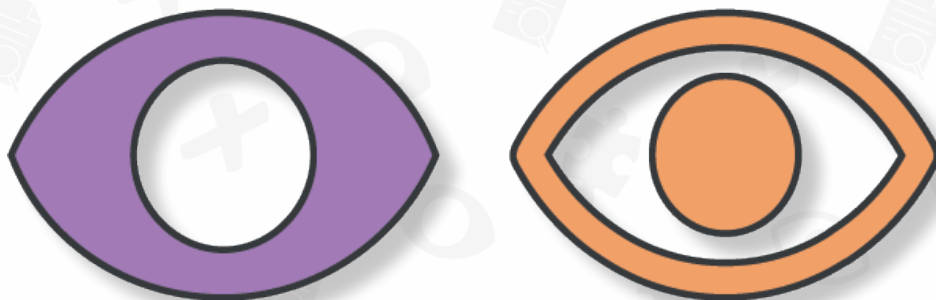
PILLAR 3: FREEDOM OF CONTENT

ON WIKIPEDIA

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There is an obligation to keep the same license for the whole copies, as well as for the modified ones. Also, there is an obligation to give credit to the original author or authors. No one has control over any particular article.

Any text that is submitted to Wikipedia may be modified and redistributed without any authorization, even as for-profit. However, "free" does not mean that anyone can write or do freely as they please: Copyright laws must be respected and proper attribution and adherence to licensing terms are necessary.

IN-GAME

The mechanism of playing Contribution cards in the game illustrates the concept of content of freedom. Once a card is placed on the board, it no longer belongs to any specific player, granting everyone the freedom to reuse, modify, enhance, or even remove those cards.
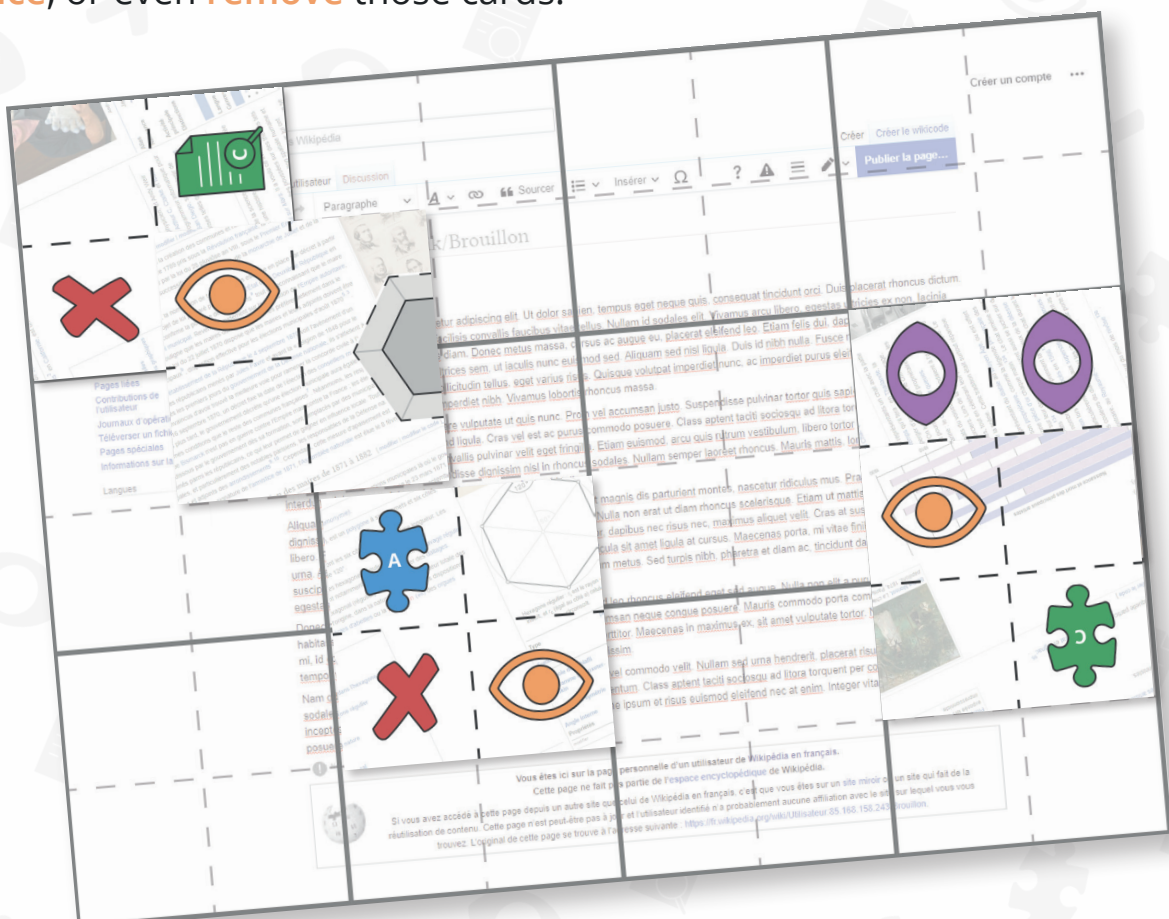
PILLAR 4: COMMUNITY ETIQUETTE

ON WIKIPEDIA

Everyone who contributes to Wikipedia is expected to show respect for the other people who also contribute, even when disagreements arise. You should remain polite, kind, and respectful, seeking consensus and avoiding aggression against other people, and also avoiding falling into the use of insulting generalizations.

It is equally important to remain calm and composed when the atmosphere gets intense, avoiding conflicts over modifications. Acting in good faith is crucial, assuming that each participant shares the same intention, unless there is clear evidence to suggest otherwise.

Strive to foster an atmosphere of openness, inclusiveness, and friendliness.

IN-GAME

Several elements contribute to promoting this sense of savoir-vivre:

First, the cooperative dynamics of the game, which allow everyone to attain the same goal of creating the best possible article.

Then, the fact that the hands are hidden encourages discussion while respecting each other, so as not to harm the following players too much by our actions.

In the end, the presence of the editing gauge and the potential editing conflicts serve as a reminder that players bear responsibility for the impact of their contributions.

EDIT GAUGE

3 4 5 6 7

PILLAR 5: FLEXIBLE RULES

ON WIKIPEDIA

Wikipedia does not have firm rules other than the 5 pillars listed here. Feel free to «be bold» with your contributions, since one of the advantages of modifying Wikipedia is that not every article needs to be perfect from the start. Allow room for iterative improvements and revisions, knowing that collaborative efforts can enhance the quality of articles over time.

Therefore, it is not necessary to know all the rules to contribute. When errors are made, other contributors will detect, correct, and analyze them.

There is no need to worry about blunders: all previous versions of an article are preserved, and may be accessed via the article's history. This means that even if errors occur, information cannot be permanently damaged or lost. The ability to revert changes and consult past versions ensures the integrity of the content and allows for ongoing improvement and correction on Wikipedia.

Therefore, keep in mind that whatever is written will be preserved for posterity.

IN-GAME

This game was conceived to be very simple, for many reasons. One reason is to allow for this rule flexibility. The game is easy to understand and also to modify it when needed, changing or adding rules.

This is done also to promote the emergence of new ways to play, and that is why the rules are deliberately simple and not covering all the details: so that you can make this game your own.

Our goal was never to create a perfectly rounded out game, but as a tool to serve a purpose of its own, adapted to your own way of perceiving, using, and contributing to Wikipedia.

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RESSOURCES

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