

The Ecologist's Career Compass

Number of players: 2 or more

Material: 33 career cards, 7 joker cards and a six-sided dice

Goal: Collect the highest number of cards. The game ends when one player has no card left. In a two-player game, the other player wins. In a multiplayer game, the player with the highest number of cards wins.

Game rules:

The game is similar to an ordinary **trump card game**, where at each round the players match skill-for-skill and the highest skill score wins. Unlike classic trump games, competing skills in this game are not selected by the players, but by a roll of the dice.

Start of the game: All 33 **career cards** are shuffled and dealt face down. The players take their cards as a closed package in their hand, so that no one else can see the top card. Before beginning the game, one of seven **joker cards** is selected (either randomly or as wished by the players). The joker card determines the assignment of skills. The joker skill is used in case of a tie between players (see below for an example).

Example round: The players pick *Creativity* as the joker skill. The dice is rolled and shows a one, which in this case means the category *Quantitative skills*, thus the players should read out the skill level for this category on their top card. If two or more players have an equal skill level, then these players read the skill level for *Creativity* (the joker skill in this example). The player with the highest skill level receives the card(s) of the other player(s). Then the dice is thrown again ...



Career card



Joker card

What happens if the skill levels for the joker skill are also equal? In such a case, the top cards of all players are thrown in the middle to form a stack. Those players who had the same highest skill level for the joker skill now continue to play for the stack with the next card in their hands. Once the stack is won by one of the players, the game continues as described above.

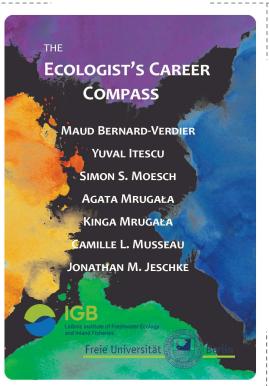
Players who have only three cards left can choose which of the cards to take, so under this special situation not only the top card is relevant but all three remaining cards. In this case, the player with only three cards left can choose not only which card to read but also which card to give away if losing the round, and the second can be different than the first.

Additional information about the game is provided in an accompanying paper: Itescu, Y.; Bernard-Verdier, M.; Moesch, S.S.; Mrugała, A.; Mrugała, K.; Musseau, C.L.; Jeschke, J.M.

The Ecologist's Career Compass: a card game to explore career paths.

This game emerged from discussions in our Ecological Novelty group in Berlin, Germany, on ecological career paths. All of us contributed equally to it, while Kinga Mrugała artistically designed the cards. If you would like to contact her, e.g. for another art-design project, you can reach her under: kinga.mrugalaa@gmail.com

If you have further questions about the game, you may contact any one of us. For simplicity we only provide Jonathan Jeschke's e-mail here: jonathan.jeschke@igb-berlin.de



THE

ECOLOGIST'S CAREER COMPASS

SHORT RULES

- 1. GOAL: COLLECT THE MOST CARDS!
- 2. DISTRIBUTE ALL CAREER CARDS FACE-DOWN
- 3. PICK ONE OF THE SEVEN JOKER CARDS
- 4. EACH ROUND PLAYERS:
- A. ROLL THE DICE TO DETERMINE SKILL
- 3. DECLARE SKILL SCORE ON TOP CARD
- C. HIGHEST SCORE TAKES THE OTHER CARDS
- D. IN CASE OF TIE: DECLARE JOKER SKILL SCORE
- 5. END WHEN ONE PLAYER HAS NO CARD LEFT

Creativity

Quantitative skills

Field & lab techniques

Administration skills

Communication skills

Teaching & mentoring

Interpersonal skills





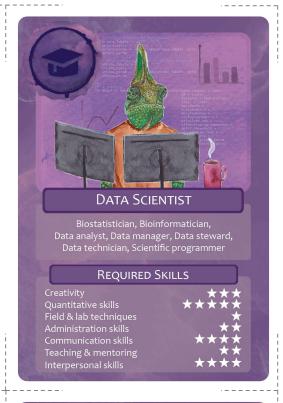
















































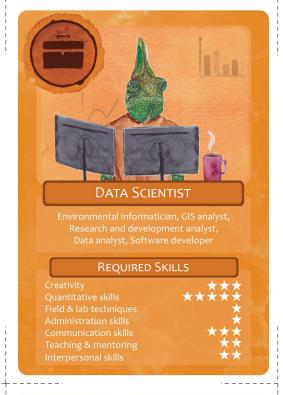


























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