

User's Guide

Game on Curriculum Design Sensitivity of curriculum to VUCA events

The world is changing at a faster pace than before, and we may expect uncommon events to occur more frequently than before. These events or situations may be described as volatile (V), uncertain (U), complex (C) and ambiguous (A), often abbreviated by the acronym **VUCA**. Such a VUCA event may trigger an impact on the curriculum of higher education institutions.

Objective of the game is to introduce the concept of VUCA events and how they may trigger diverse impacts on curriculum, which can be adverse or provide opportunities, and the intricacy of curriculum and how its components are interrelated. Furthermore, the game can be used to initiate an undertaking of how to design a curriculum that is more agile and resilient, and stimulate a more systemic approach on mapping the impact of VUCA events on curricula. The game can be used as a steppingstone to the more formal and comprehensive game Sucre, on curriculum resilience, or as an enticer to the methods applied in curriculum transformation.

The curriculum canvas is provided (Figure 1), either empty as in the figure, or with brief text describing each component, or a real curriculum to be tested by the players.



Figure 1. Curriculum canvas, as a template with nine components.

Stack of cards is provided and each card outlines one potential VUCA event or trigger that may impact the curriculum (34 cards, see examples figure below). There are also a few blank cards with empty space to be filled in by the players, as deemed needed during the game.

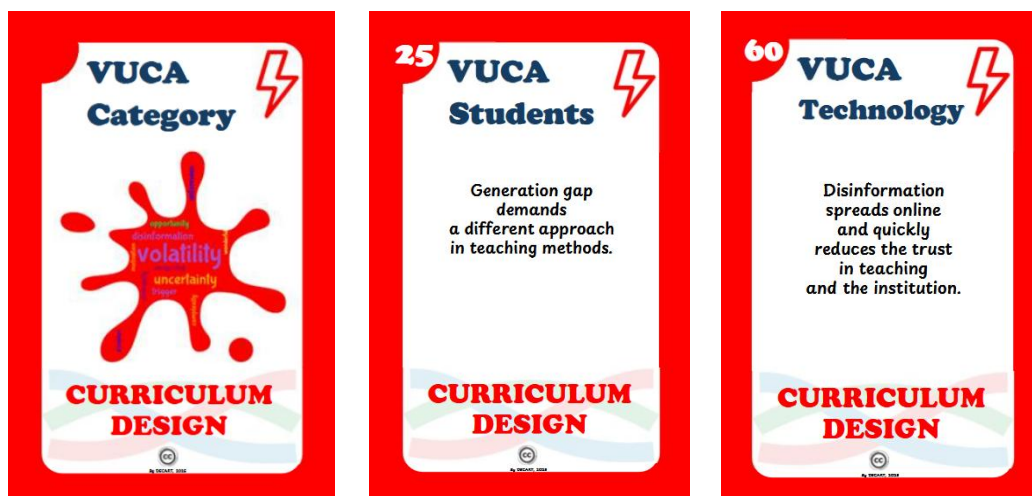


Figure 2. Examples of VUCA cards, each with one potential VUCA scenario. The cards have six categories, i.e. society, students, teachers, university, nature and technology.

The cards are in six categories, and there are 4 to 8 events in each category:

- Society (7 cards)
- Students (8 cards)
- Teachers (4 cards)
- University (6 cards)
- Nature (4 cards)
- Technology (5 cards).

Playing the game. Three VUCA cards are drawn at random from the stack of cards, and each team will select one of them and discuss if and how the event may trigger an impact on the curriculum. Because the context can be diverse, both the event itself and the impact, as well as different types of institutions, each card is meant to stimulate discussion and thinking outside the box. The game can be played by one person, but it will be more dynamic if more players participate in the game, and preferably each team should consist of two to five players.

The team will try to answer the following:

- Is any curriculum component impacted by this event?
- Is a particular curriculum component affected, mildly or adversely, or does it provide opportunities? Are several components affected or is the effect too ambiguous to identify the impact.

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The DECART project: Designing curricula that are agile, resilient and transformative.