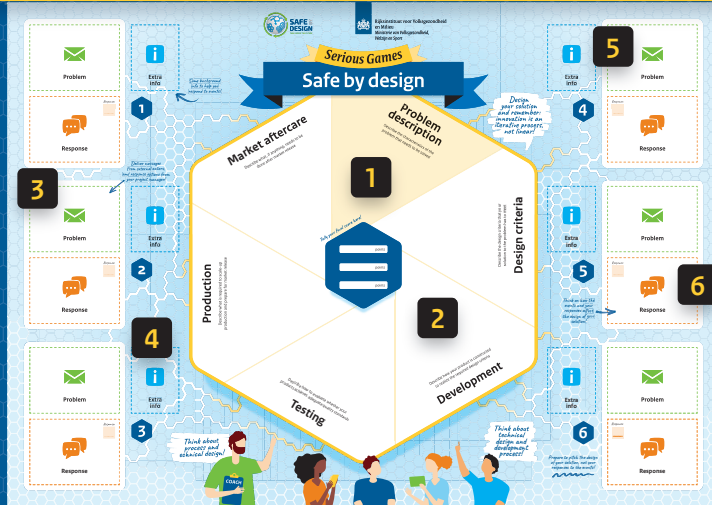


Quick game overview



In front of you is the development board of your prototype in which you dress the challenge to develop a solution for the societal problem that is safe by its design, ethically acceptable and (minimally) compliant with the needs, demands and wishes of the variety of stakeholder involved in or affected by

1

The board contains the phases of the stage-gate model (center) and interventions (sides).

Deliberate which choice is best to develop your prototype Safe-by-Design

2

Start the game by writing down your actions during the different development phases in the corresponding phase on the game board.

Write your choice to address the problem in the corresponding box and write down the arguments resulting in this choice.

3

While working on your prototype development you will face challenges. How? You receive Problem Cards, representing a problem you need to address and respond to.

After a choice is made a Response Card will be provided to you, describing the resulting consequences.

4

Information Cards can be requested to gain more insights in the options provided at the Problem Card to address the problem.

Continue working on the development of your prototype, and don't forget to include the new insights and impacts obtained as a result of addressing the Problem Card in the design and development.

END GAME: After one hour, working on this game board stops and the debriefing starts. The total amount of points earned in the category system awareness and uncertainty reduction indicate the change of a successfully developed prototype.



**SAFE BY
DESIGN**
TAKE CARE OF THE FUTURE