

Hungary Good Practices: The Time Traveler Urban Game

Main Goals

- Raise public knowledge about Hungarian Jewish history
- Historical reconstruction of the experience of a minority group (Jews)

Objectives

- Develop material suitable for high-schoolers and university students
- Create supplementary experiential learning possibility about Jews in Hungary

Resources needed

- Professional game facilitator
- Room and facilities
- partner organizations (school, library, café)
- Learning and teaching materials (photos, documents, character cards and maps)

Challenges

- Scale of project
- Written curriculum developed does not match high-schooler level
- Communication between different experts was difficult

The relation between social archetypes and individuals, history and memory are central questions of the project. The Time Traveler Urban Game combines the methodologies of urban walking, site-specific learning and drama pedagogy and takes place at the historical Jewish quarter of Budapest.

The urban game is open for everyone, but targets two special groups: high school aged children and university students.

The training is designed to be flexible and adaptable. It is practical oriented and with a lot of hands-on activities. The uniqueness of the program is that the participants take on roles in the urban setting. At the start of the game, using role cards, they choose a fictive character, and after acquiring information about the character's life situation, occupation and worldview, they are "put in his/her shoes". Participants remain in the same role throughout the game, this is what makes time traveling possible for them: they experience how the urban sites, that still exist today, functioned back then; what kind of life situations people experienced, and what events influenced the lives of local inhabitants in a previous era. During the course of the game, at different locations, characters are faced with dramatic situations in which they have to make difficult decisions.

The game ends at a local coffee shop, where players give oral feedback on their roles, step out of the characters and discuss their experiences with the game. Besides, questionnaires and user logs were used.



Facts and points:

- ✓ No advance knowledge or preparation is necessary
- ✓ Interactive training methods (group work, role plays etc.)
- ✓ Individual self-expression
- ✓ Experience of time travel
- ✓ Create historical situations
- ✓ It was funded by two foundations