Game

If you want a playful way to experience the Moneyverse, this game is for you: working in small groups, players collect points in four different Money Worlds. Among other challenges, you will have to safely transport stone money weighing many tons from one island to another, or show a banknote the way to your wallet.

In between, personal questions prompt players to think about their own relationship with money. But be careful: unexpected game changers can send the game belly up at any moment – will the risk pay off or will you lose everything? Find out!

This digital game invites school classes at Secondary Level I / Cycle 3 and Secondary Level II – Career advancement college to experience the Moneyverse in small groups across four floors by playing in an accessible, varied and competitive way. The focus is on speed, competition and teamwork rather than on in-depth engagement with the exhibition content. The cultural-historical, economic, personal and social perspectives of the Money Worlds are touched on in a playful way, but not covered in detail. The game can only be played on-site.

To begin with, all the players receive a media guide that takes them through the game. Each group stays together throughout the game. The players answer questions, practise their skills and discuss conflicting goals – always under time pressure. During which they can collect not only money points, but also social and skill points. The aim of game is to earn the most points in all three categories by the end of the set time. The winning group best combines knowledge, teamwork and a thoughtful approach to money.

For school classes, the game is combined with a guided introduction and closing session. It is not based on the curriculum but focuses on the experience itself.

Note: For an in-depth thematic exploration of the exhibition content, we recommend that school classes book a “Interactive tour”.

Keywords

means of payment, money and digitisation, mandate of the Swiss National Bank, key interest rate, wages, unpaid work, poverty, debt, gender pay gap, financial relationships, handling money

Practical Information

Target audience

Secondary school level I, cycle 3 and secondary school level II – Career advancement college

Group size: min. 12, max. 28 people
Duration: 90 minutes (including guided introduction and closing session, excluding check-in/out)
Languages: German, French, Italian, English

Level requirements

The game requires no prior knowledge.

Preparation

The game can be played without any preparation.

Organisational Information

- The game is played in small groups. We ask the teacher in charge to organise the groups in advance. Ideally, there should be four groups of two to seven students each. Please let our reception desk know how the groups are made up when you arrive. This allows our hosts to prepare the game for each group.
- Check-in takes place ten minutes before the start of the programme.
- The teacher in charge is responsible for the discipline of the class throughout the entire visit to the Moneyverse.

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The Moneyverse is an initiative of the Swiss National Bank in cooperation with the Bern History Museum.