



IF I WERE IN YOUR SHOES

The transformational power of good practice in larping

SAFETY at training events: Edu-Larp

DEADLINES: *This document with information about the game goes out to the participants **2 months** prior to the event*

*Main points should be addressed again in a welcome letter that goes out **3 weeks** prior to the event (please do not exceed 3 pages)*

TITLE OF THE ROLEPLAYING-GAME:

EDUCATIONAL GOALS OF THE GAME:

THE PLOT OF THE GAME IN A NUTSHELL:

SETTING:

CHARACTERS:

METATECHNIQUES (how are violence, intimacy, time-travels ... displayed):

Duration:

Location:

Cell phone policy:

Language policy (in-game, off-game):

Staying-in-character policy:

Costumes required (to be brought by participant):

Props required (to be brought by participant):

Workshops before (topic, goal and duration):

Workshops after (topic, goal and duration):

Food or drinks consumed in-game:



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Breaks scheduled (including night-time):

Character is handed out beforehand or after the event:

Character needs to be written by participants:

Characters are assigned/ are chosen:

Allergy-warning (smoke, perfume, food):

Content Warning:

Physical demands (fake-fight, touching, etc.):

Degree of violence (physical):

Degree of violence (other, please specify):

Conflict is played and resolved:

Number of positive relationships to each character:

Number of negative relationships to each character:

Safety mechanics are rehearsed:

Material is inclusive (language, font size, etc.):

Trigger situations are communicated clearly:

Plan for those who stepped out of the game:

Outside observers (how many, why, in-character?):

Safety-person (phone-number):

Safety plan available:

Corona plan available: