

# Crowdsourcing a collective intelligence manifesto

## Game instructions

### Intro

This collective intelligence manifesto toolkit was created by the [Centre for Collective Intelligence Design](#) at Nesta in collaboration with the [Words in Freedom Project](#) at Madeira ITI, and is based on and inspired by their *MANIFESTO! The Game*.

The idea behind this toolkit was to support the collective intelligence community to articulate ideas for change, define a set of commonly held principles, and create a sense of community among collective intelligence professionals.

Our hope is that people will use this toolkit to generate meaningful and lasting discussions, plant the seeds for future growth, and strike a bold new tone for harnessing the power of collective intelligence.

Ideally, facilitators should give a short introduction to manifestos and their purpose, including some examples, before groups start diving into the principles. Some helpful resources for this can be found on the [Words in Freedom Project website](#), in the [Digital Manifesto Archive](#), or on the [Damn Magazine website](#).

### Number of players

Groups of 3 to 6 players

### How much time do you need?

If facilitators give a short introduction, the session will take between 45 and 60 minutes, depending on how much time you would like to leave for discussion at the end.

### What materials do you need?

- *Tone Cards*, to set the tone of your manifesto
- *Provocation Cards*, to inspire your principles
- *Opening Cards*, to help you start off your principles
- Game Sheet
- Board
- Post-it notes and pens

### Rules

1. Divide the group into smaller groups of 3 to 6 people. Ideally, each group has one table to themselves. Place one Game Sheet and one Board on each table, and equip each group with post-it notes and pens. Choose one person to write the manifesto.

2. Each group will be handed a deck of Tone Cards, Provocation Cards, and Opening Cards. Shuffle each deck and put them aside.
3. Take 1 Tone Card, 3 Provocation Cards, and 3 Opening Cards from the stacks and put them on the Board.
4. Once the cards are in place, the facilitator starts a **20-minute** timer.
5. Each group decides on a team name and writes down the numbers indicated on the *Provocation Cards* in the respective fields on the Game Sheets. This is important so that the facilitators can analyse the manifestos later on. Then, each group writes a short intro to your manifesto before diving into the actual principles. It could help to jot down ideas first on post-its, before deciding on the five final principles and their order and putting them on the Game Sheet. Bear in mind that the *Provocation Cards* and *Opening Cards* serve as inspiration - people should come up with their own ideas as well.
6. During the 20 minutes, it's worth reminding groups that
  - they are allowed to take a new *Provocation Card* when they're stuck (but don't forget to note down the number).
  - the *Tone Card* is what distinguishes all the manifestos, so groups should be encouraged to try to stick to it.
  - this is a game, so groups should feel free to go wild and be passionate about proclaiming their principles.
7. Facilitators should give a heads-up 5 minutes before time runs out.
8. Once the 20 minutes are over, each team will present their manifesto to the other groups in a dramatic reading (in line with the *Tone Card* they were dealt).
9. Ideally, people reflect on each other's principles and a discussion emerges.