The Dora game

Game instructions

This game is based on Le Lionnais's essay. The activities of those imprisoned in concentration camps come to life and are experienced as a game with the help of technology. The aim of the game is for the players to recreate four paintings, dating back to different periods and artistic movements, not in their mind but on the computer. The activity can, alternatively, be performed with conventional means, i.e. on paper with the use of markers. Players can paint the painting according to the description or recreate it with a collage. The pieces composing the painting are available for printing in the online version of the game.

Rules

1. Players are divided into groups of two or four.
2. One of the members of each group assumes the role of the narrator while the rest are seated opposite the narrator, in front of a computer.
3. The person supervising the game allocates the paintings to each group and decides how much time each group shall have in order to complete the recreation of the painting.
4. The narrator studies the painting carefully for two minutes, either printed on paper or on a tablet. The aim is to carefully study all the details of the painting in order to memorize it.
5. At the end of these two minutes -which can also be reduced to just one minute- the narrator begins describing the painting.
6. The remaining members of the group, seated in front of a computer, make use of the available options. Each painting is composed of 15 pieces from 4 different categories: people, objects-animals, clothes and landscapes. The players have to recreate the painting by choosing which face, body or object from these categories they will add to the painting. The pieces are all in real size.
7. The aim is for the group to recreate the painting as accurately as possible.
8. The groups are given 10 minutes to complete their painting and are then awarded points for accuracy.
9. The most essential rule is that the instructions are only given orally.

In order to increase the difficulty, the time granted for the description of the painting could be decreased; for example, only 5 minutes for each painting. Depending on the age of the players, word restrictions could also be introduced, for example words like "top-bottom", "fat-thin" may not be allowed during the description. The rest of the groups could note down the violations to this rule and hand the record to the supervisor in order for them to take it into consideration for the points awarded. Up to 20 points can be awarded to each group for each painting. Each violation costs 1 point. The group which manages to recreate their painting most accurately and with the fewer violations

wins the game. The rest of the players serve as judges, watching the process, evaluating the end result and elaborating on their evaluation.