"Walk along, not alone" is a board game specifically designed for elderly Chinese immigrants residing in the Netherlands. As immigrants originated from a different culture, the elderly Chinese immigrants can use this game as a playful tool, to gain a better understanding of how to cope with ageing and end of life (EOL) in the Dutch context.

With rich interaction game mechanisms, the game helps the elderly learn about the possibilities, challenges, and solutions in the EOL journey. This game enables people to discuss sensitive topics in a comfortable atmosphere. Medical and care options, typical challenges that Chinese immigrants may encounter are integrated into the game. Besides, the role-play, the action mechanism and the fun assignments make the game easy to follow and playful. In this way, the game is made both practical and playful.

The game board is a ground for the pawns to move. It includes 49 blocks in total. By rolling the dice and following the instructions in the blocks, the participants take the pawn to move forward.

The game board

Roll the dice to decide how many steps to move.

Dices

Tips Capsules

In the game board, three zones are covered by flip over cards. Each colour represents a topic. The covered blocks are the possibilities in the mentioned topic. For example, blocks covered by blue cards each tell a piece of information about hospice.

Flip over cards

Four tips capsules are prepared, corresponding to four typical challenges in Chinese immigrants’ EOL journey. When the pawns encounter the pre-setted challenges in the gameboard, the participant can choose solutions from the Tip Capsules.

Tips Capsules

"Walk along, not alone" is a board game specifically designed for elderly Chinese immigrants residing in the Netherlands. As immigrants originated from a different culture, the elderly Chinese immigrants can use this game as a playful tool, to gain a better understanding of how to cope with ageing and end of life (EOL) in the Dutch context.

With rich interaction game mechanisms, the game helps the elderly learn about the possibilities, challenges, and solutions in the EOL journey. This game enables people to discuss sensitive topics in a comfortable atmosphere. Medical and care options, typical challenges that Chinese immigrants may encounter are integrated into the game. Besides, the role-play, the action mechanism and the fun assignments make the game easy to follow and playful. In this way, the game is made both practical and playful.

Four pawns with biography are used in the game. Each participant role-plays a character during the game.

Characters with biography

Four pawns with biography are used in the game. Each participant role-plays a character during the game.

"Walk along, not alone" is a board game specifically designed for elderly Chinese immigrants residing in the Netherlands. As immigrants originated from a different culture, the elderly Chinese immigrants can use this game as a playful tool, to gain a better understanding of how to cope with ageing and end of life (EOL) in the Dutch context.

With rich interaction game mechanisms, the game helps the elderly learn about the possibilities, challenges, and solutions in the EOL journey. This game enables people to discuss sensitive topics in a comfortable atmosphere. Medical and care options, typical challenges that Chinese immigrants may encounter are integrated into the game. Besides, the role-play, the action mechanism and the fun assignments make the game easy to follow and playful. In this way, the game is made both practical and playful.

Four pawns with biography are used in the game. Each participant role-plays a character during the game.

Characters with biography

Four pawns with biography are used in the game. Each participant role-plays a character during the game.