

PROTOTYPING POLICY FOR PARTICIPATION

CONVEYING THE THREE DUTCH CORE VALUES

This project shows the limitations and possibilities of conveying the Dutch core values to newcomers through designing the game *WAARDEN?! Het spel*.

As of October 2017 all non-EU newcomers in The Netherlands have to sign the Participation statement. A fine of €340 is the consequence if the statement is not signed within one year after being housed in a municipality. With this statement newcomers sign to understand and respect the three Dutch core values *freedom, equality and solidarity*. However, the abstract nature of values makes it hard to talk about them.

This graduation project aimed at finding out whether it is possible to convey the Dutch core values to newcomers. The answer is retrieved through a Research through Design approach and the following design goal:

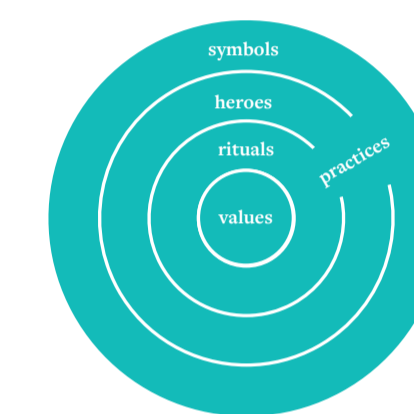
Design an intervention that conveys the Dutch core values to newcomers in such a way that they really understand and experience these values.



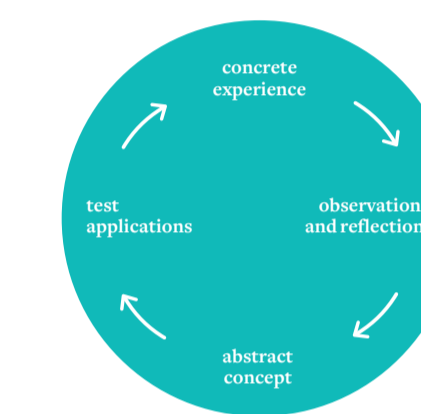
The final intervention *WAARDEN?! Het spel (VALUES?! The game)* resulted in the conclusion that values are too abstract, too dynamic and too ambiguous to capture and convey. For policy it is recommended to facilitate a lifelong, intercultural dialogue for both newcomers and Dutch citizens that takes into account that time is needed for understanding values and helps to understand the different interpretations and changing meanings of the values. Through this dialogue all Dutch inhabitants are stimulated to acknowledge and respect the pluriform character of the Dutch society.

UNDERLYING THEORIES

Abstract values through concrete practices



Four learning stages



Intercultural dialogue



Four teams play the game, guided by a game facilitator. Each turn an question card with a question about a law is answered or a situation is roleplayed from different cultural perspectives.



Subsequently, the game facilitator asks reflection questions about the situations or laws, whereby these are related to the personal lives of the newcomers.

“This game unites people from different cultures. All people, regardless of their background, are equal and free. This is how it should be.” – gameplay participant



Last, the roleplayed situation or the law has to be linked to one or more of the three Dutch core values by placing the card on the three-values symbol. In this way, the values become understandable by exploring their concrete expressions in an active and enjoyable way.

Adinda de Lange
Prototyping Policy for Participation
22 May 2018
Design for Interaction

Committee Dr. ir. Annemiek van Boeijen
Ir. Wim Schermer
Company Apparent
Dr. Christa Nieuwboer

