

## I AM LUMO - a role play

Lumo is a gender neutral Finnish name.

If you wish you may find or create one in your own language.

Lumo is a student starting their Vocational Training at College.

Lumo and their experiences is the game's view to different happenings.

It is important to maintain the principles of safe space when playing.

The game also gives the players an opportunity to reflect on a gender and non-binary questions in the learning community as well as on the study field they have chosen as their vocational education.

Before playing please take a look at "Teaching equality in vocational education through a game practice":  
<https://verkkoledet.jamk.fi/ev-peda/2019/11/28/teaching-equality-in-vocational-education-through-a-game-practice>

### Make group(s) of 3 people

1 dice for each group.

Roles: Lumo, Teacher, Study counsellor

Throw the dice.

The highest dice eye count is Lumo, the next highest is a teacher, the third highest is study counsellor.

### Now throw the dice to create Lumo

Gender: dice eye count 1-2 female, 3-4 male, 5-6 other

Study field: dice eye count 1-2 nursing, 3-4 creative/ arts, 5-6 technical

Age: dice eye count 1-2 16-20 yrs, 3-4 21-29 yrs, 5-6 30-35 yrs.

### Time window extends from this year to five years in the future

1. BEGINNING
2. SUCCESS
3. FAILURE
4. A STOP
5. THE END

The group makes these sequences of these five (5) stages as from Lumo's perspective.

### How to play

#### 1. BEGINNING

Discussing in the group: Who are you, Lumo? What kind of (social) background do you come from? What are you studying at Vocational Education and why did you choose the study field?

#### 2. SUCCESS

Lumo experiences a success. What is it? What emotions does it evoke? What things / events are contributed to the success? Discuss this in your group.



First the reaction of the teacher and then the reaction of the study counsellor by throwing the dice:

Dice eye count 1-2: indifferent

Dice eye count 3-4: discouraging

Dice eye count 5-6: encouraging

Describe the reaction of the teacher and the study counsellor and how they act.

### 3. FAILURE

Lumo fails in something related to study or work. What is it? What things / events contributed to this failure? How does it affect the motivation? Discuss this is your group.

First the reaction of the teacher and then the reaction of the study counsellor by throwing the dice:

Dice eye count 1-2: indifferent

Dice eye count 3-4: discouraging

Dice eye count 5-6: encouraging

Describe the reaction of the teacher and the study counsellor and how they act.

### 4. A STOP

Lumo faces challenges in their personal life and their studies are interrupted. What is the challenge and how does it affect Lumo's studies and self-esteem? What were the things / events that made them stop? Discuss this is your group.

First the reaction of the teacher and then the reaction of the study counsellor by throwing the dice:

Dice eye count 1-2: indifferent

Dice eye count 3-4: discouraging

Dice eye count 5-6: encouraging

Describe the reaction of the teacher and the study counsellor and how they act.

### 5. THE END

What are the prospects for equality when Lumo looks ahead to their future?

Are there experiences of otherness on the 5 year timeline?

What does the future of Lumo's profession look like in five years time?

What things made it possible for Lumo?

What could have prevented the success?

What kind of the things Lumo remembers as important and significant as a student?

Make a sign or ritual together to end the game.