

DIXIT

Details

Topic: Interpretation, intercultural understanding, decision making

Age: 7+

Time: 30 minutes

Tupe: Card game

Cost: 29,90 €

Language: Several languages available

Players: Multiplayer

Developer: Jean-Louis Roubira, Artist Marie Cardouat - Libellud Edition

Game strategies

Interpretation, communication, Interactive, culturally relevant methods

Competences

Creativity, Innovaitve thinking

Empathy

Intercultural understanding

Reflection



Description

This is a game about creating ideas from a drawing that the other people must be able to recognise, but without being too obvious. It is about imagination and alternative ways of thinking and seeing things. In each round of the game, each player must choose which card they think is the right one. It can also make people realize how different cultures and backgrounds affect the way people interpret drawings and ideas. It also makes people think differently, because the aim of each round is to get the maximum number of people to guess your card but not everybody, since that would mean it was too easy.