

Come back game solves the problem of falling the rate of population of the young

Abstract

In Iwate, there is a big problem. It is that the number of pay people in Iwate is decreasing. We thought there reason why they get away from Iwate. First, they don't feel the attraction of Iwate. Second, they don't know the advantage of working in Iwate. Last, they don't image that they return to Iwate. So we carried out the gone named "Come back game". We conducted this game in forty people. But the first plan was failure become they can't imagine concretely. So we carried out the second plan. This new game includes the movie of "innovators". Through this game, they could image the future in Iwate concretely and play with a lot of fun. So we think we can solve the problem by using "Come back game". Through this project, we found that the way of using game can be a solution to many problems.

Introduction

Through are lives, we feel that the number of stoves. In decreasing, we think the reason is the number of young people in Iwate is decreasing. So we start this project in order to solve this problem.

Background 1

This graph is prediction of population of Iwate. This show in 2040, the number of the young people in Iwate will account for 40% of all population of Iwate.

Background 2

This graph shows where the students of Moriokadaiichi High School want to go in the future. This shows the number of students who want to go away from Iwate account for 75% of all students.

Thinking 1

The two graphs should the reasons why the young of Iwate want to get away from Iwate. First, they don't feel the attention of Iwate. Second, they don't know advantages of working in Iwate. Third, they don't imagine that they return to Iwate.

Action 1

We made the sugoroku game in order to remove the three causes. The reason why we choose the sugoroku is that it can be played without reserve and it is very fun.



Result 1

Forty students of Moriokadaichi High School played with this game. At the result, this game become a trigger to imagine the life of Iwate, but they can't imagine concretely.

<p>?</p> <p>CHANCE</p>	<p>小学生の息子がたくさん本を読むようになる「小学生読書率全国1位」 (20)</p>	<p>[大沢温泉]で宮沢賢治が愛した古湯を楽しむ (20)</p>	<p>大病にかかるが[岩手医科大学]で素晴らしい先生に出会い、完治 (50)</p>	<p>[ジョブカフェ]で企業を紹介してもらい、Uターンに成功!! (100)</p>	<p>働くお父さんも家事「働く父親の家事参加率全国1位」 (30)</p>	<p>?</p> <p>CHANCE</p>					
<p>[岩山パークランド]でジェットコースターに乗る (30)</p>	<p>?</p> <p>CHANCE</p>	<p>IWATE comeback game</p>	<p>▶</p> <p>MOVIE</p> <p>手</p>	<p>ご近所の人から、山菜をいただく (20)</p>	<p>東大卒の先生から日本史を学ぶ (30)</p>	<p>[ヘアレンビール]ビールで、一週間の疲れを取る (30)</p>					
<p>[空き家バンク]でいわてでの居住地を見つける (50)</p>	<p>いわての美味しい水に癒され、元気に! (20)</p>	<p>[SL銀河]で「銀河鉄道の夜」の世界を体感した (30)</p>	<p>[堂石大観音]で恋愛成就祈願!! (30)</p>	<p>[START]</p>	<p>[機屋]でおいしいコーヒーを飲む (30)</p>	<p>[てくり]や[AREA 1]を読んで岩手を知る (20)</p>	<p>鍋で豆腐をいっぱい食べる「豆腐消費量全国1位」 (30)</p>	<p>[岩本農園]の美味しい新鮮な野菜をおなかいっぱい食べる (30)</p>	<p>[岩洞湖]でワカサギ釣りを楽しむ (30)</p>	<p>?</p> <p>CHANCE</p>	<p>[オガール]でイベントに参加する (30)</p>

Action 2

We added the massage movie from people wanted “innovator” (Innovator is a person who lives in Iwate and works with a sense of fulfill meat) into this game. And in order to make this game fun, we added more rules.

The rule of “Come Back Game”

- You shake and throw dice and get point of the square. When you get 100 point, you can watch massage movie and get movie card.
- You win by getting three cards.
- When you stop the CHANCE square at three corners, you can get CHANCE card to do advantageously and use it.

Result 2

Ten students played with this new game. At the result, they can imagined the life of Iwate concretely and played with a lot of fun.

Conclusion

“Come Back Game” can let the young imagine living in Iwate in the future.

Future plan

We will increase the number of the movie and play this game as a class of all schools in Iwate.

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