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

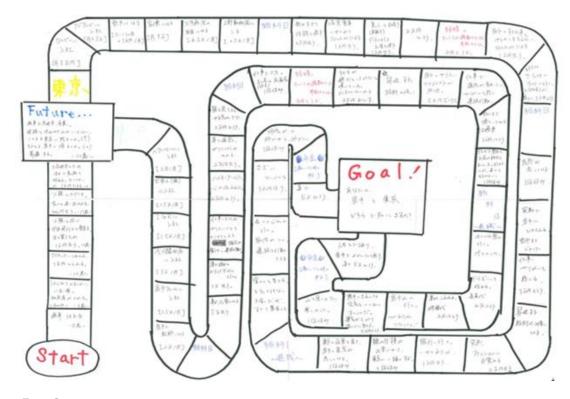
This graph shows where the students of Moriokadaiichi High School want to go in the future. This shows the number of students who want to go away from Iwate account for 75% of all students.

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 Moriokadaiichi 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.



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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