

C’est La Vie: The Game of Social Life

A Role-Playing Game for Teaching about Privilege, Oppression, and Intersectionality

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**Abstract**

This resource is an empathy-based privilege and oppression awareness intervention that can be used to help students engage in difficult dialogues surrounding the issues of privilege, oppression, and intersectionality.  The materials include (a) 64 character profiles and game sheets that describe the demographic characteristics and resources assigned to each player’s character, (b) a strategy game that presents students with a variety of different decision scenarios that interact with their character’s resources (described in a 33-slide presentation), and (c) an instructor’s guide that covers the development of the game, its recommended uses, and a debriefing and discussion points that help students reflect on the outcomes of the game, its connections with real life inequality, and the role that privilege and oppression might play in the students’ own lives.

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# Background and Development

Students need the opportunity to engage in “difficult dialogues” in order to unlearn attitudes, cognitions, and behaviors that contribute to oppression (Watt, 2007). Still, these difficult dialogues are labeled “difficult” for a reason; students often react negatively to discussions about social justice issues (Boatright-Horowitz, Marraccini, & Harps-Logan, 2012; Boatright-Horowitz & Soeung, 2009; Platt, 2013; Watt, 2007). In addition, students of privilege may struggle to understand the perspectives of members of marginalized groups. After all, as Pratto and Stewart (2012) noted, those in a position of privilege may not be able to understand poverty, discrimination, and prejudice that they have not experienced for themselves (see also McIntosh, 2012). Similarly, students who come from marginalized groups may struggle to understand their more privileged classmates’ denial and resistance to these discussions (Carreiro & Kapitulik, 2010).

Courses that focus on topics of multicultural identity and diversity can offer an important outlet for students to engage in these dialogues (see, e.g., Case, 2007; Case & Stewart, 2010; Kernahan & Davis, 2010). Diversity content can also be introduced across the psychology curriculum (Boysen, 2011; Elicker, Snell, & O’Malley, 2010; Littleford, 2013, Ocampo et al., 2003; Simoni, Sexton-Radek, Yescavage, Richard, Lundquist, 1999). The activity that I describe here is an empathy-based privilege and oppression awareness intervention that can be used to help students engage in difficult dialogues surrounding the issues of social inequality, privilege, and oppression.

The activity builds on a role-playing board game that I previously created to teach about multiple dimensions of poverty. The poverty simulation board game examined inequality across multiple domains, including access to social power, health care, housing, education, and occupational success throughout the lifespan. The simulation also examined the impact of inequality on health and well-being. A qualitative assessment of 25 students revealed that the activity helped students to reflect on issues of privilege, oppression, and structural inequality (Bramesfeld & Good, in press).

The current activity had three goals. First, I wanted to extend the role-playing framework to help students learn about intersections of race/ethnicity, gender, sexual orientation, and disability, in addition to issues of poverty and socioeconomic class (see Black & Stone, 2005; Robinson, 1999). An expanded focus on intersecting identities is important, as students often adopt a narrow definition of diversity focused primarily on race, ethnicity, and culture, but not on gender, sexual orientation, disability, and social class (Green, Callands, Radcliffe, Luebbe, & Klonoff, 2009; Littleford, 2013). By focusing on multiple categories of privilege and oppression, the activity also serves to draw more students into the conversation, as students have more perspectives from which they can personally relate to the topic (Ancis & Szymanski, 2001; Green et al., 2009; Littleford, 2013; Platt, 2013). Second, I wanted to increase the extent to which the activity focused on disparities in experiences of success and wellness, as I felt that these aspects of the task could be used to enrich students’ understanding of psychological adjustment and mental health (Nelson & Prilleltensky, 2010; Prilleltensky, 2008). Finally, I wanted an activity that could be used in large or small enrollment courses and could be implemented in less than 3 hours of class time, corresponding with the 3 to 5 hours of class time that psychology faculty typically devote to issues of diversity and bias within their classes (see Boysen, 2011).

The activity that resulted from these efforts builds on McIntosh’s (1989) pivotal essay on privilege awareness, in which she drew on personal experience (*“Unpacking the Invisible Knapsack”*) to illustrate how some individuals have more access to resources, power, and advantages than others have as a consequence of the color of their skin. A focus on privilege awareness is important, as those in positions of power may be unaware of their own privilege and the impact that it has on others (McIntosh, 2012). However, my activity differs from typical privilege activities (see Ancis & Szymanski, 2001) in that *C’est La Vie! The Game of Social Life* allows participants to experience aspects of privilege and oppression in the context of a role-playing game. This role-playing framework may be key for addressing social inequalities, as it allows participants to externalize their experiences of privilege and oppression in a safe environment, prior to internalizing these issues and examining them in their own lives (Patrick & Connolly, 2013).

# Recommended Uses

*C’est La Vie: The Game of Social Life* is intended for use in small or large enrollment courses (20 to 200 students). I have used the game with a group of 62 students (as part of a Community Psychology course) and with a group of 115 students (as part of a Social Psychology course). The activity can be used in any course that contains a unit or emphasis on multicultural psychology or diversity. The activity can also be used in a wide range of courses to generate discussion about structural factors that influence psychological adjustment and mental health outcomes. For example, the activity could be introduced as part of a community, health, or clinical psychology course in order to highlight a social justice and multicultural framework for understanding psychological practice. Or, the activity could be used at the end of a social psychology course in order to summarize how issues of social perception, attitudes, conformity, and mixed motive dilemmas interact with stereotypes, prejudice, and discrimination in order to influence individual achievement and mental and physical health.

The activity includes (a) character profiles, (b) a strategy game, and (c) a directed discussion. Setup for the activity takes approximately 15 to 30 min to distribute character profiles and to explain the rules and structure of the game. The strategy game takes approximately 60 to 90 min to complete. Instructors with classes that meet for less than 60 min can divide the strategy game over two class periods, or they can shorten the strategy game by removing some of the decision scenarios. I recommend devoting at least 45 min to the discussion of the activity to ensure that students understand how the activity relates to real life inequality and to relevant course concepts.

# Instructor Resource Guide

## Character Profiles and Game Sheets

Students randomly receive one of 64 unique character descriptions that appear at the top of a game sheet, which students use to record their resources throughout the activity. The 64 unique character profiles are included in the [Appendix (Character Profiles and Game Sheets)](#Appendix). The scoring process is explained in the included [PowerPoint presentation](http://teachpsych.org/Resources/Documents/otrp/resources/Bramesfeld/Bramesfeld_Strategy%20Game.pptx) (Strategy Game).

***Character profiles.*** The character descriptions indicate the race/ethnicity, citizenship status, class, gender, sexual orientation, presence or absence of a disability, and presence or absence of social supports. It is important to note that the characters were developed to create a wide diversity of characters. They were not meant to statistically match up with any particular demographic region. The profiles include descriptions of

* **Race/ethnicity**: Half of the character descriptions indicate a White/Caucasian identity. The other half indicate a racial or ethnic minority identity. Importantly, the character descriptions do not focus primarily on Black/White dichotomies, but rather capture the broad range of racial and ethnic backgrounds that arise as a consequence of immigration to North America as well as North American Indigenous populations. Most of the characters are citizens by birth, some of the characters are born into immigrant families where the caregivers are naturalized citizens, and others are born into immigrant families that have not yet achieved citizenship status. Most of the characters in the game speak English fluently, but some are born into families where other languages are spoken in the home. These factors combine to create a broad diversity of racial and ethnic characters within the game.
* **Socioeconomic class and money**: Socioeconomic status is simplified in the game to reflect differing degrees of wealth. Wealth status is not explicitly identified, but rather reflected in the starting number of money credits that participants receive. Starting money credits range from 0 (*extreme poverty*) to 100 (*extreme wealth*), with a median starting value of 20 money credits, and a mean starting value of 28 money credits.
* **Gender and sexual orientation**: The characters include 16 cisgender heterosexual females, 16 cisgender heterosexual males, 4 bisexual females, 4 bisexual males, 8 lesbian females, 8 gay males, 4 female-to-male transgendered persons, and 4 male-to-female transgendered persons.
* **Ability**: Thirty-five of the character descriptions make no mention of a disability; four mention a chronic health condition that must be managed; 25 mention the presence of a disability.
* **Bonuses**: The demographic characteristics combine to determine the number of bonus credits with which the character begins the game (ranging from 0 to 7 credits). Characters with the highest social privilege (White, citizen, English speaking, cisgender heterosexual male, wealthy, abled, with strong social supports) receive the maximum number of bonus credits (7) to represent their greatest ability to receive societal advantages. Individuals with the lowest social privilege (racial/ethnic minority, noncitizen, English as a second language, female, LGBTTQ, poor, with a disability and weak social supports) receive no bonus credits to reflect their lack of social privilege.
* **Social groups**: Each profile includes letters representing the various social groups to which the character belongs.
  + V = heterosexual, White, cisgender male, abled, not poor
  + W = heterosexual, White, cisgender female, abled, not poor
  + M = cisgendered, heterosexual male
  + N = female
  + P = lesbian, gay, bisexual, transgendered, transexual, questioning (LGBTTQ)
  + Q = racial/ethnic minority
  + S = physical, cognitive, mental, sensory, emotional, or developmental disability and/or English as a second language (ESL).

***Game sheets.*** The game sheets include a place to record the gain and loss of bonuses, money, debt, experience, wellness, and illness.

## [Strategy Game](http://teachpsych.org/Resources/Documents/otrp/resources/Bramesfeld/Bramesfeld_Strategy%20Game.pptx)

Once students receive their character, they then use the resources of the character to navigate through a strategy game that involves 15 individual decisions and three collective votes. The attached PowerPoint presentation (Strategy Game) includes the strategy game, instructions, and a script for the instructor to use as the students are guided through the activity.

***Collecting responses***. I have used in-class response systems (clickers) to record students’ decisions for each of the 15 individual decisions and the three collective votes in the strategy game. The use of an in-class response system provides some advantages, as instructors then have a record of students’ response patterns that can be used for later discussion. In addition, it ensures that the results of the collective votes are immediately available and in a format easy to display to the class. With that said, the game can easily be played simply by having students write down their response (e.g., A, B, C, D, or E) for each decision. [A sample scoring sheet](#Scoring) appears on the last page of the Appendix (Character Profiles and Game Sheets). In-class votes for the three collective votes can be made by secret ballot (in smaller enrollment courses) or by a show of hands (in larger enrollment courses).

***Classroom management***. Students may encounter questions or issues with their scoring during game play that require instructor assistance. For smaller enrollment classes (less than 50 students), a single instructor will be able to facilitate the activity and provide help to students as the need arises. However, in larger enrollment classes instructors may wish to ask a teaching assistant or class representative to help. In my experience, it was helpful to have one assistant for every 50 to 75 students enrolled in the course.

***Classroom interaction*.** To increase the effectiveness of the game, I encourage students to interact with one another and to compare experiences throughout the strategy game. By creating an interactive atmosphere, I find that students become quite verbal (but not disruptive) in reacting joyfully when their character was able to acquire resources and with disappointment when their character lost resources. This social comparison information across the different class members provides an important perspective during later classroom discussion.

## Debriefing and Discussion Questions

The activity is designed to generate dialogue surrounding difficult topics. Given this goal, the debriefing and discussion are arguably the most important aspects of the activity. Immediately after the game, instructors should debrief students about the game and give them the opportunity to reflect on, process, and discuss their thoughts and feelings about their experiences. At minimum, this debriefing should include an explanation of the social codes that were used (the last slide of the PowerPoint presentation, Strategy Game, provides an explanation of these social codes) and a discussion of how these factors influenced success and failure within the game.

In addition, instructors should use class time and/or reflection assignments to link the game to other course concepts and principles. This discussion can occur during a single class period as a continuation of the debriefing described above, or these discussions can occur as part of an ongoing discussion of the game that is integrated with other units in the course. In my own teaching, I have used the activity to generate reflection and discussion about perspective taking, social determinants of well-being, attributions for social outcomes, marginalization, privilege, systems of oppression, structural solutions, accountability, intersectionality, identity, and diversity, among other topics. Listed below are examples of the discussion questions that I have used to help students reflect on these topics.

***Perspective taking*.** Empathy can be defined as “understanding or vicariously experiencing another individual’s perspective and feeling sympathy or compassion for that individual” (Kassin, Fein, Markus, & Burke, 2013, p. 368).

1. Reflect on your character. In what ways was your character similar to you? In what ways was your character different from you?
2. Were you able to empathize with your character is terms of adopting your character’s perspective? Did you feel sympathy or compassion for your character? Why or why not?
3. In what ways has this activity made you question some of your previous assumptions, feelings, and behaviors (if at all)?

***Social determinants of well-being*.** Nelson and Prilleltensky (2010) defined well-being as holistically including factors such as self-determination, love, attention, acceptance, emotional and physical well-being, a sense of identity, a sense of mutual input into decisions, a sense of community, economic security, safety, and access to vital services.

1. In what ways was your character able to achieve success and well-being?
2. In what ways was your character not able to achieve success and well-being?
3. What factors influenced your character’s successes and well-being within the game?
4. How similar were the factors in the game to the factors that might influence success and well-being in real life?
5. What are the implications of these factors for the practice of psychology, in terms of the treatment of social problems and the diagnosis and treatment of psychological disorders?
6. In what ways might current therapeutic approaches be inadequate for addressing the social determinants of social problems and psychological disorders?

***Attributions for social outcomes*.** Agency refers to the *ability* to exert power over the outcomes of one’s life. Structural factorsaffect the *opportunity* to exert power over the outcomes of one’s life (Nelson & Prilleltensky, 2010).

1. In what ways did your character have control or agency over life decisions?
2. In what ways did your character experience barriers that prevented your character from exerting control over life decisions?

***Attribution theory.*** Attribution theoryrefers to a set of explanations that “describe how people explain the causes of behaviour” (Kassin et al., 2013, p. 110). Personal attributions occur when one attributes behavior “to internal characteristics of an actor, such as ability, personality, mood, or effort” (p. 110). Situational attributions occur when one attributes behavior “to factors external to an actor, such as the task, other people, or luck” (p. 110). The tendency to assume that people cause their own outcomes in life can lead to victim blaming, in which people ignore the social factors that contribute to a person’s circumstances and instead focus only on the personal attributions (Nelson & Prilleltensky, 2010).

1. If someone who did not know your character’s circumstances were to see only the final outcome of the game, what assumptions might this person make about your character’s personality, work ethic, morality, or other traits? Would these attributions be mostly personal or situational? Would these judgments be a fair assessment of your character? Why or why not?
2. In what ways have people made assumptions about your own personality, work ethic, morality, or other traits based only on immediate, observable characteristics? Were these assumptions a fair assessment of you as a person? Why or why not?
3. In what ways might you have unfairly judged people in the past without fully knowing their circumstances?
4. What might be the negative consequences of victim blaming for victims? For society?
5. What active steps can you take to decrease the likelihood that you will personally engage in victim blaming?

***Marginalization and privilege*.** Nelson and Prilleltensky (2010, p. 329) defined marginalization as “being involuntarily disconnected from the economic and social mainstream of the society in which one lives; generally involves being discriminated against, being poor, having limited personal and collective power and being excluded from social opportunities.” At the other end of the spectrum, social privilege can be defined as “any entitlement, sanction, power, and advantage or right granted to a person or group solely by birthright membership in a prescribed group or groups…expressed through some combination of the following domains: race/ethnicity, gender, sexual orientation, SES, age, differing degrees of ableness, and religious affiliation (Black & Stone, 2005, p. 245).

1. In what ways was your character privileged?
2. In what ways was your character marginalized?
3. How did your character’s sources of privilege and/or marginalization affect your character’s ability to succeed? To gain valued experience? To maintain wellness?
4. To what privileged groups do you belong? To what marginalized groups do you belong? In what ways does your membership in a privileged group give you advantages not afforded to others? In what ways does your membership in a marginalized group disadvantage you relative to others?
5. In what ways might you better acknowledge your own sources of privilege and work to reduce the inequalities that could arise as a consequence of your privileged status?

***Systems of oppression*.** Nelson and Prilleltensky (2010, p. 46) defined oppression as “a state of domination where the oppressed suffer the consequences of deprivation, exclusion, discrimination, exploitation, control of culture and sometimes even violence.” Black and Stone (2005, p. 244) argue that those in positions of privilege and power serve to maintain systems of oppression when they fail to recognize their own privilege, adopt a sense of entitlement over others, or exert their power “unchecked and unchallenged” (p. 244).

1. Consider the three collective votes that we had in class. Did you participate in these votes? Why or why not?
2. If you voted, how did you vote? Did you vote in the best interest of your character or in the best interest of the class itself? If you voted in your own best interest, did you consider the impact that it might have on others? Why or why not?
3. If you did not vote, how did it feel to be excluded from the decision making process? How did it feel to be impacted by the vote even though you had no voice in the outcomes?
4. Reflect on your own political attitudes, voting behaviors, and social actions. In what ways do you act in the interest of others? In what ways do you act in your own self-interest?
5. Could actions designed to benefit yourself unintentionally marginalize someone else?
6. How might current political or social systems that have been in place for generations serve to maintain and support systems of privilege for some and oppression and marginalization for others?
7. What are some potential solutions to these structural problems?

***Structural solutions and accountability*.** Johnson (2005) noted that students often feel pessimistic after learning about structural causes for social problems, as the issues can feel very big and unsolvable. Johnson suggested addressing the following questions to help develop a sense of efficacy in being able to contribute to solutions. (Discussion questions are quoted or paraphrased directly from Johnson, 2005.)

1. “Keeping in mind the structural causes that we talked about for [a social problem], what is a possible solution?” (p. 52).
2. What are some “more concrete ideas about how that solution can be implemented? ...Who would be for it? Who would be against it? What are the obstacles to implementation?” (p. 52).
3. What organizations are you aware of that are currently addressing these problems? What actions are these organizations taking to address the problems? (p. 53).
4. “What responsibility do you have to help solve social problems?” (p. 53).
5. “How might you help bring about some of the structural solutions?” (p. 53).
6. “What would the average person need to be doing on a daily basis to bring about these structural solutions?” (p. 53).
7. How can you go beyond general “acts of kindness” to be true change agents? (p. 53).

***Intersectionality, identity, and diversity*.** The concept of intersectionality captures the reality that race/ethnicity, gender, sexual orientation, SES, and ability often interact in complex ways to help individuals form their identities and interact with the world (Black & Stone, 2005; Jones & Wijeyesinghe, 2011).

1. What factors contribute to your own sense of identity? How might your own race/ethnicity, gender, sexual orientation, SES, and ability contribute to your sense of self?
2. How might your own race/ethnicity, gender, sexual orientation, SES, and ability affect how other people interact towards you?
3. Is it possible to understand racism, or sexism, or classism, or heterosexism, or ableism in isolation from one another? Why or why not? What are the dangers in using broad classifications of social groups in order to understand privilege and oppression? What are the dangers of failing to acknowledge various social groups when trying to understand privilege and oppression?
4. What are the unique forms of privilege or oppression that might arise due to race/ethnicity? Can privilege and oppression arising from issues of race/ethnicity be understood in terms of broad categorizations (racial/ethnic minority vs. racial/ethnic majority) or is it important to study and understand unique racial and ethnic identities and the ways that society might differentially react to individuals belonging to some groups versus others? Are members of different racial and ethnic groups treated differently when they are male versus female? Cisgender versus transgendered or transsexual? Heterosexual versus lesbian, gay, bisexual, questioning, or asexual? Wealthy versus poor? Abled or with a disability?
5. In what ways are gender inequalities (defined in terms of male-female dichotomies) still very present within our society? How is the emerging conceptualization of cisgender, transgendered, transsexual, agendered, and gender continuums changing the landscape of gender issues in society? What about issues of sexual orientation? How is the “gay rights movement” changing conversations about sexual orientation, gender, and sexual orientation? Can we continue to consider these issues as dichotomies in terms of sexual orientation (gay/straight) and gender (male/female) or is it necessary to think of gender and sexual orientation as existing on continuums? How do issues of gender and sexual orientation interact with race/ethnicity, class, and ability?

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# Description of Resource Materials

Included with this resource are the following game materials:

1. [**Appendix**: **Character Profiles and Game Sheets**](#Appendix). This appendix, which starts on the next page, contains 64 unique character profiles combined with game sheets for participants to track their resources during the game. The character profiles can be duplicated to accommodate the needs of any size of group. They can also be altered if an instructor wishes to highlight different demographic groups or to change the emphasis of the demonstration. The last page of this appendix also includes a [sample scoring sheet](#Scoring) that can be duplicated for students to write down their response for each decision in the Strategy Game.
2. [**PowerPoint Presentation: Strategy Game**](http://teachpsych.org/Resources/Documents/otrp/resources/Bramesfeld/Bramesfeld_Strategy%20Game.pptx). This PowerPoint document includes a presentation that will guide participants through the strategy component of the game, including an introduction to the game and a set of instructions to help orient students to the overall rules and structures of the game. The “notes” section of the PowerPoint presentation suggests a script for instructors to use as they guide participants through each part of the activity. Again, these resource materials can be easily altered if an instructor wishes to highlight different demographic groups or to change the emphasis of the demonstration.

**Note**: An empirical assessment of this activity is in preparation (Bramesfeld & Good, 2015). If you are interested in implementing this activity in a classroom or training environment and would like to be involved in an ongoing evaluation of the activity, please contact Kosha Bramesfeld at [kbramesfeld@psych.ryreson.ca](mailto:kbramesfeld@psych.ryreson.ca) or [kbramesfeld@gmail.com](mailto:kbramesfeld@gmail.com) for more information.

C’est La Vie: A Game of Social Life!Your game ID: 1

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. Your character’s family members are originally from China but are now naturalized citizens. Your character has a strong social support system. Your character begins the game with 10 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 2

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. Your character is White (of European descent). Your character’s family members are citizens by birth. Your character has a weak social support system. Your character begins the game with 80 money boxes and 5 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 80 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 6 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 3

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is a recent immigrant from Iran who is not yet a citizen. English is not spoken in the home. Your character has a strong social support system. Your character begins the game with 40 money boxes and 0 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q S

**Neighborhood**:

**VOTE**: no

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 4

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 60 money boxes and 5 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N W

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 60 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 5 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 5

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual male. He is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 20 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 6

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. Your character is a citizen by birth whose family is originally from China (multiple generations ago). Your character has a weak social support system. Your character begins the game with 20 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 7

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is an immigrant from China who has become a naturalized citizen. Your character has a disability. Your character has a strong social support system. Your character begins the game with 60 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 60 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 8

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 20 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 9

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual male. He is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 20 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 10

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. Your character is a citizen by birth. In addition, your character identifies as an Indigineous person/ member of an Aboriginal population. Your character has a strong social support system. Your character begins the game with 20 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 11

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is a citizen by birth whose family is originally from Pakistan. Your character has a disability. Your character has a strong social support system. Your character begins the game with 15 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 12

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 90 money boxes and 5 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 90 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 5 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 13

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is White (of European descent) and a Canadian Citizen. Your character has a disability. Your character has a weak social support system. Your character begins the game with 70 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 70 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 14

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. Your character is a citizen by birth whose family is originally from Egypt. Your character has a strong social support system. Your character begins the game with 5 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 5 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 15

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. Your character is a citizen by birth whose family is originally from Bhutan (in South Asia). Your character has a disability. Your character has a weak social support system. Your character begins the game with 20 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 16

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual female. Your character is a citizen by birth and your character identifies as an Indigineous person / member of an Aboriginal population. Your character has a strong social support system. Your character begins the game with 40 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 17

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 15 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 18

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is a citizen by birth whose family is originally from India. Your character has a weak social support system. Your character begins the game with 10 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 19

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 20 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N W

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 20

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual female. She is a citizen by birth whose family is originally from the Philippines. Your character has a disability. Your character has a weak social support system. Your character begins the game with 15 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 21

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is a recent immigrant from China who does not yet hold citizenship. Your character has a chronic condition that must be managed. Your character has a strong social support system. Your character begins the game with 0 money boxes and 0 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

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**School**:

**Social Group(s)**: N Q S

**Neighborhood**:

**VOTE**: no

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 0 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 22

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual male. Your character’s family members are naturalized citizens. However, English is not spoken in the home. Your character has a strong social support system. Your character begins the game with 30 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 23

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is Black and a citizen by birth. Your character has a disability. Your character has a weak social support system. Your character begins the game with 40 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 24

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. She is a citizen by birth whose family is originally from the Carribean. Your character has a disability. Your character has a strong social support system. Your character begins the game with 40 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 25

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. She is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 10 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N W

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 26

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. She is White (of European descent) and a citizen by birth. Your character has a weak social support system. Your character begins the game with 5 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 5 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 27

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered male (was born female, but identifies as male). Your character’s family members are naturalized citizens who imigrated from Korea. English is not spoken in the home. Your character has a weak social support system. Your character begins the game with 15 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 28

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White / Hispanic and a citizen by birth. Your character has a strong social support system. Your character begins the game with 10 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 29

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is Black and a citizen by birth. Your character has a strong social support system. Your character begins the game with 50 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 50 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 30

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. She is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 30 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 31

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is a citizen by birth whose family is originally from the Philippines. Your character has a strong social support system. Your character begins the game with 20 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 32

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 40 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 33

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is Black and a citizen by birth. Your character has a chronic health condition that must be managed. Your character has a strong social support system. Your character begins the game with 30 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

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**School**:

**Social Group(s)**: M Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 34

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 100 money boxes and 7 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M V

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 100 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 7 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 35

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual female. She is White (of European descent) and a citizen by birth. Your character has a weak social support system. Your character begins the game with 15 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 36

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual male. He is an immigrant from China whose family members are naturalized citizens. English is not spoken in the home. Your character has a disability. Your character has a weak social support system. Your character begins the game with 20 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 37

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White / Hispanic and a citizen by birth. Your character has a strong social support system. Your character begins the game with 40 money boxes and 5 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M V

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 6 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 38

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. Your character is a citizen by birth whose family is originally from China. Your character has a weak social support system. Your character begins the game with 30 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 39

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is a citizen by birth whose family is originally from Central America. Your character has a disability. Your character has a strong social support system. Your character begins the game with 30 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 40

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 15 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 41

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White and a recent immigrant from Russia who does not yet hold citizenship. Your character has a weak social support system. Your character begins the game with 20 money boxes and 3 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M V

**Neighborhood**:

**VOTE**: no

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 42

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a chronic health condition that must be managed. Your character has a strong social support system. Your character begins the game with 20 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

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**School**:

**Social Group(s)**: N S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 43

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is is a citizen by birth whose family is originally from China. Your character has a strong social support system. Your character begins the game with 20 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 44

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. Your character is White (of Hispanic decent) and is a recent immigrant from Mexico. English is not spoken in the home. Your character has a strong social support system. Your character begins the game with 20 money boxes and 0 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P S

**Neighborhood**:

**VOTE**: No

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 20 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 45

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered male (was born female, but identifies as male). Your character is a recent immigrant from Algeria that is not yet a citizen. Your character has a strong social support system. Your character begins the game with 50 money boxes and 3 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P

**Neighborhood**:

**VOTE**: no

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 50 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 46

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 15 money boxes and 5 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M V

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 5 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 47

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered female (was born male, but identifies as female). Your character is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 15 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 48

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered female (was born male, but identifies as female). Your character is a citizen by birth whose family is originally from Bangladesh. Your character has a disability. Your character has a strong social support system. Your character begins the game with 0 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 0 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 49

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. Your character is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a weak social support system. Your character begins the game with 5 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 5 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 50

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a bisexual female. She is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 40 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 40 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 51

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a strong social support system. Your character begins the game with 30 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N W

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 52

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered female (was born male, but identifies as female). You character is Black and a recent immigrant from Europe who does not yet hold Canadian Citizenship. Your character has a strong social support system. Your character begins the game with 15 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 53

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is Black and a citizen by birth. Your character has a disability. Your character has a weak social support system. Your character begins the game with 10 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 54

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered male (was born female, but identifies as male). Your character is White and an immigrant from Europe who holds citizenship. Your character has a weak social support system. Your character begins the game with 30 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 55

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 30 money boxes and 3 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 56

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. Your character is a citizen by birthy whose family is originally from Japan. Your character has a disability. Your character has a weak social support system. Your character begins the game with 15 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 15 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 57

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. She is a citizen by birth whose family is originally from India. Your character has a strong social support system. Your character begins the game with 30 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N Q P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 58

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual female. She is White (of European descent) and a citizen by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 50 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 50 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).



**C’est La Vie: A Game of Social Life!** Your game ID: 59

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a lesbian female. Your character is White (of European descent) and a citizen by birthy. Your character has a disability. Your character has a strong social support system. Your character begins the game with 10 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

**C’est La Vie: A Game of Social Life!** Your game ID: 60

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered male (was born female, but identifies as male). Your character is White and an immigrant from Russia who holds citizenship. Your character has a chronic condition that must be managed. Your character has a strong social support system. Your character begins the game with 30 money boxes and 2 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

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**School**:

**Social Group(s)**: P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 30 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 2 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 61

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. Your character is Black and a citizen by birth. Your character has a weak social support system. Your character begins the game with 60 money boxes and 4 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 60 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 4 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 62

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a transgendered female (was born male, but identifies as female). Your character is White and a recent immigrant from Europe. Your character has a strong social support system. Your character begins the game with 50 money boxes and 3 bonuses. Your character is not able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: N P

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 50 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 3 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 63

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a heterosexual male. He is an immigrant from Nepal who holds citizenship by birth. Your character has a disability. Your character has a strong social support system. Your character begins the game with 10 money boxes and 1 bonus. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: M Q S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.

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**MONEY** (🞏): Your character begins the game with 10 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 1 bonus. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

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**C’est La Vie: A Game of Social Life!** Your game ID: 64

**Total**:

**YOUR CHARACTER PROFILE**: Your character identifies as a gay male. He is a citizen by birth whose family is originally from Sri Lanka. Your character has a disability. Your character has a weak social support system. Your character begins the game with 5 money boxes and 0 bonuses. Your character is able to vote.

**ILLNESS** (▽): Negative wellness indicates illness. One must overcome illness before benefitting from wellness.

**School**:

**Social Group(s)**: Q P S

**Neighborhood**:

**VOTE**: yes

**DEBT** (-🞏-): Indicate debt and interest here. Debt must be paid off before there can be monetary gains. You cannot be more than 20 $🞏 in debt at any time.



**MONEY** (🞏): Your character begins the game with 5 money boxes. As you spend this money, you will cross out the relevant number of blocks (🗷). If you gain more money you can draw additional boxes in the space provided below (🞏).

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**EXPERIENCE** (🞹): As you gain experience credits, draw a “🞹” to represent your gain. Experience credits are reusable as long as you maintain them. Some circumstances can result in experience credits being permanently lost. In this case cross out the credit 🞹 so that it can no longer be used.

**WELLNESS** (△): As you gain wellness credits, draw a “△” to represent your gain. Wellness credits are reusable as long as you maintain them. Some circumstances can result in wellness credits being permanently lost. In this case cross out the credit △ so that it can no longer be used.

**BONUSES** (🌕): Your character begins the game with 0 bonuses. Each 🌕 is worth 1 bonus. Once you use a bonus, you will cross it out (⮿). If you gain more bonuses you can draw additional circles (🌕).

***Optional***: In addition to the score sheet, you may also wish to record students’ responses to each of the decision scenarios. One option is to use an in-class response system (clickers) to record students’ responses electronically. As an alternative, you can duplicate this recording sheet and append one box of it to each character profile and ask students to indicate their responses to each decision scenario.

|  |  |  |
| --- | --- | --- |
| Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) | Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) | Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) |
|  |  |  |
| Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) | Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) | Record your decision for each scenario (e.g., A, B, C, D, or E) on this card:  Decision 1: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 2: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 3: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 4: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 5: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 6: \_\_\_\_\_\_\_\_\_\_\_\_  Vote 1: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 7: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 8: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 9: \_\_\_\_\_\_\_\_\_\_\_\_  Decision 10: \_\_\_\_\_\_\_\_\_\_\_  Vote 2: \_\_\_\_\_\_\_ (or □ did not vote)  Decision 11: \_\_\_\_\_\_\_\_\_\_\_  Decision 12: \_\_\_\_\_\_\_\_\_\_\_  Decision 13: \_\_\_\_\_\_\_\_\_\_\_  Decision 14: \_\_\_\_\_\_\_\_\_\_\_  Decision 15: \_\_\_\_\_\_\_\_\_\_\_  Vote 3: \_\_\_\_\_\_\_ (or □ did not vote) |