Privileg Prisma

Facets of Identity

(Expansions rules, for 2-6 players)

New Content 24 challenge cards

Materials Required 49 point tokens, 24 identity cards, 9 Dice (1 start dice + 8 privilege dice)

Goal While the basic game wants to encourage conversations about privileges, the expansion goes into which social systems these privileges actually arise from and to which facets of a person they can be linked.

This time, the focus of the game is participation and advancement in society (represented by the challenge cards) and how our identities can influence this for better or for worse.

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Intersectionality

Intersectionality describes a concept that states that different cultural and social identities of a person are interconnected. This combination results in individual clusters of privilege and discrimination. These reinforce each other as more of them overlap. For example, a white woman is affected by sexism and a black man by racism, but a black woman is also affected by a combination (called misogynoir) of both forms of discrimination.

Intersectionality in the game
Each identity is either privileged or discriminated against (represented by value) by the named system (represented by color).

Combining colors, values and different identity cards results in a model of intersectionality. This leads to individual starting positions for a person in society.

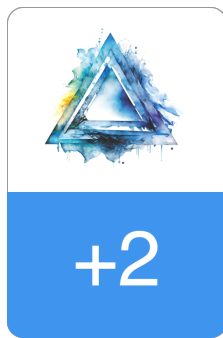This is explained in more detail in the 'Identity cards' section.

Example

+2	**+2**	**+1**	
System Patriarcy	**System** White Supremacy	**System** Christian Supremacy	**System** Capitalism
Identity Man	**Identity** White	**Identity** Atheist	**Identity** Workingclass
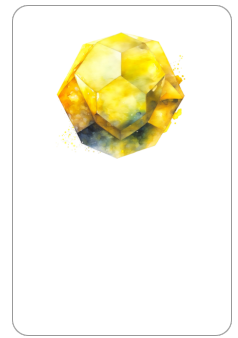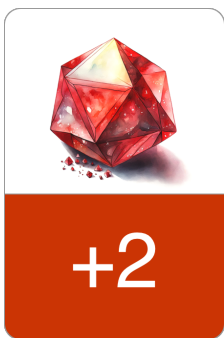
+2	**+1**		
System Nationalism	**System** Capitalism	**System** White Supremacy	**System** Ableism
Identity Citizen	**Identity** Middleclass	**Identity** Black	**Identity** Disabled

Game Setup

Preparation Identity and challenge cards are divided into two face-down piles. Each player starts with a six-sided die. Next, each player draws four cards from the face-down deck of identity cards. The values on the cards are added together and players get that many dice added to their dice pool.

Important Players may only have one card per color in their hand. If a player draws a color they already have, it is placed under the deck and the player draws again.

Turns

A challenge card is revealed from the challenge card deck. The challenge described on it has a value for difficulty and points. Players take turns to roll the dice to match or beat the difficulty. Whoever has achieved the most successes wins the points on the card and is paid these in the form of tokens.

If no one has completed the difficulty after 3 rounds, or in case of a tie:

The person with the largest pool of dice wins.

If there is a tie here too, a tie is rolled. A dice is used for this. The highest result wins.

Example

Find a job

⚅ 4 | ◈ 2

Challenge
"Find a job" , Difficulty 4, Points 2

Player 1 rolls: 2, **4**, **6**
Player 2 rolls: 1, 1, 3, **4**, **5**, **5**

Player 1 has acchieved 2 successes against difficulty 4
Player 2 on the other hand 3 successes and therefore wins the 2 points.

End of game
The game ends when all challenge cards have been played. The player with the most points wins.

Talking about identity and challenges

Opportunity 1) Can the player think of a person from their circle of acquaintances to whom the combination of identities, they have drawn, corresponds? If yes, has the person ever shared anything about their experience of discrimination? If not, can they imagine what experiences of discrimination the person with these overlapping identities might experience?

Opportunity 2) Drawing the identity cards reveals the differences in privileges people are given by birth. While one player might start with a max. dice pool of 9, another player may be left with the one dice they received at the start. Yes, that's unfair and it's the point of the exercise! How does this feel when measuring identities with a number of dice?

Opportunity 3) When the players see the different identities; can they identify their own? How do they evaluate their identities against the background of privilege or discrimination?

Opportunity 4) Some challenges (especially for privileged players) may seem incomprehensible ("Why is walking through the park a challenge?"). This can be used as a way to address how even everyday actions can be challenging for some.

Opportunity 5) After the game has ended and a winner has been identified. How does the score the players acchieved compared to the identities they drew? What do the players notice? What is their conclusion?

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Identity Cards

This is not a complete representation of all possible identities and social systems. The description of the systems and identities also only scratches the surface and is intended to serve as a starting point for understanding, not as a definitive definition. If you find yourself dissatisfied with the explanations, or also in a more general note, of you wanting to know more, it is strongly recommended to do your own research and delve deeper into the topics.

The characteristics of social systems depend heavily on the country in which they were formed (racism in Germany, for example, is expressed differently than in Brazil). This game is designed with the society of Germany in mind, although an attempt is made to keep the description of the identities general.

Not all social systems are equally strong when it comes to granting privileges. However, they are interlinked, build on each other and strengthen each other.

The numbers on the cards should in no way be construed as a value judgement of a particular identity, but attemts to represent access to privileges in a particular system. In patriarchy, for example, access to privileges is easier for men than for women, one then speaks about male privilege.

Also, breaking it down to 3 identity groups each is a drastic simplification that leaves little room for diversity within and overlaps with other groups. In every social system there is a complex interplay when it comes to privilege and discrimination. The rule of thumb applied works sometimes better and sometimes worse (e.g. one can argue that in a secular country like Germany, atheists do not face systemic discrimination from Christians).

Keep in mind, the intention of the cards is to start a conversation around these identities and the social systems from which they arose.

Overview

In this expansion, the colors on the identity cards represent social systems. The value of the cards (+2, +1, 0) represents identities defined by these systems (See the explanation section).

Color	System	+2	+1	+0
Violet	Patriarchy	Man	Read as male	Woman
Indigo	Heteronormativity (S)	Hetero	Pan	Homo
Blue	White Supremacy	White	Read as white	Black
Cyan	Ableism	Not disabled	Temp. disabled	Handicapped
Green	Heteronormativity (G)	Cis	Non-binary	Trans*
Yellow	Capitalism	Wealthy	Middle class	Working class
Orange	Christian supremacy	Christian	Atheist	Religious minority
Red	Nationalism	Citizen	Migrant	Refugee

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Explanation

+2

The patriarchy

is a social structure in which **men** hold positions of power in most aspects of society (politics, economy, family, etc.). This allows them to influence society, consciously or unconsciously, in a way that gives other men easier access to advancement opportunities. The discrimination form of sexism emerges from patriarchy.

People **read as male** are people who are identified as male by others in most cases due to physical characteristics (e.g. beard, flat chest, deep voice etc). This can apply to a number of different identities, people who were born male but do not identify as male (see e.g. non-binary or agender), but also intersex people whose physical appearance is read by other people as male.

Women have it more difficult than men to get into managerial positions and receive equal compensation (gender pay gap). Occupations that are connoted as female are often paid less, or not at all in the case of maternity, raising children or housework. In addition to their other activities, they are often responsible for the emotional well-being of those around them (emotional labour).

+2

Heteronormativity (sexuality)

is a social structure that sees a binary gender and sexuality system (male & female) as natural. It describes **heterosexual** unions (male + female) as the norm and discriminates against same-sex relations and non-heterosexual individuals. From heteronormativity arises (among other things) the form of discrimination of homophobia.

Pansexual people do not feel their sexual attraction in a binary way and are open to partners regardless of their gender (man + X, woman + X, X +X). As with other sexualities (bisexuality or asexuality) that involve a heteronormative pairing (man + woman), this can lead to relationships that are read as heteronormative.

Homosexual people feel sexual attraction to the same sex (man + man, woman + woman). Gay and lesbian people not only have to contend with social discrimination, but also, with legal equality with heterosexual people, especially in the area of family.

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White Supremacy

+2

is a social system in which **white people** have an advantage over other racial groups. This often goes hand in hand with white people being the majority in society. This not only shapes who is in positions of power, but also how the media portrays white and non-white people, ideals of beauty are oriented towards white people, and western culture is seen as universal. Racism is a form of discrimination that emerges from white supremacy.

People **read as white** are people who are identified by others as white, in most cases, through physical characteristics. This can apply to a range of people with migrational background (e.g. Turkish people with blonde hair vs. black hair), but also black people, with light skin, light eyes and straight hair. This is also called 'passing', in the sense of passing as white.

Black, is a term for people of African or Afro-Diasporic origin. The designation of these people as black people is historically directly linked to the designation of people with European roots as white and the social construct of white supremacy. Created as a derogatory foreign term, it was reclaimed as positive by those affected during the Black Power movement in the 1970s.

Ableism

+2

grows from a society that favors **able-bodied** people, i.e. people who have full access to their physical and mental abilities. This can lead to a disregard for the needs of disabled people, thereby limiting their participation in society and preventing them from realizing their full potential. Out of ableism comes the form of discrimination called diasabelism (hostility to the disabled).

Everyone is **temporarily disabled** at some point in their life. This can happen physically through illnesses or accidents that restrict people for months, or psychologically through burn out, addictions or seasonal depression.

People are considered to be **disabled** if they have physical, mental or other impairments that prevent them from participating equally in society. This can differ in severity, from e.g. a walking disability, which can be compensated for by using crutches, to complete physical paralysis, in which case one would then speak of a severe disability.

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+2

Heteronormativity (gender)

heteronormativity favors, those who identify with the gender they were assigned at birth. These people are referred to as **Cis** (gender). Transphobia is a form of discrimination that emerges from heteronormativity.

Non-binary are people who do not (only) identify as man or woman and therefore do not correspond to a binary gender identity. Non-binary people perceive their gender identity on a spectrum, this can create very individual manifestations of self-image. There are also people who cannot identify with the concept of gender identity at all. Often, however, these people are wrongly perceived by others as the gender they have been assigned with at birth.

Trans* people identify as a different gender than the the one assigned to them at birth. This can be binary gender reversal (man to woman, woman to man) or take place on a spectrum of gender identity. If the person wants to achieve a visible alignment with their gender identity, i.e. transitioning, there are often severe hurdles in the areas of medicine, authorities and social acceptance.

+2

Capitalism

The world's dominant economic and social system, which is based on inequality between the few **wealthy** people who own private property (often generated and inherited over generations) and those who have to earn their living through wage labor. This class system is very rigid and it is hardly possible to move up from a lower class to a higher one. Those who were born poor usually remain poor. The discrimination form of classism emerges from capitalism, which excludes poorer people, the unemployed, the homeless and people with a lower level of education.

Middle class denotes a gradation in the area of wage laborers who possess certain wealth and maybe even private property. This includes a wide spectrum, measured by the level of income, from executives in the upper middle class to office workers in the lower bracket. Academics and civil servants are also often found in this layer. The middle class in Germany makes up two thirds of the population.

People in the **working class** are also hired workers, but typically do not have higher/college education and either perform manual labor or are in low-income service jobs. These jobs are often precarious. It is not uncommon for these people to have several jobs or receive support from the employment office and still find themselves on the poverty line (working poor).

Christian supremacy

Christianity is the world's largest religion and forms the foundation of values in most western and colonized countries. Although Germany is a secular country that separates church and state, most public holidays are of **Christian** origin. There is a church tax and the largest charities have Christian sponsors. Forms of discrimination that historically result from Christian dominance are Islamophobia and anti-Semitism.

Atheists or agnostics do not have to fear discrimination in Germany and mostly have a culturally Christian background. This means that they have grown up with the traditions and values of Christianity and can easily move around in a Christian society and celebrate the relevant Holidays (e.g. Easter and Christmas) even if they are not part of the church and are non believers.

Religious minorities in Germany primarily include the Muslim community, which struggles with Islamophobia and the jewish community which struggles with anti-Semitism. Other religious minorities also often find it difficult to live out their religious practices and culture, and are often deprived of institutional recognition, such as disregarding their Holidays and customs.
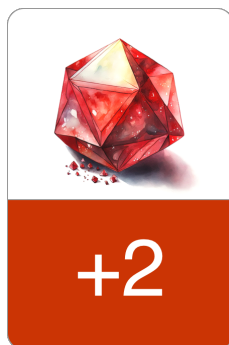
Nationalism

In nationalism, people define themselves by belonging to the country in which they are located and usually born in. This can lead to a culture of elevation of one's own nation above others, with which the **citizens** also rise above people who mirgated to the country. Xenophobia is a form of discrimination that emerges from nationalism.

Migrants are people who have migrated from another country. Whereas people with a migrational background are descendants of foreigners that have moved to this counrty. Citizens with a migration background experience discrimination depending on how many of their social markers (name, ethnicity, accent-free speaking of the national language, etc.) distinguish them from the stereotypical image of the citizen.

Refugees had to flee their homes involuntarily because of war, poverty, natural disasters or other reasons. They are subject to severe restrictions in the countries where they are hosted and often suffer not only from the trauma of fleeing, but also from the threat of being deported and other hostilities.

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> **"In our imperfect world, if conditions are such that those who have the least are taken care of, we will all be closer to freedom and justice."**
>
> - Jamina Wilson

Go on a vacation

⊡ 3 | 💎 1

Find media representation

⊡ 3 | 💎 1

Go on a romantic date

⊡ 3 | 💎 1

Get a fair performance review

⊡ 3 | 💎 1

Reserve the best table in a restaurant

⊡ 3 | 💎 1

Go on a walk through the park

⊡ 3 | 💎 1

Get good grades in school

⊡ 3 | 💎 1

Open a bank account

⊡ 3 | 💎 1

Find a job

⊡ 4 | 💎 2

Find an apartments

⊡ 4 | 💎 2

Get good medical care

⊡ 4 | 💎 2

Have good credit score

⊡ 4 | 💎 2

Convince a police officer of your testimony

⊡ 4 | 💎 2

Find an apartments

⊡ 4 | 💎 2

Gain an award in your field

⊡ 4 | 💎 2

Found a Start-up

⊡ 4 | 💎 2

> "To truly be antiracist is to be feminist. To truly be feminist is to be antiracist. [...] We cannot be antiracist if we are homophobic or transphobic."
>
> - Ibram X Kendi

Buy a house

⚃ 5 | 💎 4

Get a PHD

⚃ 5 | 💎 4

Become the CEO

⚃ 5 | 💎 4

Get a votet into a governmental office

⚃ 5 | 💎 4

Earn so much that you are part of the 1%

⚅ 6 | 💎 6

Win an Oscar

⚅ 6 | 💎 6

Become the Head of State

⚅ 6 | 💎 6

Get a statue in your honor

⚅ 6 | 💎 6