



GAME OF HOMES - ORDER FORM AND AGREEMENT

This Workshop Management Agreement (“Agreement”) is made and entered into as of the date of signing by and between **Game of Homes (Yorkshire) Ltd, Devere House, Vicar Lane, Little Germany, Bradford, BD1 5AH** (“Provider”), and

Client:	
Address:	

WORKSHOP DETAILS

Title:	
Date:	
Location:	
Duration:	
Purpose:	
Delegates:	
Facilitator:	
Client Contact:	
Fee:	
Expenses	
PO Number	
Special Request:	

This Order Form is subject to the terms and conditions outlined in the Workshop Management Agreement below.



EVENT MANAGEMENT AGREEMENT

1. Definitions and Interpretation

1.1. Definitions and rules of interpretation are outlined in Schedule 1.

2. Workshop Management Services

2.1. The Provider shall provide services as detailed in Schedule 2 in accordance with this Agreement.

3. Fees and Payment

3.1. The Client shall pay the Provider fees as outlined in the Order.

3.2. Payments are due in accordance with the terms stated in the Order Form.

3.3. The Provider will provide an invoice, complete with Purchase Order number, at the time of the payment.

3.4. Each party bears its own costs unless specified otherwise or noted in order. Costs relating to venue hire and refreshments shall be met by the Client.

4. Cancellation, Rearrangement and Variations

4.1. This Agreement commences on the date of signing and continues until the Workshop is completed unless cancelled earlier.

4.2. Both parties are entitled to cancel the Workshop at any given time up to three days before the beginning of the event.

4.3. If the Client cancels the workshop less than three days before the beginning of the event, the full amount shall be payable. An alternative workshop can be mutually arranged with 50% discount of fees (pre-purchased expenses will not be refunded).

4.4. If the Provider is unable to fulfil the agreement due to illness or travelling difficulties, an alternative workshop will be mutually arranged without further fees.

4.5. Any amendments to this Agreement must be agreed in writing by both parties.

4.6. Force Majeure: Neither party shall be liable for delays caused by circumstances beyond their reasonable control.

4.7. Upon termination, the parties' obligations shall cease except as specified in this Agreement.

5. Intellectual Property

5.1. The Game of Homes copyright, game design and logo are owned by Game of Homes (Yorkshire) Ltd and shall remain the sole property of the Provider.



6. Marketing and Promotion

- 6.1. The Client agrees to provide feedback about the workshop which may be used in marketing and business development communications developed by the Provider. The Client shall approve the final working for the materials.

7. Confidentiality

- 7.1. Both parties agree to maintain of any proprietary or sensitive information disclosed during the workshop. The Provider will not share project details with third parties without Client's consent, except for public portfolio use with prior approval.

8. Data Protection

- 8.1. The parties agree to comply with applicable data protection laws.
- 8.2. Where applicable, the Client acts as a data processor.
- 8.3. The Client will be responsible for all communications, including invitations, with delegates attending the workshop.

9. Relationship of the Parties

- 9.1. Nothing in this Agreement creates a partnership or joint venture.
- 9.2. Assignment or subcontracting is not permitted without prior written consent.
- 9.3. This Agreement does not confer rights on third parties.

10. Agreement

- 10.1. This Agreement is governed by the laws of England and Wales.
- 10.2. This Agreement constitutes the entire understanding between the parties.
- 10.3. If any provision is found invalid, the remainder shall remain enforceable.
- 10.4. The parties agree to attempt informal resolution for any disputes. Disputes shall be resolved through negotiation, and if necessary, arbitration under English law. Each party bears their own mediation costs.
- 10.5. Failure to enforce any provision shall not constitute a waiver of that provision.
- 10.6. Both parties agree to perform further acts necessary to fulfil this Agreement.
- 10.7. Notices must be in writing and sent to the addresses in the Order Form.



SIGNATURE AND DATE

Both Parties hereby agree to the terms and conditions set forth in this Agreement and such is demonstrated by their signatures below:

**Game of Homes
(Yorkshire) Ltd**

[Client]

Name

Title

Signature

Date



Schedule 1: Definitions and Interpretation

Game of Homes is an empowering and dynamic board game designed to give tenants and colleagues the opportunity to design and develop solutions to challenging issues, making them feel valued and integral to the process.

The game is inclusively designed for tenants, residents, service users, and front-line colleagues, recognising their first-hand experience of service failure and miscommunication. It can be played by 6-15 people using a desk, wall, or floor as a surface. It revolves around a facilitated and structured route designed to extract different views and information, all in an effort to address real-life challenges, fostering a sense of belonging and community.

Workshops are facilitated by an accredited facilitator, directed by Claire Blacka, a Tenant Engagement Specialist and Insights Discovery Practitioner with experience in managing social housing customer services.

Gamification refers to applying game-design elements and game principles in non-game contexts. It's about transforming mundane tasks into engaging and enjoyable activities which are typically found in games. Gamification is a powerful tool that businesses can use to drive engagement, boost productivity, and foster a culture of continuous learning. Participation games are part of a growing global trend to promote more inclusive and democratic planning processes.

The Helsinki Participation Game was created to improve citizen engagement. The idea to use a board game to provide structure for a team meeting that sparks new ideas, collaboration, and learning.



Schedule 2: Workshop Management Services

Workshops can cover virtually any topic that requires engagement, involvement, and the opinions and views of Service and Product users. Aims and objectives agreed with service owners.

Workshops can be help locally, onsite in housing associations or in neighbourhood venues that can accommodate up to 15 people.

EDI and vulnerabilities. Workshops are designed to be inclusive regardless of characteristics, vulnerabilities and long-term health issues.

Fixed price delivery, including accredited facilitator, planning, and invitation logistics. Excludes venue hire and refreshments.

Game Flow:

Goal setting Planning meeting with provider. Determine the problem and the goal.	Forming a group Invite all participants to workshop in advance. Facilitate any reasonable adjustments	Icebreaking Facilitator introduces session and reinforces ground rules, game rules and expectations.
Why engagement? Why? What would we miss without it? What does it offer?	The Dream Participants imagine the problem is solved in the best possible way.	Creativity Session Think of all possible ideas to solve the problem and reach the goal. Be bold and creative
Wild Cards If participants are stuck, use emergency or wild cards	Sort it Sort post-its into similar ideas and rank ideas on mat - great, good, maybe later	Three is the magic number Choose 3 ideas to develop. Get a consensus through voting if needed.
Equality Impact Use 'In their Shoes' cards to check equality, diversity and inclusion	Close the loop Agree feedback loop and monitoring	Reflections and thanks Give people a contact for evaluations and further comments. Thank all participants

All materials are owned by Game of Homes (Yorkshire) Ltd and branded as Game of Homes.