



SUMMARY REPORT – COMMUNITY PLANIT: YOUTH@WORK MOLDOVA

The United Nations Development Program’s engagement goals for Community PlanIt: Youth@Work were to bring youth throughout Moldova together in a deliberative conversation about the perceived root causes, personal experience with, and possible steps to solving the employment problem for young people in the country, ages 16 – 26 years. There was a particular interest in engaging in dialogue those in the Russian-speaking Transnistrian region with mainland Romanian-speaking Moldova, to promote cross-cultural exchange, foster empathy, and take an inclusive approach to addressing the problem. Would there be differences in outlook between the two groups? How would their experience of the unemployment situation differ? Would their recommendations for solutions be mutually aligned? On a more meta-analysis level, to what degree would the two groups engage with one another at all? When those exchanges occurred, what would be their tenor? How often would Russian-speakers initiate dialogue with Romanian-speakers and vice versa?

The primary means by which we addressed this aim was, of course, to offer the game simultaneously in Romanian, Russian (and English). Players were able to select their preferred language among these, and interact with all of the site content in human translated language. At the same time, all of the player-created content (responses to challenge questions, Soapbox posts and player-created Causes) could be machine translated by an embedded Google Translate feature. In other words, this allowed players to interact in one platform with players who did not necessarily speak their native language. Russian speakers could dialogue with Romanian speakers in the same forum. Additionally, youth leaders from organizations in the Transnistrian region participated in a 2-day workshop that was held in Chisnau prior to the online game, to source game content and orientate them to the process of recruiting their memberships to play the game. Promotional collateral – flyers, email, video – were created in Russian and Romanian, to reach out to these groups, as well. All told, players who opted for Russian as their preferred language accounted for 118 players in the game, 9.7% of all registered users.

In addition to the country-wide cultural exchange goals, there were some participatory goals that were set in terms of playership and number of people engaged in the process. In a country with a population of 3.5 million with nearly half of the population concentrated in urban centers we anticipated a registration rate for the game of around 2,000, based on instances of Community PlanIt conducted in population centers of similar size (e.g., City of Boston, City of Detroit). Playership for the game (those who register and complete at least one challenge question) tends to hover around 30% and we saw no reason Moldova should deviate from this norm. In fact, the launch of Community PlanIt in Moldova was the first time that the game had been used at a country-wide scale. What emerged from the game fell slightly short of what we had anticipated, but not exaggeratedly so:

Total number of registered users:	1,292
Active players of the game:	408 (31.5%)
Number of comments left in the game:	7,401
Average number of comments per player:	18
Completed up to one-third of all questions:	136 (33% of active players)
Completed more than two-thirds of all questions:	101 (25% of active players)

While these figures indicate a somewhat lower registration rate than we had initially anticipated, the active playership numbers fall in line with the level of participation for any given set of players. One-third of the number of registered users became active players. One-third of active players completed the equivalent of one full mission of the game (16 challenge questions), while one-quarter of the active players played at least two missions of the game. 185 players attempted the final challenge barrier, and



52 players (12.7%) completed 90 – 100% of the total number of 46 of possible challenge questions. These numbers suggest a level of participation among registered users very much in line with, if not slightly higher, than measured results of previous games of Community PlanIt.

Strategy for recruiting players relied on a three-fold approach coordinated by our in-country partner at the National Youth Council of Moldova (CNTM):

- 1) Activation of local youth organizations to rally their memberships to register and participate in the game. CNTM organized a 2-day workshop facilitated by Engagement Lab to introduce the concept of game-based approaches to problem solving and civic engagement. Youth leaders from these organizations from across the country also aided in the sourcing of themes that were incorporated into game content. Invested in the process, they became our most valuable recruitment tool in the process. We relied heavily upon them to leverage their social networks and communications streams to publicize the game and encourage registration. These local youth organizations would also be instrumental in proposing projects for Cause funding that could be used as a means to rally participation among their constituents. Once the game is live, Causes and word-of-mouth through players represents the most important means of recruitment of new players.
- 2) Utilization of UNDP Moldova and CNTM's own social network presence on Facebook and Twitter. Promotional videos in English, Romanian and Russian were created to promote the game. In addition to the promotional video produced by Engagement Lab, a handful of short "celebrity" videos (30 secs.) were recorded by CNTM featuring leaders of youth organizations and sports figures to promote the game online. CNTM used their organization's Facebook page to recruit players and also created a Facebook page for "Joc Online Youth@Work," which garnered approximately 400 likes. They used this to communicate with the public throughout the engagement process, providing pregame, in-game, and post-game updates to those following the page.
- 3) National campaign utilizing traditional broadcast media (radio and television), press releases to news outlets, text messages to all Orange cell phone customers in Moldova. Representatives of CNTM appeared on local morning shows and gave interviews about Youth@Work and the process for engaging youth in a conversation with the UNDP and other officials who influence national policy. Television ads ran on the national television channel to promote the game.

Of these strategies, the most crucial was the first, which leveraged trust-relationships between the public and local organizations with which they identify. We know from past implementations that word-of-mouth and traditional grassroots organizing is the most effective means of recruiting players to sign up. Unless there is some other strongly motivating factor, people are reluctant to register for and participate in an online process without some recommendation to do so from a trusted source. The promise of a monetary prize for a community based project can help to overcome this barrier, but even that incentive is made more enticing when it comes through a friend or trusted community organization with whom the person identifies or has contact on a regular basis. College campuses would have been a great place to engage youth in particular. It also may have proven effective to reach out to high schools in key cities to engage younger players. In other instances, we have found that involving schools was an especially effective means of recruiting youth, whose native familiarity with social networking practices makes them adept drivers of participation in the online platform. Community PlanIt is, effectively, a social networking game, where players are incentivized to interact with one another's comments over the course of the three weeks of play; youth typically excel in this aspect of the game and drive congruent participation in older players.



Ensuring a higher number of participants would rely on more robust community partnerships between the primary local partner and other youth organizations. Inviting representatives from these organizations to a preliminary orientation workshop worked quite well. Getting those organizations to submit projects for funding that would be available as Causes ready-loaded into the platform at game launch might have been effective, giving those groups an added incentive to promote the game among their memberships prior to launch. While national outreach and advertising is effective in reinforcing or “legitimizing” in peoples’ minds the engagement effort through the platform, such advertising is most effective when it bolsters more grass-roots efforts at the local, community level. Word-of-mouth and endorsement from local organizations and schools continues to be the most effective means of rallying participation in the game.

ENGAGING TRANSNISTRIA

As anticipated, Romanian speakers – especially based in Chisnau – represented the overwhelming majority of players in the game. Of the 126 percent of Romanian speakers completed 81-100% of challenges compared to 0.6 percent for English speakers and 1.7 percent for Russian speakers. Likewise, the most “liked” and “replied to” responses to Challenge Questions throughout the game came from Romanian speakers.

Percentage of Challenges Completed Based on Preferred Language

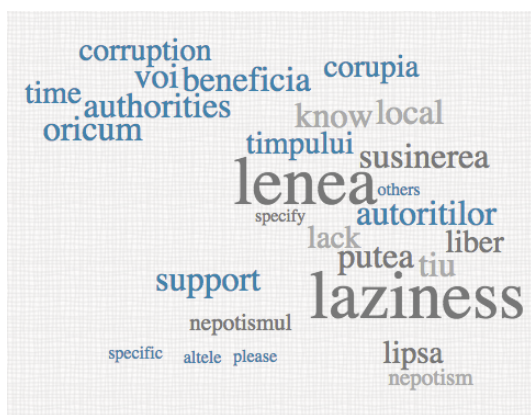
Preferred Language	0-20%	21-40%	41-60%	61-80%	81-100%	Total
English	145	7	1	4	1	158
Romanian	615	143	14	35	51	858
Russian	93	17	2	4	2	118
(blank)	150	4		4		158
Total	1003	171	17	47	54	1292

One especially interesting point of comparison between Romanian and Russian-speaking players was around the question of responsibility and agency. There were two Challenge Questions in particular which asked players to consider where responsibility lies for the unemployment problem in Moldova. There were nine Challenge Questions across the three missions of the game that directly called for players to reflect on the question of agency and responsibility:

Mission 1	Romanian	Russian	Total Responses
Challenge 2 “What’s the Problem?”	138	19	187
Challenge 7 “State vs. Local”	113	12	142
Challenge 8 “Meet Olga”	110	12	138
Challenge 10 “Motivation”	108	11	134
Mission 2			
Challenge 7 “Social Values”	86	9	109
Challenge 8 “Meet Victor”	88	9	109
Challenge 9 “Motivation & Involvement”	92	9	109
Mission 3			
Challenge 7 “What Qualities to Have”	161	14	200
Challenge 9 “Your Future”	148	15	196



These options tended to make the players more self-reflective about internal forces and qualities that influence employment opportunity. The idea that the prevailing sentiment that youth are lazy and lack motivation seems to have been internalized by the players of the game, whose answers largely support this conception. About half of the Russian language players cited “laziness” (4 out of 9 responses) as the reason behind lack of motivation. The second most cited reason was apathy due to not seeing the benefit of participating in the process, in one case attributed to lack of support from local authorities (3 out of 9 responses). This differs significantly from the Romanian language players who, although they also cite “laziness” of the youth as a inhibiting factor to involvement and agency, after that cite “corruption,” “lack of support from authorities” which each garnered about one-third of total responses.



Word cloud of responses from “Motivation & Involvement” (Mission 2, Challenge 9)

HIGHLIGHTS AND KEY FINDINGS FROM THE PUBLIC

Community PlanIt is primarily a deliberative game and the most enlightening points of entry into the data occur most frequently where players have concentrated conversations around particular responses to Challenge Questions. Players have the option either to “Like” a comment to indicate support and also to write an in-line response to any other player’s comment in the game. Below is a select excerpt of the Top 5 most liked and engaged with response in the game, which suggest key areas of interest for policy-makers to address.

TOP 5 MOST “LIKED” RESPONSES

The first Challenge Question of the game “Your Experience” garnered 199 responses and asked players to tell their personal experience – or related the story of a friend or family member – who has struggled with finding employment. The motivation for beginning the game with this type of question is to begin to build trust among players of the game and with the decision-makers curating the process. Just as in past implementations of Community PlanIt, players of Youth@Work responded to this question with earnest and candid stories. The fact that responses to this question garnered so many of the most “liked” and most “responded to” comments in the game, suggests that opportunities for this kind of “thick” engagement where players get to engage with one another in personal narrative is highly attractive.

For reference, 10 percent (19 responses) came from Russian-language players, whose responses garnered likes and positive comments from other players in the game.



Challenge 1

199

Your experience



Have you or someone in your family been affected by unemployment? If so, can you tell about your experience? If not, how do you understand the issue of unemployment?

[SEE RESPONSES \(199\)](#) [NEXT CHALLENGE](#)

1. Challenge Title: "Your Experience" (Mission 1, Challenge 1)

Player ID: 7029

Stake: Business Owner

Preferred Language: Romanian

Likes: 15 Replies: 6

Response [Romanian]: "Somajul după mine este una din cele mai mari probleme ale Republicii Moldova la ora actuală. Această problemă este privită de mulți ca fiind vinovat statul că nu dispune de suficiente locuri de muncă. După mine însă o mare parte a vinei o poartă populația care nu se repofilează sau în cazul tinerilor nu aleg profesia care le-ar garanta un loc de muncă. Alt factor care generează șomajul după mine este mentalitatea moldovenilor care investesc în case, garduri, mașini și nu într-o afacere. Referitor la experiența mea, da am avut ocazia să fiu șomeră, dar pentru că am decis să pun pe picioare propria afacere. Am avut ocazia să am în familie 2 șomeri, mama și tata, tatăl a stat acasă tot timpul era agricultor, dar nu producea mai nimic, mama însă mereu a fost plecată peste hotare. Șomajul în familia noastră era privit ca ceva normal, statul nu ne oferă loc de muncă, noi ne descurcăm cum putem. Cu timpul eu am înțeles că e o concepție greșită, ca statul să-ți ofere ceva trebuie și tu să contribui cu impozite și taxe plătite la timp."

Response [Google Translated]: "Unemployment me is one of the greatest problems of Moldova today. This problem is seen by many as guilty state that does not have enough jobs. To me, however, much of the population bears guilt repofilează not or choose not to young profession that would guarantee a job. Another factor that generates unemployment for me is the mentality of Moldovans who invest in houses, fences, machinery and not a business. Regarding my experience, yes I had the opportunity to be unemployed, but I decided to put their own business standing. I had the opportunity to have two unemployed family, mom and dad stayed home all the time father was a farmer, but producing nothing, but my mother was always gone abroad. Unemployment in our family was regarded as normal, the state does not give us jobs, we can handle ourselves. Over time I realized it was a misconception, that the state should give you something and you need to help with taxes paid on time."

Replies [Original – replies separated by \\-marks]: "și inca multe de spus \\ Cred ca ai mare dreptate. Statul da daca si noi contribuim la prosperarea lui. \\ sunt de acord cu voi \\ tare mi-ar placea sa se schimbe situatia curind, dar din pacate nu e posibil, trebuie noi sa fim cei care aducem schimbarea \\ In rezolvarea problemei somajului, cred ca ar trebui sa se implice atat statul cat si oamenii, prin a colabora si prin a crea noi strategii prin care sa aiba succes si sa mearga inainte, la fel, gasirea unor solutii pentru combaterea somajului. \\ statul trebuie sa se implice indirect in rezolvarea acestei probleme, prin stimularea si facilitarea activitatilor de antreprenoriat, precum si prin atragerea investitiilor straine care ar contribui la crearea locurilor de munca, a cresterii incasarilor in bugetul de stat si ca rezultat a investirii acestor bani in dezvoltarea societatii, dar nu pentru suplinirea conturilor bancare din Elvetia a



demnitarilor de stat, de aceea e nevoie si de o transparenta a utilizarii banilor publici, ca fiecare cetaten sa aie acces la informatiile privind cheltuirea banilor publici.”

Replies [Google Translated]: and another one of spus \\ I think you're right. If yes State and we contribute to the prosperity of contract. \\ Do you agree with hard voi \\ I would love to change the situation soon, but unfortunately it's not possible, you need us to be who we schimbarea \\ In solving the problem of unemployment, I think we should be involved in both the State and the people to collaborate and create new strategies to succeed and to go ahead as well, finding solutions to unemployment combatea contract. \\ Do you want the State to be involved indirectly in solving this problem, by stimulating and facilitating entrepreneurship activities, as well as attract foreign investment that would help to create jobs, increase incomes in the State budget and as a result of investing such money in the development of society, but not for the substitution of bank accounts in Switzerland to State officials Why does it take a transparency of the use of public money, as each cetaten to the Alliance for access to public information regarding spending money

2. Challenge Title: “What’s the Problem” (Mission 1, Challenge 2)

This Challenge Questions asked players to address the biggest barrier to finding employment. An overwhelming number of players (100) indicated “lack of government policy for sustainable national growth” as a key road block. Interestingly, when we look at the Russian-language players’ responses (19 total), the trend shifts from an emphasis on “lack of government policy” to support youth in finding employment to a perceived gap in the relationship between education and lack of practical skills or opportunities to get practical experience (11 responses). Qualifications of the responses point to a mismatch between emphasis on theory in curricula instead of the chance to gain practical skills and experience. After that, nepotism was cited by Russian language players as the biggest obstacle to finding employment. This follows the trend of the Romanian language speakers.

Challenge 2
What's the problem?
187

From you experience, what do you see as the primary barrier to finding decent employment for youth in the region? Explain your choice in the comment section.

- 75 Nepotism
- 57 Insufficient education
- 100 Lack of government policy for sustainable national growth
- 25 Cultural divides within the country
- 75 Lack of practical skills
- 22 Other (explain why in a comment)

SEE RESPONSES (187)
NEXT CHALLENGE

Player ID: 7209
Stake: High School Student
Preferred Language: Romanian
Likes: 12 Replies: 4

Response [Romanian]: “Cred că șomajul a apărut în urma tuturor acestor puncte, dar mai ales din educație insuficientă, pentru că în timp ce o persoană nu este educată corect, ea nu-și dă interesul față de muncă ci din contra, caută să câștige bani prin alde modalități: furt, înșelătorii, vânzări ilegale, etc.



Sunt contra celor care încearcă să câștige bani cerșind pe străzi, mai ales atunci când văd că o persoană de 20-40 de ani, aptă de a munci, cerșeste în loc să-și caute un post de muncă cât de mic nu ar fi salariul. Iar de persoanele cu dezabilități nu este statul cel care trebuie să aibă grijă? Atunci de ce ele se pun în fața noastră și nu se feresc pînă nu le dai măcar 1 leu? La aceste întrebări nu ne răspunde nepotismul, ci educația insuficientă.”

Response [Translated]: "I think that unemployment has emerged from all of them , but especially in education insufficient , because while a person is not educated properly, it does not give an interest in working on the contrary, seek to earn money by ALDE means: theft, scams , illegal sales, etc. I am against those who try to earn money by begging on the streets, especially when I see that a person 20-40 years old, able to work, begging instead to seek a job how small would not pay. And for people with disabilities is not state who must care? Then why do they put before us and are not afraid not give up even one lion? These answers we keep wondering nepotism, but poor education."

Replies [Original]: “Sunt de acord cu tine deoarece șomajul a apărut în urma tuturor acestor puncte, dar mai ales din educație insuficientă, pentru că în timp ce o persoană nu este educată corect, ea nu-și dă interesul față de muncă ci din contra, caută să câștige bani prin alde modalități. \\ Dacă ar fi educație nu ar mai fi toate celelalte. \\ atunci cum săi educam pe ceilalți? \\ un raspuns foarte bun, merita apreciat”

Replies [Translated]: “I agree with you because unemployment has emerged from all of them, but especially in education insufficient, because while a person is not educated properly, it does not give an interest in working on the contrary, seek to win money by the likes of ways. \\ If education would not be all that. \\ then how his educate others ? \\ a very good response, deserve appreciated”

3. Challenge Title: “To migrate or not to migrate?” (Mission 1, Challenge Question 3)

It’s clear that the vast majority of players have a preference to remain in Moldova (102 total) rather than migrating to find work. Of the Russian-language players, it is interesting to note that they largely follow the same trend, where 7 of the 19 respondents indicate they plan to remain in Moldova and only 2 opting for seeking work in Russia. Many players in their qualifying comments to the multiple-choice question indicated a desire to remain in Moldova, that was in conflict with the opportunity to find good job opportunities in the country. Bulgaria, the EU and the United States were most often mentioned as the most desirable places to migrate to find work.



Player ID: 7209
 Stake: High School Student
 Preferred Language: Romanian
 Likes: 11 Replies: 12



Response [Romanian]: "SUA." "Deoarece cunosc condițiile de trai în RM, prefer să plec peste hotare pentru a cunoaște un nou mod de viață dar nu sunt sigură că va fi unul bun sau rău și cum nu am auzit nimic de rău despre condițiile de muncă din SUA, planific să merg acolo."

Response [Translated]: "United States." "Since living conditions in the country know, I prefer to go abroad to learn a new way of life but I'm not sure that will be a good or bad and how do I auzit anything bad about working conditions in the US, I plan to go there."

Replies [Original]: "în SUA sunt multi emigranti, e greu sa fii competitiv cind cineva ar cere mai putini bani pt acelasi serviciu \\ In SUA la fel ca in alte state conditiile de munca nu sunt perfecte. \\ sunt de acord,dar cred ca ar fi bine sa revii in Moldova sa aplici ideile intarite acolo. \\ Odata ce pleci peste hotare si te aranjeaza conditiile acolo nu cred ca mai ai interes sa te intorci, doar daca vrei sa-ti vizitezi familia, dar daca pleci doar sa muncesti atunci e o idee buna sa investesti banii acumulati intr-o afacere in RM si plus ca oferi locuri de munca unor persoane. \\ Da, ar fi bine sa te intorci in RM si sa-ti aplici experientele acumulate in strainatate. \\ Ar fi bine dupa ce acumulezi cunostinte peste hotare sa te intorci in tara dar asta se intimpla foarte rar. \\ Nadejda, eu chiar asta vreau pentru ca cu banii straini iti poti deschide o afacere la noi in tara dar cu banii de aici este foarte greu si uneori chiar imposibil. \\ Alex, daca te angajezi in alta tara atunci trebuie sa primești salariu ca orice alt cetatean din acea tara, daca unele persoane cer salariu mai mic atunci el are de pierdut. \\ Fiodor, pai putini fac acest lucru deoarece ei prefera sa investeasca doar in locuintele lor proprii. \\ Dar ar fi mai bine mai intii sa-si deschida o afacere din care sa obtina mai multi bani si dupa asta poate investi si in locuinta iar odata ce are o afacere deschisa el poate garanta un viitor mai bun copiilor sai. \\ Bine spus, daca ar gindi toata populatia asa atunci sunt sigura ca tara noastra ar iesi din criza si am duce un mod de viata mult mai bun. \\ Oricum acolo poti avea un trai mai decent decit in Moldova."

Replies [Translated]: "In the US there are many immigrants, it's hard to be competitive when someone would ask less money for the same service \\ In the US as in other countries working conditions are not perfect. \\ are agree, but I think it would be better to back in Moldova to apply reinforced ideas there. \\ Once you go abroad and arrange the conditions there do not think you have interest to return, unless you visit your family, but if you go to work then it's just good ideas earn money to invest in a business in that country and also provide jobs to people. \\ Yeah, you'd better go back to your country and apply experiences gained abroad. \\ I'd better after accumulate knowledge abroad to return to the country but this happens very rarely. \\ Nadejda, I really want this foreign money because you can open a business in our country but the money here is very difficult and sometimes impossible. \\ Alex, if you engage in another country then you need to get salary as any other citizen of that country, if people ask waves lower salary then he has lost. \\ Fyodor, well, few do so because they prefer to invest only in their own homes. \\ But it would be better to first open a business in which to get more money and after that can invest in home and once he has opened a business can ensure a better future his children. \\ Well said, if they think of all the population so then I am sure that our country would overcome the crisis and I lead a much better life. \\ Anyway there you can have a decent living than in Moldova."

4. Challenge Title: "Your Experience" (Mission 1, Challenge Question 1)

Player ID: 7209

Stake: High School Student

Preferred Language: Romanian

Likes: 11 Replies: 2

Response [Romanian]: "Da, ambii părinți ai mei sunt șomeri. În Republica Moldova aceasta este o



problemă foarte mare care trebuie să fie rezolvată cât mai curînd posibil. Pe mine însumi mă sperie șomajul pentru că în viitorul apropiat va trebui să îmi caut un post de muncă și sunt sigură că mă voi ciocni de această problemă. Pentru mine șomajul este cam așa: un om șomer=un viitor distrus!un viitor distrus=mai puțin interes față de muncă! mai puțin interes față de muncă=un stat sărac!”

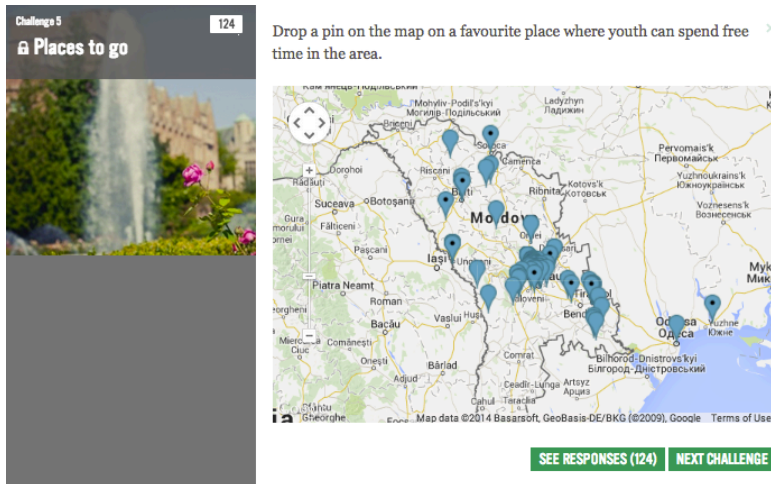
Response [Translated]: "Yes, both my parents are unemployed. In Moldova this is a huge problem that must be solved as soon as possible. I scare myself because unemployment in the near future I will be looking for a job and I'm sure I'll bump this issue. For me unemployment is something like this: an unemployed man = a future destroyed! future destroyed = less interest in work! less interest in work = a poor country!"

Replies [Original]: “Un stat sarac=un punct negru pe harta lumii :) \\ noi deja suntem un punct negru pe harta lumii”

Replies [Translated]: “A poor state = a black dot on the world map :) \\ us already a black dot on the world map”

5. Challenge Title: “Places to Go” (Mission 2, Challenge 5)

Mission Two asked players to think beyond formal schooling, which was the emphasis of Mission One, and consider the informal networking and skills development opportunities that exist in Moldova. One way that facilitates networking is having places to congregate and spend free time. Because most players were from Chisnau, the majority of responses came from around the capital city. The place that received the most endorsement from other players was Strada Sfatul Țării in Chișinău,



Player ID: 7209
Stake: High School Student
Preferred Language: Romanian
Likes: 11 Replies: 0

Response [Coordinates]: “[[[[47.029648418117866, 28.827593750000005]]]]”

Response [Place]: [Strada Sfatul Țării Chișinău, Moldova]

TOP 5 MOST “REPLIED TO” RESPONSES



1. See No. 3 among “Most-Liked Responses” above

2. Challenge Title: “Your Experience” – Mission 1, Challenge Question 1

Player ID: 7264

Stake: University Student

Preferred Language: Romanian

Likes: 8 Replies: 9

Response [Romanian]: “Nu nici eu nici familia mea nu a fost afectata de somaj...dar cunosc multe persoane care sint afectati de somaj...Somajul se poate caracteriza ca o stare negativa a economiei care afecteaza o parte din populatia activa disponibila prin neasigurarea locurilor de munca.”

Response [Google Translated]: " I do not even my family was not affected by unemployment ... but I know many people who are affected by unemployment ... Unemployment can be characterized as a negative state of the economy that affects the part of the active population by failing jobs available."

Replies [Original]: “din pacate putini in statul nostru au un loc de munca stabil \\\ sa ddea domnul nici sa nu te afecteze aceasta problema \\\ intradevar putine persoane sint care au un post de munca stabil in satul nostru... \\\ Da, intr-adevar e greu sa gasesti un loc de munca in mediul rural. \\\ E rau ca nu se investeste si in mediul rural, penru a se deschide niste afaceri, pentru a crea lucruri de munca. \\\ eu vreau sa investesc \\\ este corect ceia ce gindesti \\\ eu daca as investi as alege mediul urban deoarece este probabilitatea mai mare de a avea succes. \\\ eu tot as alege mediul urban”

Replies [Translated]: “unfortunately few in our state have a stable job to ddea Mr. \\\ or not to affect the problems \\\ few people are really having a stable work station in our village ... \\\ Yes, indeed it's hard to find a job in rural areas. \\\ He sorry do not invest in rural areas, to open some bags for businesses to create jobs hatches. \\\ I invest I want to correct emoticon \\\ he thinks I would choose if I invest probabilitatea urban areas because it is more likely to be successful. \\\ I still would choose urban”

3. SoapBox Comment



Player ID: 7264

Stake: University Student

Preferred Language: Romanian

Likes: 8 Replies: 8

Response [Romanian]: “E cu adevarat un joc foarte bun in care implica tinerii...este o idee foarte buna..prin care tinerii pot face ceva pentru comunitatea lor...ar fi bine sa fie mai des asa jocuri...”



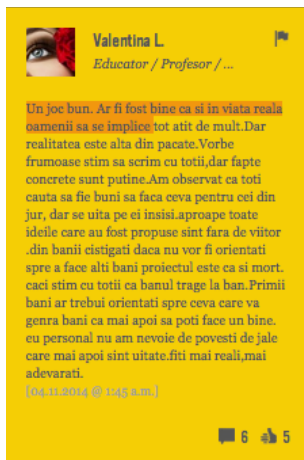
Response [Google Translated]: "It's really a great game that involves young ... buna..prin is an idea that young people can do something for their community ... you'd better be more often so games ..."

Replies [Original]: "sunt deacord \\\ eu la fel sunt deacord... \\\ jocul este minunat, ma bucur ca exista asa oportunitati de a rezolva o problema si anume pe internet unde tinerii isi petrec timpul liber. \\\ jocul este minunat, ma bucur ca exista asa oportunitati de a rezolva o problema si anume pe internet unde tinerii isi petrec timpul liber. \\\ deacord cu Maria.. \\\ :) \\\ . \\\ acest joc este o metoda de a-ti petrece timpul liber pe internet"

Replies [Google Translated]: "I agree \\\ are so are agree ... \\\ game is awesome, I'm glad there are so opportunities to solve a problem, namely the Internet where young people spend their free time. \\\ game is awesome , I'm glad there so opportunities to solve a problem , namely the Internet where young people spend their free time . \\\ agree with Maria .. :) \\\ . \\\ This game is a way to spend your free time on internet"

4. See No. 1 among "Most Liked" Responses, above.

5. SoapBox Comment



Player ID: 7237

Stake: Educator

Preferred Language: Romanian

Likes: 10 Replies: 6

Response [Romanian]: "Un joc bun. Ar fi fost bine ca si in viata reala oamenii sa se implice tot atat de mult.Dar realitatea este alta din pacate. Vorbe frumoase stim sa scrim cu totii, dar fapte concrete sunt putine. Am observat ca toti cauta sa fie buni sa faca ceva pentru cei din jur, dar se uita pe ei insisi.aproape toate ideile care au fost propuse sint fara de viitor. din banii cistigati daca nu vor fi orientati spre a face alti bani proiectul este ca si mort. caci stim cu totii ca banul trage la ban. Primii bani ar trebui orientati spre ceva care va genra bani ca mai apoi sa poti face un bine. eu personal nu am nevoie de povesti de jale care mai apoi sint uitate. fiti mai reali,mai adevarati."

Response [Translated]: "A good game. It would have been better than in real life people to engage all mult.Dar so unfortunately the reality is different. Beautiful words to scrim know all, but facts are few . I noticed that all seek to be good to do something for others, but forget themselves. Almost all the ideas



that have been proposed are no future. earned money unless they are oriented to make more money as the project is dead . because we all know that money hold money. The first money should be oriented towards something that will Genre money then you can do some good. I personally do not need gloom stories which then are forgotten. be more real , more true . "

Replies [Original]: "corect spus.veata nu e un joc.lasati jocurile la o parte si ginditi niste idei mai ingenioase. \\ super \\ cu viata nu trebuie sa te joci,caci regulile ei sunt mult mai dure \\ daca ai gresit injoc poti sa-l incepi de la inceput dar in viata reala o gresala facuta ,gresala ramine. \\ cam multi si-au pus ochelari roz si nu inteleg sau nu vad ce se intimpla in realitate \\ corect banul aduce bani, dar mai e nevoie de o transparenta in gestonarea acestor bani, precum si investirea unei mari pariti a profitului pntru dezvoltarea comunitatii."

Replies [Google Translated]: "right said. veata not a game . let the games aside and think of Some clever ideas . \\ \\ Super life should not play, Because They are much tougher rules in the game \\ wrong if You Can not Start from the Beginning, but in real life made a mistake, mistake Remains. About \\ many have put pink glasses and do not understand or do not see What Happens in reality correctly \\ Makes money, but WE Need transparency in gestonarea this money , and investing a large profit community development Plateaus parity."

PLAYER PERCEPTIONS OF THE GAME PLATFORM

This game represents the first country-wide instance of Community PlanIt: Youth@Work played in a developing nation. One distinct characteristic of players in this game was the way they used the SoapBox, primarily as a means of meta-critical thinking about the platform itself. The Soapbox is conceived as a public forum in the platform, where conversation tangential to the themes or specific Challenge Questions can unfold. In previous instances of games which took place in the US, players tended to use the Soapbox as a means of carrying on conversations that related to particular challenge questions. Other times, they would use it as a way of asking others in their community for informal information (favorite place to shop or eat). In the case of the game in Moldova, a preponderance of players used the Soapbox as a means of commenting on the game itself. That is, they reflected on the very process in which they were being engaged and were largely positive about the opportunity to participate in this kind of public deliberative process. Some examples of this kind of commentary are excerpted below (all English is rendered via Google Translate):

"Ce-ar fi dacă echipa și comunitatea PlanIT Moldova ar crea o platformă, un site unde tinerii ar putea găsi un loc de muncă pe vară, un internship, un stagiu? Spun asta pentru ca jocul să aibă un rezultat final convenabil pentru toți, nu doar pentru câștigători." - Christi V., High School Student [What if Moldova team and community plan would create a platform, a website where young people could find a job for the summer internship, internship? I say this because the game has a convenient end result for all, not only winners.] **2 Likes**

"Ma bucur foarte mul pentru ca ma-m alaturat la acest joc minunat,deoarece am avut onoarea ca sa aflu multe lucruri noi in care ma-m informat din multe resurse in care le aveam in joc ca ajutor,am avut ocazia sa sa vad lumea cu ce se cufrunta cu c eprobleme...etc... Doresc sa spun un mare multzumesc organizatorilor! p/u acest joc!!" – Miha M. High School Student [I am very glad that many ma-m joined this wonderful game, because I had the honor to learn many new things in me-me informed of the resources that we had in the game to help, I was able to see the world what is cufrunta with c eprobleme ... etc ... I want to say a big multzumesc organizers! p / u this game !!] **10 likes**



“Надо создать сообщество для сбора молодёжи ориентируясь на то что сейчас им интересно. Сейчас мало молодёжи можно увидеть на улице большинство сидят дома в интернете. Надо создать крупное сообщество где их интересы будут рассматриваться и будет живое общение. сетях и предлагать им места сбора и создавать опросы в каком стиле они хотят провести какие либо сходки. И в скором времени можно будет возобновить живое общение и совместное времяпровождение.” – Adrian M. [It is necessary to create a community to gather young people focusing on the fact that now they are interested in. Now very few young people can be seen on the street, most stay at home on the Internet. It is necessary to create a large community of interest where they will be reviewed and will be live communication. To do this, create a group in the social. networks and offer them muster and create polls in what style they want to spend some or gatherings. And with events relevant to the majority of. And soon it will be possible to resume the live chat and sharing free time together.]

“E o idee geniala acest joc. Consider ca ar trebui promovate astfel de actiuni. Ar trebui cu totii sa ne implicam si sa cream o lume si o societate mai buna!” – Ana-Maria C., High School Student [It's a brilliant idea this game. I believe that such actions should be promoted. We should all want to get involved and create a world and a better society!] **3 likes**

“Ideea acestui joc mi se pare geniala, asemenea ideii aduca tinerii impreuna, astfel ne implicam mai mult si stam in fata calculatorului facand ceva util si interesant!” – Tatiana M. [The idea of this game seems brilliant ideas also bring young people together so we engage more and sit at the computer doing something useful and interesting!] **3 likes**

“Prin acest joc am gasit calea spre rezolvarea unei probleme din comunitate. Ar trebui sa fie mai multe de acest fel si sa se implice toti tinerii.” – Maria C., High School Student [With this game I found the way to solve a community problem. It should be more of this type and engage all young people.] **9 likes**