



REPORT

The Mhan-Access Project How we all made the game 'The Challenges of Minach' 2023-2025

The research was conducted by:



The research was supported by:



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1. What the Mhan-Access Project is about

The aims of the project were:

- Make a game about ways to explain disability.
They help us understand why a person is disabled.
- Improve knowledge about inclusive and participatory working.
Inclusive means that all the people in the project have learned to work together, never mind the type of disability
Participatory means that people with disability took part in this work.
This knowledge could help other people do projects in the future.

Who participated on the project?

The participants came from Belgium, France, Switzerland and Romania.

They were:

- People living with disabilities;
- Researchers and teachers from universities and higher education institutes;
- People who worked in Disabled People's Organisations.

Results:

The team made a game called 'The Challenges of Minach.

It is an educational, cooperative and inclusive game.

Cooperative means the players need to discuss together to be able to win.

The situations in the game are like real life situations (training, internships and work) lived by people with disabilities.

The game takes place in an imaginary world: the world of Minach.

In this world the players help characters carry out their challenges.

To get to know the characters and to improve their situation, the players choose cards.

There are several types of cards, such as: « Around me », « My capacities », « Kirali » and «Without end ».

The game allows us to:

- Understand disability better,
- Understand how the environment can influence the everyday life of people with disabilities,
- Change how we think about disability.

The game is for adults.

It is **free**.

How was the project organised?

There were:

- 10 meetings which lasted 2 to 3 days.
- Sometimes we were all together in the same room.
- Sometimes we were on-line in a video conference or behind our computers.
- Sometimes we worked on our own.
- Sometimes we interviewed people with disabilities to know more about their lives.

How did we work together?

- To answer this question, a researcher watched all the meetings.
- After each meeting she told the group what she had seen and what she had understood.
- The team could say what they thought about this. They could also try to find solutions to improve certain situations.
- A joint charter was written to say how we wanted to work together in a comfortable way.

The observations of the researcher

The observations helped to:

- Improve the project,
- Understand better how participants interacted together, how they made decisions, and the emotions in the group.

2. What the team thinks of the project

To work, the participants met up several times:

- Everybody together,
- And sometimes in mixed smaller groups.

Every participant worked on several stages of the project. This included:

- Giving one's opinion on:
 - How we should work together,
 - The type of game (board game, card game),
 - How to play,
 - The name of the game,
 - The rules of the game,
 - The feedback from the research on how the meetings went.
- Taking part in the interviews of people concerned with disability:
 - Making an interview guide,
 - Asking or answering the interview questions.
- Making a contribution to the organisation of face-to-face meetings.
- Translating texts into plain easy-to-read-and-understand language.
- Working on aspects of communication to publicize the project.

Here is the project's team.



Here are the names of the members of the team:

Diana, Bénédicte, William, Marie, Cédric, Kerri-Anne, Jean-Yves, Baptiste, Jessy, Helyett, Sébastien, Anne-Sophie, Viviane, Pierre, Agnès, Quiterie.

The team had fun working together.

The team loves this game 'The challenges of Minach'.

The team liked the work done by the researcher.



3. What the game 'The Challenges of Minach' is about

Here is the game's logo:

LES DÉFIS DE MINACH

The situations in the game are about training, internships and work.

Everything takes place in an imaginary world: 'The world of Minach'.

The people who play are part of
the 'the Owl company'.



They will work together to help characters in the game to carry out their challenges.

Altogether they will learn how to tackle and reduce the barriers people encounter.

They can exchange opinions and cooperate. They can use different cards,
for example 'Around me' or 'My capacities'.



Each card costs a different amount of 'Pearls of light'.



You can play with 2 to 8 players.

The game was designed with accessibility in mind.

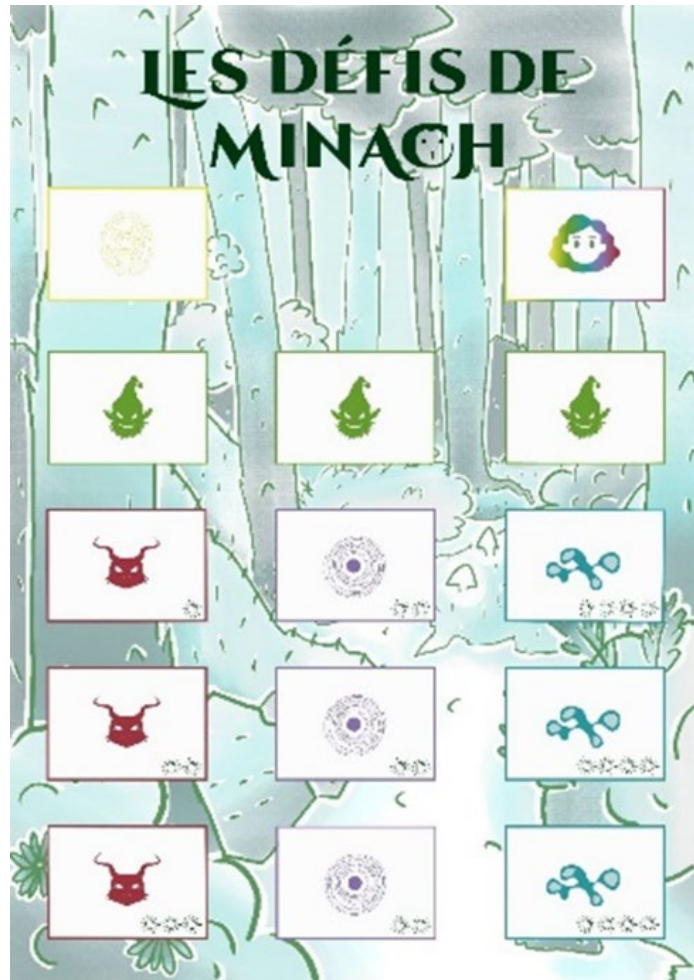
It is easy to use, and it is easy to read and understand.

It is in French.









The game contains:

- Rules written in easy-to-read-and-understand French. There are two booklets.
- Standard version of the rules. There are two booklets.
- Material to help you play: scales for counting points (turns and challenges, a table to count votes, reminder about the different stages of the game, a reminder about the number of cards).

- 1 game board (it is made up from 9 sheets of paper).



- 142 cards (the cards are printed on both sides, A6 size)

<p>10 Character Cards</p> 	<p>20 Without end Cards</p> 	<p>26 My capacities Cards</p> 	<p>52 Around me Cards</p> 
<p>20 Challenges Cards</p> 	<p>12 Kirali Cards</p> 	<p>1 Owl Card</p> 	<p>1 Silver rod Card</p> 

Different people can play :

- People with disabilities,
- Their family and friends,
- Trainers,
- Students and learners,
- Associations,
- Self-representatives,
- Youth,
- Companies,
- Professionals,
- Policy makers,
- Civic society,
- Administrations, etc ...

Dissemination of the game

A video presents the game: [On vous présente le jeu : Les défis de Minach](#)

Accessible format in easy-to-read-and-understand French, with sub-titles and French Sign Language.

Several games have been printed out.

PDF files of the game and the rules will be freely available online for printing on the FIRAH website: <https://www.firah.org/fr/mhan-access.html>

Translations in easy-to-read-and-understand French: ASA-HM.

Drawings: Chloé Nico.

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