



A PLAYFUL METHOD FOR COMMUNITY TRANSFORMATION

CHANGING FOCUS

In the 90s, Rodrigo Alonso and many of his friends were passionate activists in the student movements of São Paulo. But in 1999, they realized that it might be better if they stopped focusing on fighting the system.



We should focus instead on inviting people to live change in a positive way.





Let's invent a tool to transform our communities.

We should find way to engage more people to make a change in the world

It can't be boring or depressing, it has to be something fun...

Something... like a game.

Warriors Without Weapons 2007



BIRTH OF THE ELOS INSTITUTE

Following this vision, they created the ELOS institute and started working on Warriors Without Weapons, an experiential educational program to empower citizens who want to change their communities.

The project was a success, with people from an increasing number of countries coming to attend the courses.

And as empowered activists returned home, they started demanding some kind of tool or method to transform their communities fast and powerfully.

THE OASIS GAME

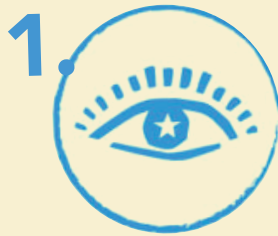
The resulting tool was the Oasis Game, a playful method for community transformation. The Oasis Game involves both community members and volunteers in discovering, developing and realizing a community's shared dream (the Oasis).

In 2003, the first Oasis Game was held in Santos Paquetá. It was a huge success, with people continuing to work in transforming their community way after the "game" ended.

Wow, it really works!



THE 7 STEPS OF OASIS GAME



1.

Appreciative gaze:

Observe the area and look for possibilities. Look for the beauty.



2.

Affection:

Meet and talk with local people. Truly connect with people. Look for the person behind the beauty.



3.

Dream:

Express ideas, share dreams, build images of what you and they would like to accomplish. Prepare, find connections and similarities. Reflect on the



4.

Care:

Prepare. Plan, seek and put together resources (materials available around you, in the neighbourhood), building the model.



5.

Miracle:

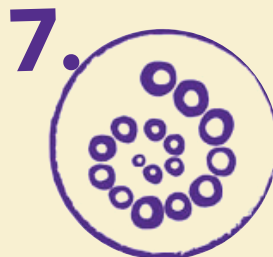
The collective action: building 'an oasis' together. Neighbours, professionals and volunteers working together to make it happen.



6.

Celebration:

Share the joy of your accomplishment, of carrying out the action together.



7.

Re-evolution:

Create visions of the future. Launch a new challenge. After playing the game the people are encouraged to keep working together and initiating new projects.

MEANWHILE IN THE NETHERLANDS

Niels had finished studying Marketing and Media in Holland. He had always loved travelling. But regular tourism wasn't enough for him, he wanted to really connect with the local people he met. So he started organizing volunteers on social tourism trips with his friends, connecting with grassroots organizations in the visited countries. And then he met Carin from Emotive program.




I see our trips to Uganda as experiences of mutual cultural exchange.

Mmmm... learning from them, yeah... that's cool!

Mutual learning trips are great. But we are from the reverse development work paradigm. I think we can learn from *their* solutions.





It was an incredible experience, with a surprising amount of energy involved: like thinking this is never going to work and then it just suddenly worked. And it sounds like something we could implement in Holland...

NIELS MEETS RODRIGO

Shifting his mind to the new reverse development paradigm, Niels and his team went to Brazil in early 2010 and met Rodrigo and the ELOS team. They participated in their first Oasis Training, learning about its methodology and the Elos philosophy.

TAKING IT TO HOLLAND

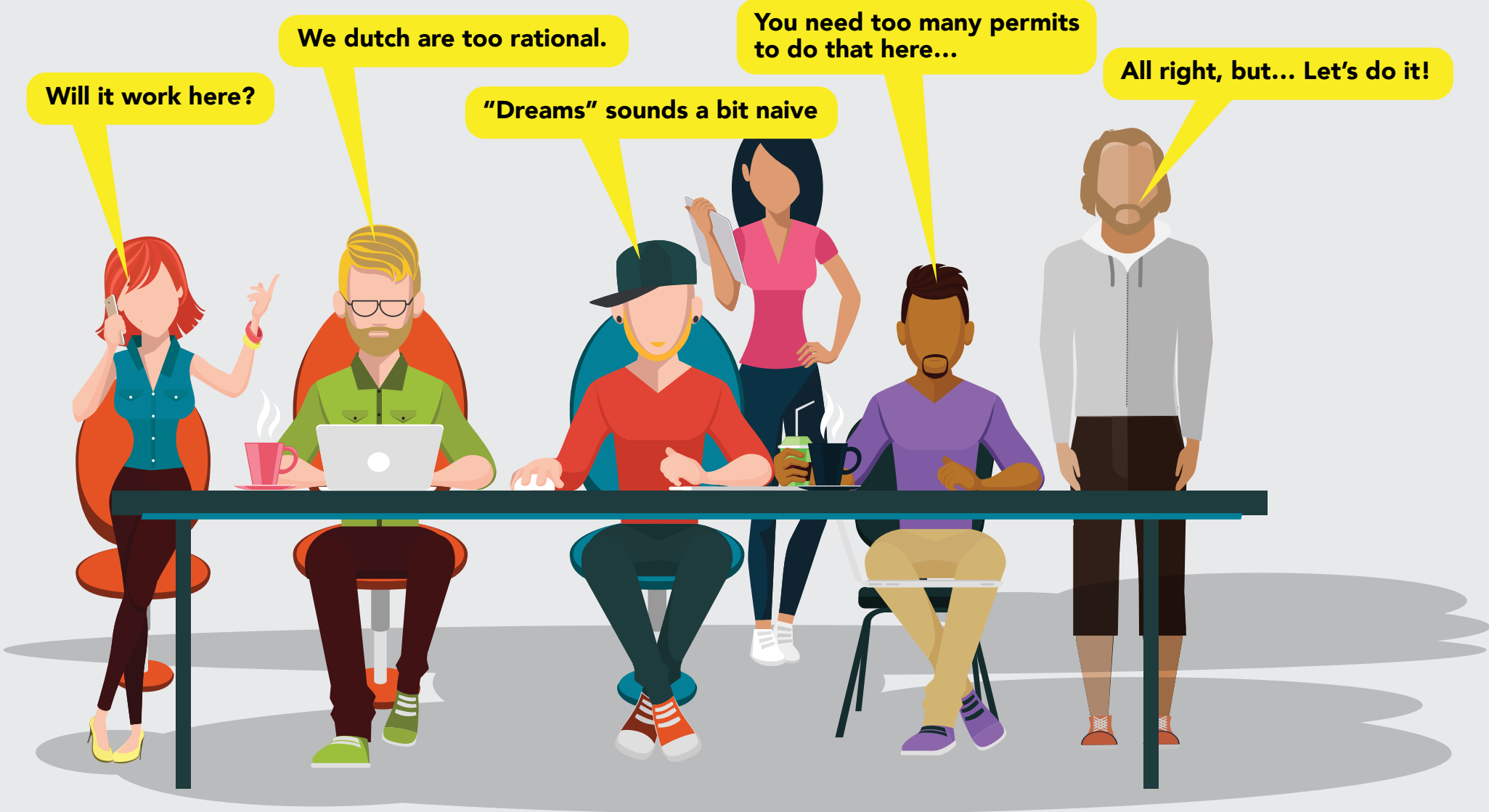
Will it work here?

We dutch are too rational.

"Dreams" sounds a bit naive

You need too many permits to do that here...

All right, but... Let's do it!



OASIS GAME AMSTERDAM

The Oasis Game in Amsterdam proved that although there were important cultural differences between the dutch and the brazilians, the methodology works and produces unexpected positive results.



Some people initially didn't want to contact the mosque because they thought the muslims wanted to be left alone, but they turned out to be very open and participative. This breaking of pre-conceptions was a big eye-opener.



BIG IMPACT



It's empowering to do things differently. The majority of people who participated in the exchanges became active part of community of people that are working with the Elos philosophy afterwards. They are equipped with a tool that they are able to replicate, and that they are executing in their lives.

Every time an Oasis is played in a community it changes the point of view and foundations of the community for good, regarding to not be stuck in thinking only about problems and stimulating people to make a fresh start...



After years of shifting our perspective of south-north collaboration we realized we were learning a lot from each other, in all directions, north, south, east, west. And we took it a step further with the E-mpulse game.



E-MPULSE GAME

The E-mpulse game uses the Elos philosophy steps to help social entrepreneurs create international collaborative projects.

In 2015 the Brazilian, Dutch and Spanish partners ran the first edition of this project incubation process bringing together 30 participants from 15 countries across 4 continents, creating 14 collaborative projects based on the E-motive principles. This included (amongst others) a project for women-empowerment between participants from 3 continents, Oasis Game in schools between Curaçao and Spain, to collaborations around community eco-construction.

The E-mpulse game gave the participants the opportunity to build similar E-motive relationships as Rodrigo and Niels build over time.

+ INFO: empulsegame.emotiveprogram.org

BACK TO THE ESSENCE

The international growth of the project was very welcomed but also brought new challenges. The main one now is how to maintain the original philosophy behind the game, with so many different variations being made worldwide.

The Oasis Game is not just getting together to do something for the community. We need to go back to the essence: the Elos philosophy.

ELOS
PHILOSOPHY



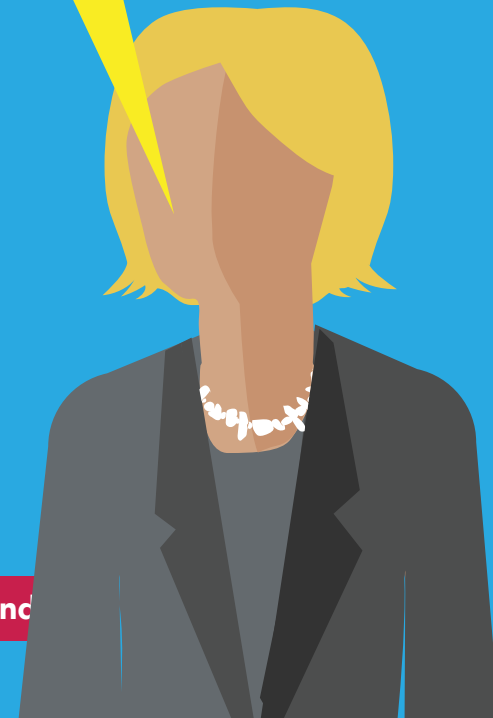
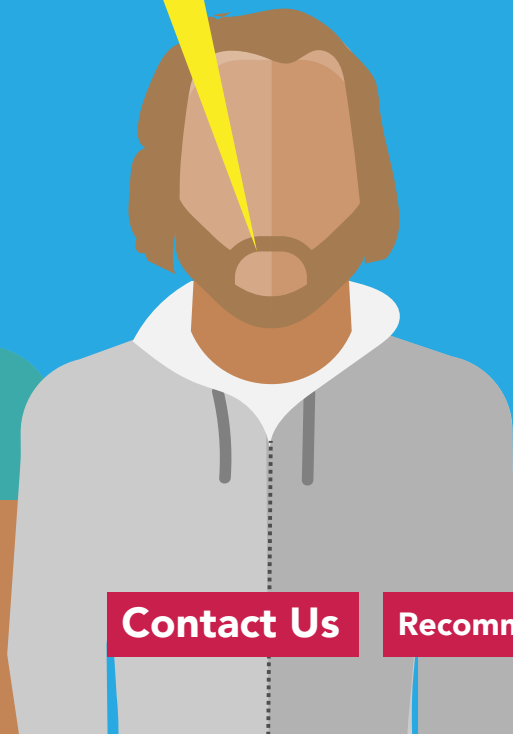
WE'RE LOOKING FOR:

SOCIAL ENTREPRENEURS:

With the Emotive network you will find partners, methodology, and new ways of working and thinking that you previously weren't able to see or have.

FINANCIAL SUPPORTERS:

The emotive network has already proven the potential of finding solutions and methodology around the world for our toughest problems, because we reverse the way of thinking of who has the solutions."



Contact Us

Recommend to a friend

The End



Thanks for watching!

