

Dixit Methodology

Team-Based Anti-Discrimination Dixit

Purpose

This activity uses the Dixit game mechanics to facilitate discussions about discrimination, inclusion, and diversity. Through the interpretation of images and their association with emotions, experiences, and social situations, participants are encouraged to express their perspectives, develop empathy, and better understand the impact of discrimination on individuals and communities.

Number of Participants

20–25 participants

Materials Required

- Set of 50 anti-discrimination illustrated cards
- Voting cards or numbered tokens
- Flipchart and markers
- Scoreboard

Group Organization

Participants are divided into 5 teams, with 4–10 members per team depending on the group size.

Each team chooses a name and appoints a spokesperson who will communicate the team's decisions.

Game Procedure

Step 1 – Selecting the Storytelling Team

At the beginning of each round, one team becomes the “Storytelling Team”.

The facilitator provides this team with 5 randomly selected illustrated cards.

The team has 2 minutes to examine the images and choose one card.

Based on the selected image, the team creates a clue that metaphorically describes the image.

The clue may be:

- a word;
- a phrase;
- an emotion;
- a quote;
- a short sentence.

Examples:

- “Invisible”
- “The Closed Door”
- “One More Chance”
- “Alone Among Many”
- “You Don't See Me”

The clue should not be too obvious or too vague. If everyone identifies the correct image or nobody does, the Storytelling Team does not receive the maximum score.

Step 2 – Choosing Images

The other four teams each receive 5 cards.

Within 2 minutes, each team selects the card that they believe best matches the clue.

All selected cards are handed to the facilitator without being shown to the other participants.

Step 3 – Displaying the Cards

The facilitator shuffles all 5 selected cards and places them on the table or projects them in random order.

Each card is assigned a number.

Step 4 – Voting

Each team discusses and votes for the image they believe belongs to the Storytelling Team.

The Storytelling Team does not vote.

Votes are cast simultaneously to prevent teams from influencing one another.

Step 5 – Reveal

The facilitator reveals the original card chosen by the Storytelling Team.

Points are awarded, after which each team explains why they selected a particular image and what meaning they identified in it.

Scoring System

Storytelling Team

Receives 3 points if at least one team, but not all teams, correctly identifies the original image.

Receives 0 points if all teams identify the image correctly.

Receives 0 points if no team identifies the image correctly.

Voting Teams

Receive 2 points for correctly identifying the original image.

Bonus Points

A team receives 1 additional point for each vote received by the image it submitted.

This encourages creative and meaningful image selection.

Reflection After Each Round

After the points are awarded, the facilitator leads a 5–10 minute discussion.

Suggested questions:

- What message did this image convey to you?
- What emotions did you identify?
- Which visual elements influenced your choice?
- What form of discrimination could this image represent?
- Who is affected in this situation?
- How could the situation be improved?
- What similar examples can we find in real life?

Final Debriefing

After several rounds, the facilitator invites participants to reflect on the images and discussions generated during the activity.

It is emphasized that the same image can have multiple interpretations and that experiences of discrimination are perceived differently by different people.

The activity concludes by highlighting that discrimination is not always obvious and that empathy, dialogue, and openness to different perspectives are essential for building inclusive communities.