

# **WORLD FACTORY** THE DOWNLOADS

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The resources included here can be downloaded, distributed, printed and used in conjunction with World Factory: The Game by Zoë Svendsen and Simon Daw, published by Nick Hern Books www.nickhernbooks.co.uk/worldfactory

For further information about playing *World Factory* in workshop and educational settings, visit metisarts.co.uk/the-pattern

Visit the *World Factory* Digital Quilt metisarts.co.uk/digital-quilt

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### HOW TO ENTER THE WORLD FACTORY

World Factory is a game in which you must decide what it means to win.

You have been chosen to run a clothing factory in China.

You will need:

- The *World Factory* book (available at www.nickhernbooks.co.uk/worldfactory).
- Paper.
- A pen.
- A timer.
- A Playing Chart, for keeping track of money and workers (see p. 4 of these downloads).

You start with:

- 100,000 in capital (see p. 5 of these downloads).
- 24 Worker ID Cards (see pp. 6–9 of these downloads).

Your capital is the money that you have once the factory has dealt with day-to-day running costs, including workers' pay. At the start of the game your workers earn a monthly wage of 3,000, which is just below living wage, but commonplace for the industry.

#### How to Play

Every route through *World Factory* starts at CARD 1. On each card, there is a scenario, and a conundrum. Each conundrum is based on a real-world situation discovered through our research. When making your decision, consider how many workers and how much capital you have gained or lost so far. Occasionally there will be a card that only offers one pathway. The cards are placed in numerical order in the book for ease of reference, so you will be constantly moving back and forth through the book as you follow your story. There are no right or wrong decisions, just different paths through the game.

You can run your factory as an individual, or play as a group with a dealer. If playing in a group, between 3 and 6 players is optimal. If there are more than 6 of you, you can split to play the game separately. Each factory will need their own copy of the *World Factory* book. If you are playing in a group, you must make decisions collectively. If you cannot agree, you must devise a way of coming to a decision.

If you are playing with a dealer, they will manage a bank of workers and money. The dealer makes the final decision with regard to money and workers; he or she has the ultimate authority.

If you are playing solo, you will responsible for running this aspect of the game yourself.

You can use the Playing Chart (p. 4 of these downloads) to keep track of your capital and your workers. Each time you make a decision, before moving on to the next card, make a note of:

- ► The next card number.
- ► The running total of your capital.
- ► How many workers you currently have.
- ► The current wage level of your workers.
- ► Anything else of interest, e.g. the garment orders you receive.

To start, you need to set a game-play timer: if you are playing solo, set the timer to 30 minutes. If playing as a group, set the timer to 50 minutes.

Now, turn to CARD 1 in the book.

Read the card, and then the two options offered on the card next to it.

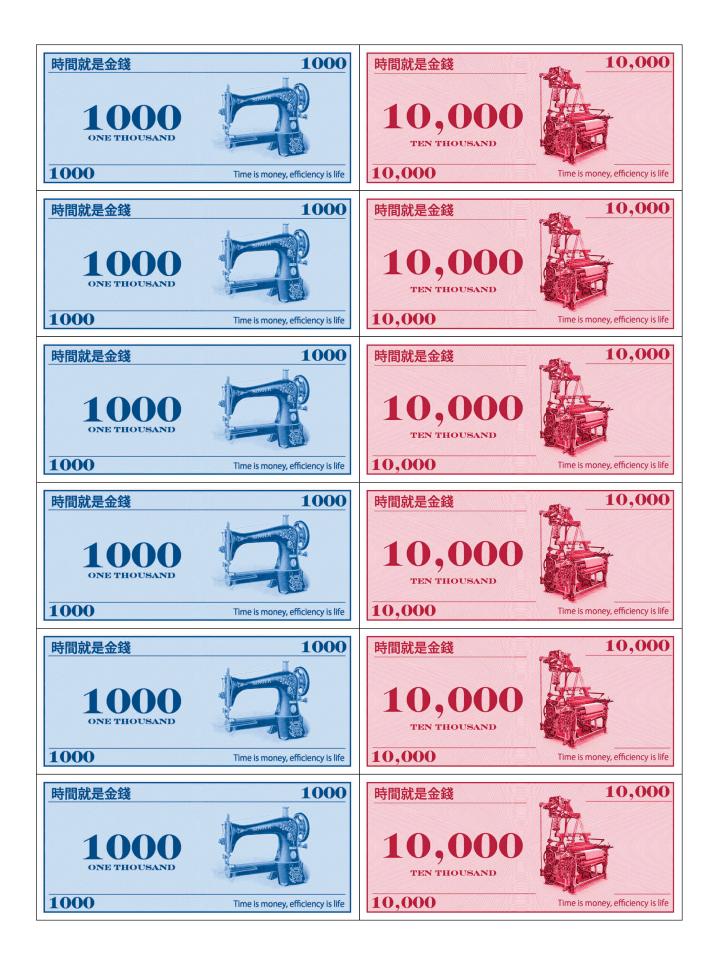
When you have decided which option to take, you follow the card number indicated on the card you have chosen, and turn to that card to find the next step in your story. If you are playing as a group, you will need to let the dealer know if you need to pay or receive any money, or lose or gain workers.

It is now time to enter the World Factory.

### PLAYING CHART

Card	Capital	Workers	Wage level	Garment orders	Notes
1	100,000	24	3000		

#### CAPITAL

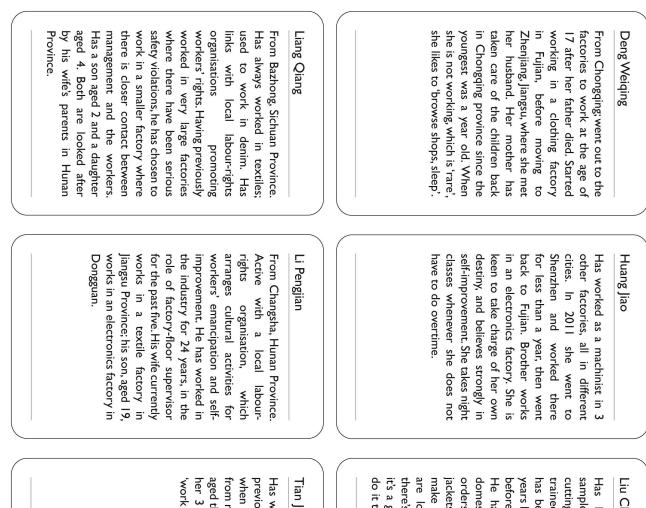












# Liu Chengtian

are lots of orders. Basically, if cutting, a bit of everything, but samples, also done ironing and it's a group, if there's work, we'll there's work, I'll do it. After all make samples. Sometimes there jackets and coats. 'Sometimes I orders. Likes cutting menswear, He has cut workwear, fashion, years here in this factory; worked trained in tailoring back home and Has been a machinist, made do it together. domestic has been a pattern-cutter for 5 before that in 4 other factories and international

## Lu Qingmin

Assists the machinists by cutting off edges, ironing collar pieces, preparing pocket flaps, etc. Has been working at this factory for 2 years. Parents work in southern China;she lives with her aunt here in the city. Likes the outdoors. She is saving money to go to night school.

# Tian Jianying

Has worked at 5 other factories previously. Makes her own clothes when she has a chance. Comes from rural Sichuan; has a little boy aged three, who is looked after by her 3 back home. Her motto is 'work hard for a better life'.

## Yang Lin

Parents live in Anhui, only sees them at Spring Festival; but 2 elder sisters live in the city as well, also working in garment factories. They see each other quite a lot, she can get there by bus on her day off. Her sisters work for a big textile company but has never been there as wasn't allowed in, there's about 70–80 workers there. Likes to 'watch TV, Chinese and Korean TV drama, and to go online, chat with friends. Pop music, I downloaded lots.Internet singers.'

#### WORKERS' BIO CARDS 2

# Yan Rong

industry? 'Not much, it's more or they see them at Spring Festival. are still alive and they send in a button factory. Their parents with no children; his wife works Chinese market. Married but people, which manufactured and a larger factory with 70–80 Previously worked in Wuxi, in From Lishan District, Sichuan we work." can't explain. If there's work, then less the same: don't know and Has he seen much change in the money home to support them; sold their own fashion to the

## Yuan Bao

When she first arrived here she worked in electronics for a year. Before that worked in textiles, after graduating from school as a teenager. Prefers working in a smaller factory. In 1997 went out to work in Dongguan, Guangdong: 'They're all fashion factories, hundreds to thousands of employees.'

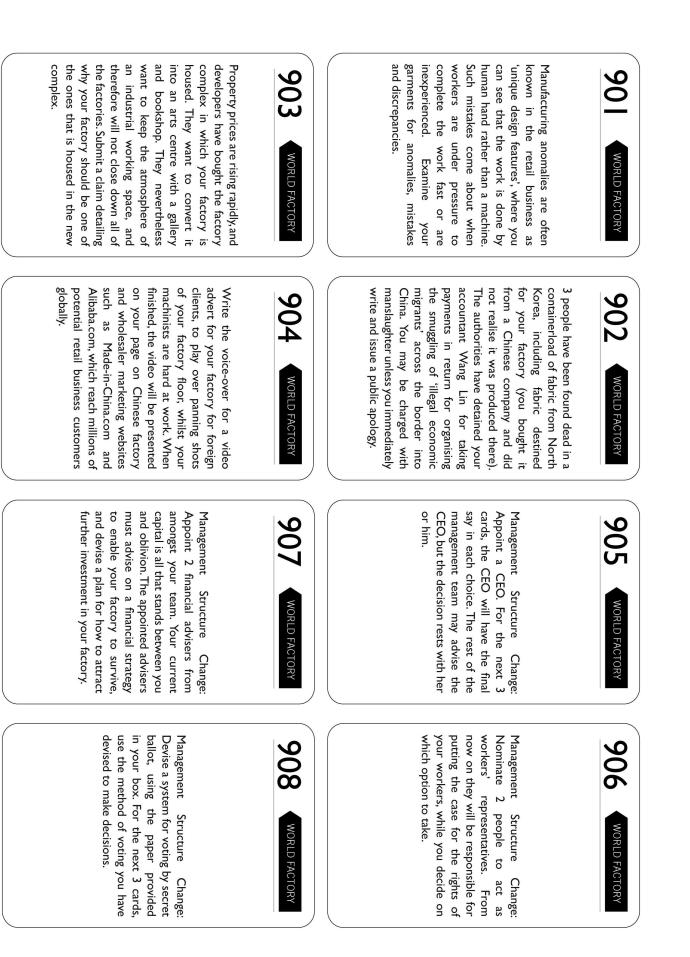
### Yao Lin

Has worked in the industry for 26 years. Husband is also a machinist (at another factory) and has recently been involved in strikes for better pay. Her children also now work in the city;her daughter is pregnant. She will probably give up work to look after her first grandchild back home in Chongqing Province where they can access health care, while her daughter stays in the city to work.

## Zhu Qing

Has done a lot of different things, including working in an embroidery factory, telesales, running her own business selling clothes, in Baotou. Lived in Quanzhou, Fujian, where she made Nike skateboard shoes. Originally came out 16 years ago to earn money and had planned to go back home after a few years, but there's no one left back in the rural area she came from, and the land was bought up by developers.

#### WILD CARDS





### QUESTIONS/EXPLORATIONS FOR AFTER THE GAME

- How far were you driven by the desire to make a profit, and how did this affect your decisions?
- What other kinds of motivation inspired your decisions?
- Did your decisions about what to do always reflect what you would have liked to do (if you didn't have financial or other constraints)?
- What frustrated or surprised you, and why?
- How many cards did you play? Did you play fast or slowly, and why was that?
- What kinds of garments did you make, and what does that suggest about your factory?
- Were there any decisions that split the group, and how did you resolve them?
- What was your attitude to your workers, and was it consistent?
- Every seam on every garment you are wearing right now was sewn by someone. Does anyone know where, and under what conditions, the clothes they are wearing were made?

## KEEP GOING FORWARD

MAXIMUM DESIGN Wow at minimum Cost

## UNCERTAINTY MEANS PROGRESS

## SURVIVAL IS WINNING

**MONEY IS POWER** 

WORK HARD DREAM HARDER

**PRECARITY IS LIFE** 

BIGGER FASTER CHEAPER MORE

**EFFICIENCY IS LIFE** 

**CHINA FIRST** 

EQUALITY IS A MIRAGE

IT'S A WIN-WIN Situation

CHALLENGE IS EXHILARATING

WORK HARD, So your children Won't have to

> BITTER FIRST SWEET LATER

**CHEAP AND QUICK** 

TIME IS MONEY

WORK IS ENTERTAINMENT

BELIEVE IN THE FUTURE