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Mentor: Donya Speaks

Projekttitel: ICH BIN NOCH DA



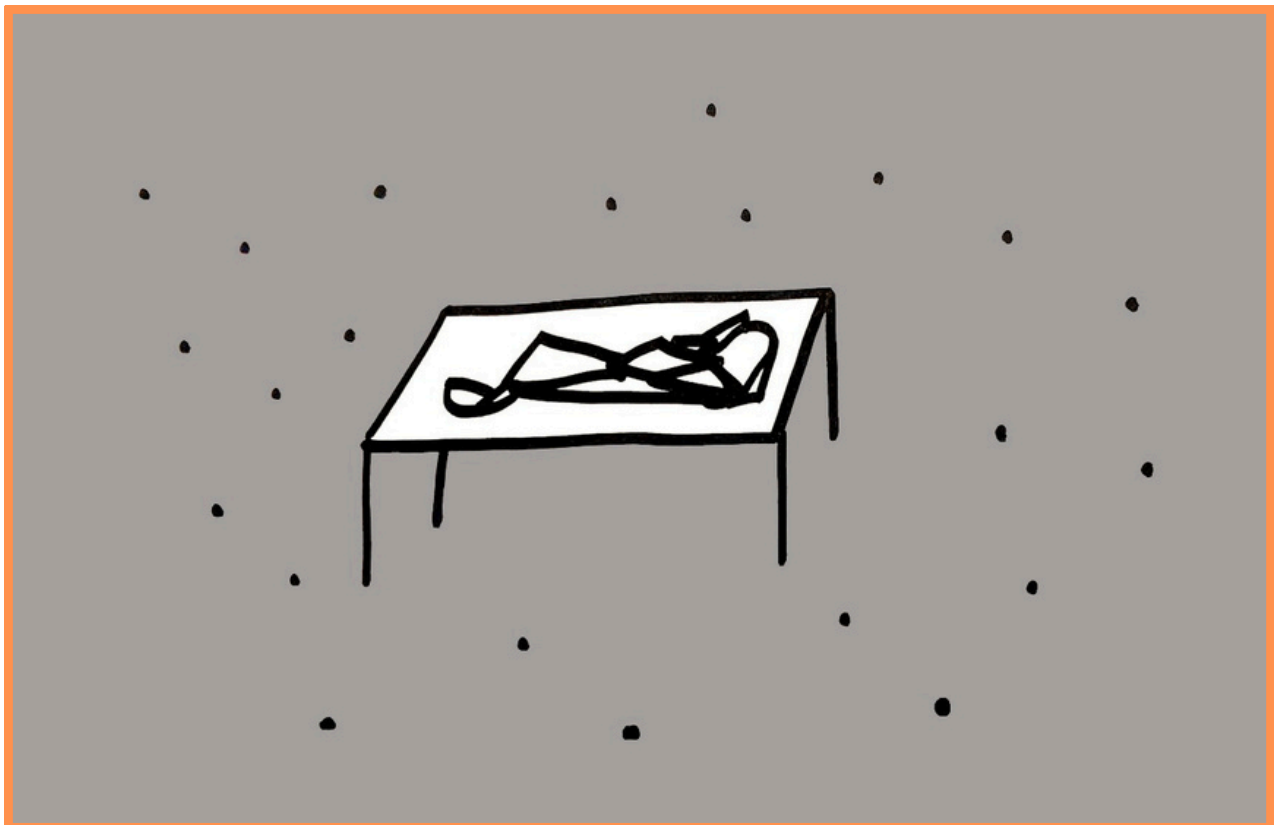
*change of title: **WELCOME?**

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WELCOME? CARD DECK SESSION REPORT

Date: 6 April, 2025

Location: Schlachthaus Proberaum, Bern



WELCOME CARD, NR. 1

Welcome? is a ritual in the form of a card deck.

It calls us to pay attention when we arrive *somewhere*, and asks for intention when we receive *someone*.

It is a portal—bringing a little bit of magic into our conversations about structure, belonging, and the invisible rules that shape our lives.

What if we began to think of localities in the plural?

Welcome? is a card deck that evokes a sense of belonging—and just as importantly, helps us question and renegotiate it. It invites small miracles.

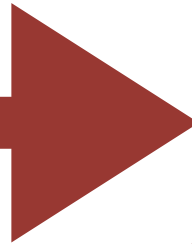
One card. One conversation. One question at a time.

These cards will not solve the world's problems.

But they may open space for meaningful conversation—on citizenship, civic duty, and the challenges we face today.

Are you ready to play?





Instructions for playing the Welcome? Card Deck

Participants: Six Players with Distinct Roles

Each player should embody one of the following perspectives:

Someone temporarily in the city

Someone who has moved away from the city

Someone who works for the city

Someone who volunteers for people in the city

Someone who does not have the right to live in the city

Someone who does not speak the language of the city

Host Role

One person who lives in the city and knows the card deck. The Host prepared a personal meal, for example a soup, and will share it at the end of the game session.

The host begins the session by reading the Welcome Card aloud.

Afterward, each participant selects a **Role Card**.



Setting the Space

1 Table, 7 Chairs
1 Tape Recorder
7 Glasses and 1 Water Jar
7 Plates, 7 Spoons
1 Prepared Dish
Welcome? Card Deck

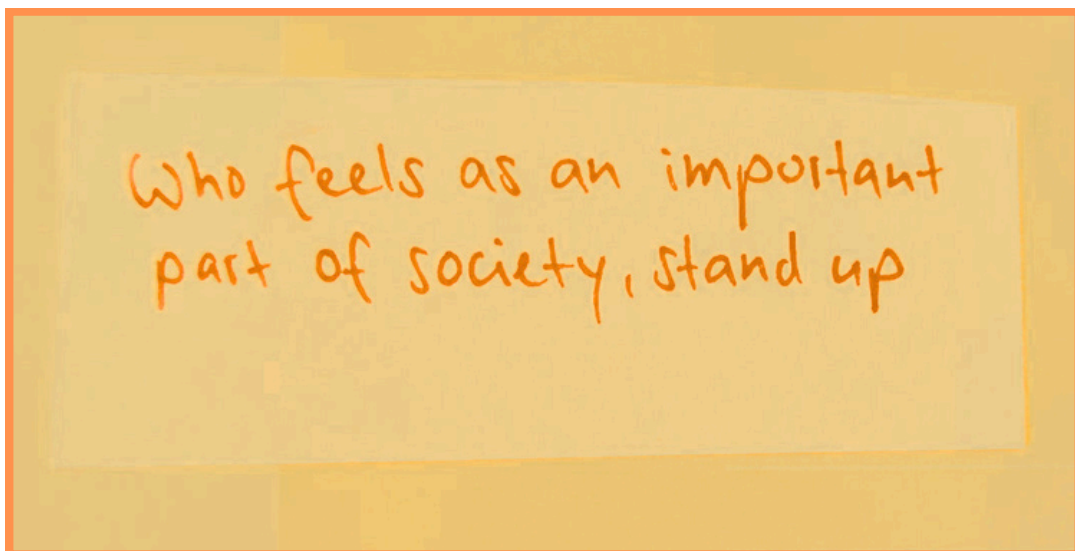


Objective of the Session

To collectively set up a shared meal.
As participants draw and complete Challenge Cards, they earn elements of the shared table setup (such as a spoons or plates).
The goal is not just conversation, but co-creation.

Game Flow

Host reads the Welcome Card.
Each player chooses a Role Card.
Players take turns drawing from the deck, reading their card aloud, and completing the task.



The deck includes:

Question Cards

Action Cards

Challenge Cards

Postcard

Observations

The host role may not be present all the time during the game, but appear as a facilitator.

Translation does not fully bridge the experience gap as non-native speakers still face limits.

Opportunities for future sessions

Translate cards into multiple languages to broaden accessibility.

Delve in to art of making questions

Experiment with shared hosting roles to empower all participants.

Host larger scale events with multiple simultaneous tables

Adapt the deck for younger audiences or education settings.

Acknowledgments

Text author: **Vita Malahova**

A very special thanks to the participants of the *Welcome?* card deck play session:

Donya, Boureima, Majid, Tejus, Anahi.