Emerge

Duration:	60 - 75	min
Number of players:	2-4	player/s – plays in teams
Materials/ Tools needed:	boardgame	
Publisher:	Pandasaurus Games	
Game Designer:	Adam DeYoung	
Language	Eng	
Links:	https://pen-en-pion.nl/en/new-islands-emerge-in-the-boardgame-emerge/	

Type of game:	**Main topic:**
(x) board () card ( ) role play ( ) simulation ( ) computer ( ) Serious ( ) Other:	Emerging and developing islands.

| **Short description/ Goal of the game:**	**Image:**
New islands have emerged from the ocean, and as scientists, you must research the new, developing ecosystems present there. Watch the islands on the board grow in three dimensions as you learn more about them, and add colorful plants and animals to each island as you explore their ecosystems. Each round in **Emerge**, earn points by rolling your dice and using them to collect research and make discoveries. All players start with the same research board, but throughout the game you can modify your own board and change what you're researching. After eight rounds, score points based on how flourished and biodiverse your islands are as well as varying research objectives. (Source: https://boardgamegeek.com/boardgame/387201/emerge)	
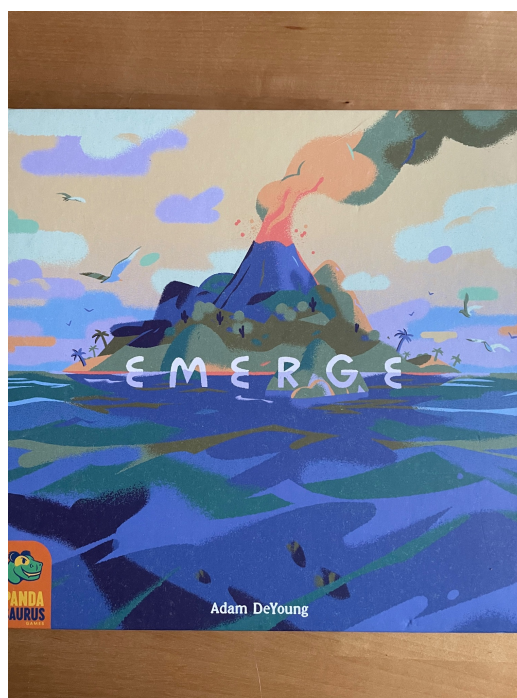
Educational value/ Learning Objectives:

This game makes a good introduction and illustration of how islands are formed and life on them develops.

Recommendations for use:

Pro's & Contra's:
- Learning the game and the gameplay itself takes time.
- Of course, growing islands is sketchily depicted in this game, further depth in the subject requires support from a content expert.
- This game requires strategic use of dice. If you don't want to go into geography, you can also use this game to practice strategic play.

Tips and Tricks for Facilitators

- **Discuss how an island grows: is the volcanic material correct for multiple earth layers?**
- **Discuss how the animals evolve in order on the islands. And is the role of the bird correct?**
- **Do all islands develop in this way or are there other modes of origination?**