

Script

Introduction

The
Lifetimer 

Introduction (45 min)

Time	Actions	Who & What
10 min	Presentation "Introduction eduLARP"	Facilitator 1
10 min	Warming up <i>passing a clapp</i> <i>circle of emotions</i>	Facilitator 2
15 min	Character building <i>character cards</i> <i>silent walk</i> <i>statements</i> <i>form relationships</i> <i>hand-out lifetimer</i>	Facilitator 1 Facilitator 2
20 min	Short break	prepare music

Script eduLARP

The
Lifetimer 

Scene I - The Lecture (20 min)

Time	Actions	Who & What
	Introduce setting scene 1. Play music to start first scene.	
5 min	Presentation of Morgan Parker about the Lifetimer.	Ember is student
10 min	Discussion <i>discuss Lifetimer</i> Play music to end scene. Move to off-game room.	
5 min	Preparation <i>distribute new character cards</i> <i>set new life expectancy (slides 13-16)</i>	Facilitator 1 Facilitator 2

Script eduLARP

The
Lifetimer 

Scene 2 - The Graduation (30 min)

Time	Actions	Who & What
	Read 'Introduction scene 2'. Play music.	
5 min	Congratulation speech <i>play video 3</i> <i>hand premium lifetimer to Alex</i>	Morgan
17 min	Conversations at bar <i>optional: quiz</i>	Ember
	Play music to end scene. Move to off-game room.	
8 min	Preparation <i>distribute new character cards</i> <i>set new life expectancy (slides 17-20)</i> <i>silent walk (exchange character developments)</i>	Facilitator 1 Facilitator 2

Script

eduLARP

The
Lifetimer 

Scene 3 - The Reunion (40 min)

Time	Actions	Who & What
	Play video 4. Play music to start the last scene.	
10 min	Reunion <i>discuss developments</i>	Ember bar Morgan joins
3 min	Announcement prime minister <i>play video 5</i>	Ember
5 min	Discuss referendum	prepare poll
7 min	Referendum <i>count votes</i>	Morgan
5 min	Play music, announce vote, read epilogue	Facilitator
10 min	Break. Move to off-game room.	

Script

Reflection

The
Lifetimer 

Reflection (45 min)

Time	Actions	Who & What
2 min	Introduce concept of 'Bleed'	Facilitator 1
15 min	Discuss choices <i>slides 21 onwards</i> <i>characters vs. players</i>	Facilitator 2
10 min	Link to real-life technologies	Facilitator 2
15 min	Reflect on experiences <i>use of experiences in professional life</i> <i>write on post-its individually, then discuss</i> <i>in small group</i>	Facilitator 1
3 min	Closing	

Statements



1. A healthy lifestyle is important.
2. Money is an issue for me.
3. I am a confident person.
4. The Lifetimer is an amazing technology.
5. The Lifetimer will provide wealth and a high life expectancy for everyone.
6. The Lifetimer will revolutionize our healthcare system.

Quiz

The
Lifetimer 

1. I'm hard-drinking, it is not for nothing that I'm called the master of beer ping pong.
2. Get me running shoes and I'll be the winner of the next marathon.
3. I strictly follow all instructions of the lifetimer, I must live forever.
4. The lifetimer saved our health care system, it will save our society.
5. Regulations are for weak technologies, the lifetimer is working perfectly as it is.
6. Equality and accessibility should stand first, before profit and individuals longevity.

Introduction

scene 2

The
Lifetimer 

It's the year 2052. The Lifetimer controls everyday live.

People who follow its lifestyle advice live much longer. Premium users, like celebrities and CEOs, get better advice and live even longer. Having a healthy lifestyle is expected from society, and not a personal choice anymore. Diseases related to lifestyle, like diabetes, heart disease, or cancer are seen as preventable.

Gyms now include life expectancy scores, giving more benefits to users of the Lifetimer. Health insurers offer better coverage to users, and in the job market, The Lifetimer stands for discipline, ambition, and success.

The benefits for technology users lead to a growing inequality, raising concerns about its fairness. Despite this, The Lifetimer is widely used and a long life, health, and technological progress are generally valued in society.

Epilogue

The
Lifetimer 

Strong vote 'for'

The Lifetimer dominates society. Users of the technology live in fancy neighborhoods with luxury gyms, private wellness centers, and access to elite healthcare and schools.

Non-users struggle to stay fit, find good jobs, or afford healthcare. Many are forced into low-paying work or live in poorer areas, often without access to good hospitals or schools.

Protests and anger grow as the gap widens. The government enforces strict rules to maintain order, but people get only more frustrated. What was once a dream of a better future is now a world divided—where technology decides who thrives and who is left behind.

Epilogue

The
Lifetimer 

Slight vote 'for'

The Lifetimer stays but new rules are implemented. Companies are required to offer cheaper versions, public hospitals offer free healthcare plans, and workplaces no longer demand that employees use it. The wealthiest still benefit, living in fancy areas, but others now also have access. In middle-class areas users and non-users live side-by-side.

The news is full of debates: Should The Lifetimer be free for all? Should there be limits on how much health data companies can collect? Despite remaining inequality, society tries to balance technology and fairness, working towards a future where The Lifetimer helps everyone—not just the privileged few.

Epilogue

The
Lifetimer 

Strong vote 'against'

The majority rejected the Lifetimer, and the technology is shut down immediately, causing chaos. People struggle without its health advice, hospitals fill up, and businesses, build around the technology, collapse.

Yet, communities adapt—retired doctors run free clinics, and abandoned Lifetimer gyms are turned into public fitness spaces. Some miss the Lifetimer, even creating underground versions, but others feel free from constant judgment.

Slowly, society is rebuilding, this time with a focus on people, not on technology.

Epilogue

The
Lifetimer 

Slight vote 'against'

The Lifetimer is phased out gradually. Gyms drop life expectancy scores, promoting natural fitness.

Some wealthy users try to hold onto the technology, forming private clubs where they still follow its advice. But as time passed, new habits formed. Families cook together instead of following individually-generated meal plans. Doctors give personal advice, rather than relying on AI-generated health reports.

Technology still plays a role in society, but it became more balanced. People now focus on health and community, rather than on technology alone. The world is healing, step by step, from its tech-dependent past.