Dreamcrafter 2.0 《築夢工程 2.0》







Theory of Vocational Personalities and Environments by John Holland

- 1. People's occupations are manifestation of their personalities; that people in the same occupations have similar personality characteristics;
- 2. People and work environments can be classified into 6 categories of vocational personalities and environments

Purposes of Dreamcrafter

Through the card game, students are able to:

- 1. explore different jobs;
- 2. tell and understand the qualities required in different jobs in HK;
- 3. understand competing a job requiring them to better equip themselves by qualifications, interview performance and work experience;
- 4. understand Holland Code;
- 5. understand their own Holland Code;
- 6. associate their Holland code and jobs
- 7. interact with others;
- 8.

Dreamcrafter 2.0

- 1. The box to be enlarged
- 2. 16 Situation cards (Dreamcrafter 2.0)



3. Rulebook with the instruction of 2.0

4. Instruction cards (Simple version for players)

己. 增潤玩法:

工作世界,變化萬干,各行各業,市道好壞有時,而最重要的,是我們要先預備好自己,才能把握機會,發光發亮。因此,遊戲中可加入一些現實工作世界情況,使遊戲更富趣味。

- 1. 遊戲開始前,先將「情景牌」洗匀,牌面向下放好。按上述「築夢工程」遊戲規則進行遊戲,於完成每個回合的第一階段後,揭開一張「情景牌」。
- 2. 於「階段 2 一 爭取工作」時,所揭開的 「情景牌」將影響該回合第二階段所獲得 的工作薪金。例如:
- 如果揭開的「情景牌」為「A+\$300」即於該回合中,所有成功爭取工作牌有荷倫 代碼A的玩家,均可額外獲贈\$300。
- 如果揭開的「情景牌」為「C-\$200」即 於該回合中,所有成功爭取工作牌有荷 倫代碼C的玩家,需先付\$200元,才可 獲得工作。



5.Competitiveness cards (Chinese and English versions to be in one card)



6. Cheques changed to money
7. Player cardboards (indication of the places reviewed, money amount (\$500, \$300, \$200) to be added





8. Holland codes of cards reviewed



9. Cards for voting (Colours of red and orange-more contrast to be identified)



10. Lesson plans would be uploaded to HKACMGM websites

https://www.hkacmgm.org/dreamer after/

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