|  | **Dixit** |
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| Linguistic level (CEFR) | From A1+ (the game is more interesting with higher levels) |
| Game objective | Obtain the highest number of points by correctly guessing other players' cards or having others guess your card, without being too obvious. |
| Roles | Storyteller who changes each turn, players who try to guess the card. |
| Rules | - Each player has 6 cards in hand.<br>- The current storyteller chooses a card and invents a phrase based on the image.<br>- The other players choose a card that corresponds to the phrase.<br>- The storyteller shuffles the cards and reveals them.<br>- Players try to guess which card belongs to the storyteller and earn points.<br>- The game ends when a player reaches 30 points. |
| Number of players | 3-8 |
| Recommended age | 8+ |
| Time (duration of a game) | 30 minutes |
| Scores/how to win | Players earn points and move on the board:<br>- If no one or everyone guesses the correct card, the storyteller earns 0 points and every other player earns 2 points.<br>- If not everyone guesses, the storyteller and those who found the correct answer earn 3 points.<br>- Non-storyteller players earn 1 point for each vote received for their card. |
| Objects | Illustrated cards, game board, voting tokens, pawns. |
| Relationships | Competitive, with collaborative elements for interpreting the cards. |
| Player profile | - *Context*: students with shared vocabulary, interested in using language with imagination, guessing.<br>- *Skills*: creativity for interpretation, ability to find associations and synthesise.<br>- *Lexical and grammatical themes*: various, depend on the images and curricular needs.<br>- *Socio-cultural context*: shared cultural knowledge to simplify the role of the storyteller and the guessing process. |
| Skills, knowledge | - *Language*: vocabulary, description, storytelling, listening.<br>- *Culture*: cultural associations.<br>- Soft skills and personal development: creativity, listening, interpretation, synthesis, strategy, making choices and decisions, empathy, emotion management. |