

## Sociopoly board game (Hungary)

Sociopoly is a board game designed by László Bass, sociologist and professor of Eötvös Loránd University, on the model of the well known game *monopoly*. Players (virtual families of players) go through days of an average month – accelerating time with the dice – and they try to survive the month under the financial circumstances of a long-term unemployed person.



Playing this game, anyone can try out what social allowances, family allowances, maternity leave and income from casual work is enough for. Revenue and expenditure amounts were designated to roughly correspond to the reality of today's Hungary and therefore the game should be updated when major changes occur in the political environment or in case it is adapted to other countries. During its few years' of existence Sociopoly has proved to be a good tool of raising awareness and changing approaches concerning the hardship of poor families.