
An 'adventure game' in the streets of Prague will entertain both Law students and academics

Bojovka v ulicích Prahy pobaví studenty práv i akademiky

19. 3. 2012; by: Helena Stinglová; Section: Students

A map, good shoes and a clear head: all that will be needed by competitors during the Juristical adventure game. It's a game prepared for students from the Faculty of Law and their friends, prepared by the Juristi Club under the support of Department of Legal History of the Faculty of Law at Charles University. The contest, testing knowledge as well as the participants' sense of orientation, will be held on Friday, March 30th.

The riddle game is to start on at 10am in a simulated court room of the Faculty of Law, where the registered teams - consisting of two to four players - will be given a first set of tasks. "We call the introductory part of the game a shoot-out. Speed is what's going to matter. The competitors will be given a few tasks which they will have to solve within the faculty. They will be led by the answers to a place where they will receive a complete assignment for their entire team. We expect them to be able to leave the faculty to follow other tasks within half an hour," says Viktor Hatina, the chairman of the Juristi Club's student division.

At least one player in each team should be a student of the Faculty of Law. The questions are, of course, directed mainly at them, and were devised by Prof. JUDr. Jan Kuklík, DrSc., prof. JUDr. Michal Škrejpek, DrSc., and JUDr. Jiří Šouša. "They came up with many inventions," says Hatina. "In some tasks, they figured out their entire concept. We have to thank them for it."

But just an internet connection and a search engine won't be sufficient for the competitors; they will have to really go and fetch some tasks. Then, for instance, photographs taken on the spot can be used as evidence. But Hatina did not disclose up to which point the players may follow the tasks. "It would not be a game anymore. For instance, last year the competitors had to go to the building of the Supreme Court where they were fulfilling different tasks – to get a file stamp, to go to the Criminal History Record. On Charles Bridge they were looking for Saint Ivo, the patron saint of lawyers, and answering in terms the book he was holding in his hand. Similar types of task are also awaiting them this year."

A certain number of points will be awarded for each task, and competitors can choose different tactics: to fulfil more simple tasks with a lower number of points, or attempt fewer, more difficult tasks for a high number of points. The winner will be the team to reach the K4 student bar in Celetná Street by 4 pm, collecting the highest number of points before time runs out.

The players will be awaited by the organisers and by Department of Legal History members at the K4 club. "The tasks based on a more subjective point of view will be assessed directly by the Department leaders. They will be able to analyse some tasks with the competitors and to explain them," says Hatina. The winners of the game will receive legal literature and a Student ASPI (legal information system) internet application licence. Others can look forward to discount book vouchers and similar small material prizes.

The first contest took place in 2009, and one of the teams which participated is currently reapplying. "It does not mean, however, that they would have an advantage over the others," says Hatina. "The tasks are going to be completely different this year."

Of the 15-team maximum participation, there are few remaining free slots.



Juristická bojovka

pečlost

strategie

souhra

právo

historie

30. březen 2012

Právnická fakulta UZ

pod záštitou Ústavu a Katedry právních dějin