Rickshaw:

Poverty Simulation Game

**Evaluation Questions**

1. What were some of the experiences of the passengers?
2. Was it easy to get a ride?
3. How did the bartering go?
4. Did you find it difficult to know who to choose?
5. Were the prices fair?
6. What were some of the experiences of the drivers/vehicles?
7. How much money did different people make?
8. Have a look at the price poster below and see how much you could afford to buy with that money. How many days would you have to work to pay your rent?
9. How long would you have to save up to buy clothes or a TV? What would life be like for you if this was all you had to live on? (The prices are close to 2003 Delhi prices.)
10. Was it hard to find passengers?
11. Who got a lot of work? Why?
12. Who didn’t get much work? Why?
13. Was there enough work for everybody or were too many people trying to make money from the same service?
14. How do you think this experience might be similar to that of people who really work at these jobs in countries like India and Bangladesh?

Graphical user interface, application, Word

Description automatically generated