

2.3

New Stakeholder Creation

Purpose

This activity builds on the first one. (It can be played either with or without having played the second one). It does not involve any online “play” and can follow play with either the online version or the tabletop version of the @Stake game. Participants are asked to think more deeply about the range of roles they played in the first @Stake game and to suggest other stakeholders (and their points of view) who are important in their community. Participants are encouraged to think about both “majority” views and “minority” views in their society and the relative power (and representation in the media) of these other voices.

Time

10 to 30 Minutes

Supplies

- Paper for participants to write on
- Pen or pencil

Facilitator Preparation

The facilitator does not need any additional preparation for this Activity beyond what was necessary to conduct Activity #1.

However, the facilitator should look over the suggested discussion questions to decide which ones might be sensitive in the participants’ social/political/legal context and tailor discussion for their particular group.

Introduce and Launch the Activity

Ask participants to reflect on the role/s they played in Activity #1:

- Did you feel these represented the range of points of view in your community?
(both majority voices and minority voices?)

Explain that participants will now have a chance to create several new stakeholder personas that they think are important in their community. (They can create new cards to include in the @Stake card deck—for possible use in another game—or just write the information on a piece of paper.)

DELIBERATE ACTIVITIES

New Stakeholder Creation, *continued*

The profile should include details along the same lines as the other cards, including a title and a bio. They can profile either a missing “majority” voice or an under-represented “minority” voice, or they can base the profile on themselves. Give participants about 5 minutes for this.

Ask each participant to read to the group the name and details about their suggested new stakeholder.

- Are there roles who would be relevant to a specific scenario or geographic location?
- How might the new roles interact with others in the game?

Debrief and Reflect

When participants have shared all the new personas, ask:

- Does everyone agree that these stakeholders are important to add? (*Why/why not?*)
- Were any of these new stakeholders especially important to one of the specific issues discussed?
- How many of the “missing” stakeholders were majority voices, and how many were minority voices?

If the group is ending the module with this activity, go back to Activity 1 and see some of the suggested discussion questions for a final debrief.