EngageD Kit Guidelines for tutors

Introduction   20 minutes

Objective of the phase: Make all participants aware of goals, objectives, workshop programme

Time	Mission	Outcome	Board	Check
10 '	Play recorded video about the background story and the mission.	Enhance immersion	-	☐
10'	Tutors explain the goals and outcomes of the workshop. Introduce the methods, cards, rules and each phase.	Make all participants aware of goals, objectives, workshop programme	-	☐

1) Discover phase   20 minutes   Divergent

Objective of phase: find out your target audience, what's their stake in the challenge and why you should involve them.

Time	Mission	Materials	Cards
5 '	Recap the story and explain the objectives of this phase; Distribute characters	Character sheets, dice	Challenge
5 '	Read your characters and prepare to present it to the others using notes - Introduce your characters to each others in 2 mins;	Tokens and cards	Target Audience < Creative Pedagogies < Reflective Perspectives <
10 '	Explore the power dynamics, interest and segment of your character	Matrix of interest/ Influence and tokens	-

Guiding Questions

Q1 – Who is your character? What's their story?
Q2 – Which characters have the most and the least influence or power in this situation, and why? Which characters have the most and least interest in the effects of AI-Health Inc? Who amongst you is the most impacted? Who has the least decisional power? Whose voices are not being heard?
Q3 – How are characters interconnected in the story? Who is influencing who? What core conflicts or disagreements exist between the characters due to their roles, beliefs, and motivations?
Q4– In what ways might the AI-Health software issue impact different demographic groups within Malta differently?
JEDI: Q5– Are there any groups or communities that are being marginalised or excluded from the Public Health discourse?
JEDI: Q6– What biases or assumptions might exist among different stakeholders, and how might they impact the dialogue?
JEDI: Q7– How might cultural, socio-economic, or generational differences shape perceptions and attitudes towards the AI software?

Outputs:
- Matrix of power and interest

2) Define phase   30 minutes   Convergent

Objective of the phase: define your character's relations to the challenge (pain & gain), and what it is exactly that you are tackling with public engagement.

Time	Mission	Materials	Board
15'	Identify each of your character's challenges and opportunities in relation to the challenge with the Pains & Gains	Pain and Gain matrix Stickynotes Tokens	-
15 '	Come up with one problem statement for your team: a phrase that identifies the essence of your challenge and that everyone agrees upon.	Problem statement on sticky note	Probe the challenge card

Guiding Questions

Q1 – What are the primary concerns (pains) and benefits (gains) brought by the use of the AI-Health software in Malta from your character's perspective?

Q2 – What is your character wishing to change? What is your character lacking to get there?

Q3 – Based on your character's challenges and perspectives, what specific aspect/angle are you taking in addressing the challenge?What is missing to mediate and navigate conflicts and impacts of AI-Health inc?

Outputs:
- Pains & gains
- Problem statement / core challenge

————————————————---------   **BREAK 10'** --

1. Clean up the discover and define part.
2. Prepare the cards - give each player the following cards to their hands, and leave the remaining decks available.
3. Prepare the Target Audience cards next to you

Type of Engagement Block: 5	Virtual Teaching Tools: 4	Creative Pedagogies: 2	Reflective Perspectives : 2	Facilitator Type: 1	Grouping type:1

3) Develop phase   30 minutes   Divergent

Objective of the phase: based on the data and understanding collected so far, plan and design the public engagement activities that could help you respond to the essence of the challenge;

Rules:
1) To create an effective public engagement activity, the team has to discuss and select the most relevant target audience card(s). To start the co-design, the players have to pile up at least 5 differently-coloured cards on the selected target audience card and discuss why those cards.
2) Players can use more than one card from the same colour, and in different piles (use a sticky note). Once you use a card, you can draw from the deck.
3) Throw a dice to select who starts. Then the first turn is anticlockwise. After the first turn, the order of player is not important anymore.

Time	Mission	Outcome	Board
5'	**Wrap up the game**	What happened in the discovery phase? What happened in the define phase? What was the core challenge?	
2'	**Explain the mission and tools of the Develop phase + throw the dice**	See above	-
20'	**Play time (20')** 1. Start with discussing the target audience(s) 2. Throw the dice for first player 3. First turn 4. Pile up!	Piles (designs) - Explore different ideas of engagement activities to reach the target audience to tackle the problem statement you agreed upon	Target Audience < All cards
3'	Wrap up the process		Piles

Guiding Questions

Q1 –Based on our defined core challenges, what potential solutions or engagement activities can we brainstorm?

Q2 –What tools and methodologies can be employed to ensure the relevance and effectiveness of the proposed engagement activities?

Q3 –How can we ensure that the proposed solutions resonate with the target audience, especially teenagers?

Q4 –What partnerships or collaborations can be forged to enhance the reach and impact of the engagement activities?

Q5 – Why did you choose this card? Anyone have this specific card?

4) Deliver phase   30 minutes   Divergent

Objectives of this phase: Finalise the activities design and prepare the pitch following the template. One teamplayer (or notetaker) pitch it.

Time	Mission	Outcome	Board
5'	Wrap up	Team has the activities clear in mind	Piles
10'	Prepare the pitch	Pitch template filled	For reference
15'	Pitch it! (5 minutes per group)	Sharing session	For reference

Outputs:

Presentation pitch template:

Time	Question	Answer:
1 min	Who is your target audience and how were they affected by the challenge?	
1 min	What was your core challenge?	
3 mins	What PE activities did you design and how are they embedding JEDI values?	

Conclusions

20 minutes

Objectives of this phase: Conclude and wrapping up the workshop to ensure short and long-term impact; Collection of feedback

Time	Mission	Outcome
5'	Narrator conclude the story	Engagement
10'	Tutors explain the framework used & give space for questions and comments	Discussion
5'	Follow ups and materials are distributed, survey is distributed	Conclude and wrapping up the workshop to ensure short and long-term impact Feedback