

1. “SNAP!”: WARMUP ACTIVITY to elicit ideas on Open Data (13:45 to 14:00)

“Snap!” is a quick game with three aims:

- Energize participants: activate people’s brainpower (crucial for sessions after lunch)
- Create a sense of shared identity among participants of the same sector (Edu, Gov, Org), so as to awaken later the real-world tendencies to be selfish towards other sectors
- Learn from participants about what concepts they associate with Open Data - we expect people to invoke words that focus on software and tasks, as opposed to challenges (politics, issues with data sharing, emotions)

In the “Snap!” game, players will first form groups by Sector, then go through cycles where they have to quickly come up with a sequence of words, state those words simultaneously with a partner, and try to react faster than the partner if a certain type of circumstance emerges. The first cycle is easy and fun, and promotes bonding. Then complexity grows until in the third cycle players tend to confront a ‘clogging’ of ideas that builds their appetite for crystallizing concepts they associate with the topic of the session (i.e. words related to ‘Open Data for Resilience’).

An additional, short group activity elicits those concepts in word cards (blank papers), allowing the facilitation team to create word clouds that illustrate and show their current state of understanding of the issue. The same activity can be deployed in less than 5 minutes at the end of the session, for a quick and fun way to assess whether the participants’ understanding of the Open Data issue has evolved in any way as a result of the afternoon activities. The images below depict the word clouds resulting from the use of “Snap!” *before* and *after* a participatory activity about microinsurance at the recent Community Based Adaptation Conference in Nepal.



“SNAP!”: Notes for facilitators

Materials:

- **Slides 5-7** of the powerpoint file in Annex A.
- **Blank pieces of paper** (4 ‘blank cards’ for every three players), to be used in step “h”

Sequence:

- a) Show slide 5. Ask participants to form duos, and shake hands with their new partner. Facilitator to recruit a participant as partner to illustrate game sequence
- b) Tell players to accept the unusual rules and tasks of the game as they come along:
 - Each player has a deck of imaginary cards, with numbers 1 to 10. Please shuffle your imaginary cards, take the top half of the deck, and swap it with your partner’s.
 - Each player takes the top imaginary card, use body language to indicate that you’re about to flip your card, and *simultaneously* flip it and state the imaginary number with a loud voice. For example: [invite partner. Facilitator say “9”, partner will likely say a different number]. Tell others “you heard us: I said 9 and my partner said [number]. If the numbers are different, nothing happens and we flip the next imaginary card in our decks. If the numbers are the same, the first player to shout “SNAP!” takes all the imaginary cards played so far, and wins an imaginary point.
 - Your goal is to “Snap!” as many times as possible in about one minute. If you snap, keep going and play again. Ready, set, GO!
- c) After about one minute, ask players to stop playing and share some insights about what you observe (usually a lot of laughter, some people having a hard time snapping). Note that this game requires both thinking fast, listening actively, and acting when something unusual occurs.
- d) For the second round of “Snap!”, ask players to seek a new partner, and tell them that in their deck of imaginary cards they no longer have numbers, they now have names of animals. Any animals of their choice. Give them a few seconds to think of the names in their deck while they shuffle and trade imaginary cards. Ready, set, GO!
- e) After less than a minute ask to stop, and share insights (usually more difficulty in snapping, and also more difficulty coming up with words, even though everybody knows ten or more animals).
- f) For the last round of “Snap!”, ask participants to pair up again with their original partner. This time they will each have to play with a special new deck: formed with words that they associate with the concept of “Open Data for Resilience”. No more than 3 words in a card. As facilitator you can give implausible examples (such as “Hate”, or “Software Interoperability”). Tell players that it will be hard, but along the way they will discover what they think and what their partner thinks about the concept that brings us together. Ready, set, GO!
- g) After about half a minute ask to stop, and share some insights (usually severe difficulty in coming up with words to say, and almost no snapping).
- h) Show slide 6 in powerpoint file form Annex A. Form trios. Give each trio four pieces of blank paper. Indicate that we will form a deck of Snap cards about Open Data. In about two minutes, each trio has to come up with text (up to 3 words relating to the concept of *Open Data*) that they would want to use to play “Snap!”
- i) After deadline, facilitator invites some trios to share the concepts they have written. Other trios can shout “Snap!” if they wrote the same concept in their own cards. Share any insights on patterns that emerge. End by asking participants to say good bye to people with ID-Badges of other colours (from now on they will compete across colors).

TRANSITION

- j) Ask everybody to form groups by color, and then cluster in sub-groups by sector (thus forming “Sector Trios”, for example the three players that share “Blue” and “.Gov” attributes (North+West+South players of same color and sector). Each Sector Trio sits near a computer.
- k) Show slide 7. Indicate that ‘serious play’ is about to start, and that each Sector Trio will compete with other Trios of the same sector but different color.

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