

ENGAGEMENT WHO ARE YOU TO THIS COMMUNITY AND HOW LONG HAVE YOU BEEN A PART OF THIS COMMUNITY?
MOTIVATION PUBLIC LIFE, ALTERNATIVE MOBILITY, KIDS, SENIORS HEALTH, VIBRANCY, POLLUTION, WALKABILITY, SAFETY, SECURITY, TRUST, JOY, INDEPENDENCE, CHOICE, COMMUNITY, HOSTILE, INDIFFERENT, DISCOURAGED, ORDER, ACTIVITIES, CREATIVITY, INTEGRITY, LEARNING, INVOLVED, EMPOWERED, MELLOW, COOPERATIVE, SUPPORTIVE, NURTURING, EMPATHETIC, SELF-FISH, ADVENTUROUS, HESITANT
GOALS WHAT DO YOU WANT TO REALIZE IN THIS DESIGN CHALLENGE
ATTITUDE EXTRAVERT, INTRAVERT, OPEN-MINDED, CURIOUS, LIVID, INDIGNANT, HOSTILE
INFORMATION WHAT INFORMATION DO YOU BRING TO DESIGN?

PERSONA

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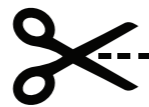
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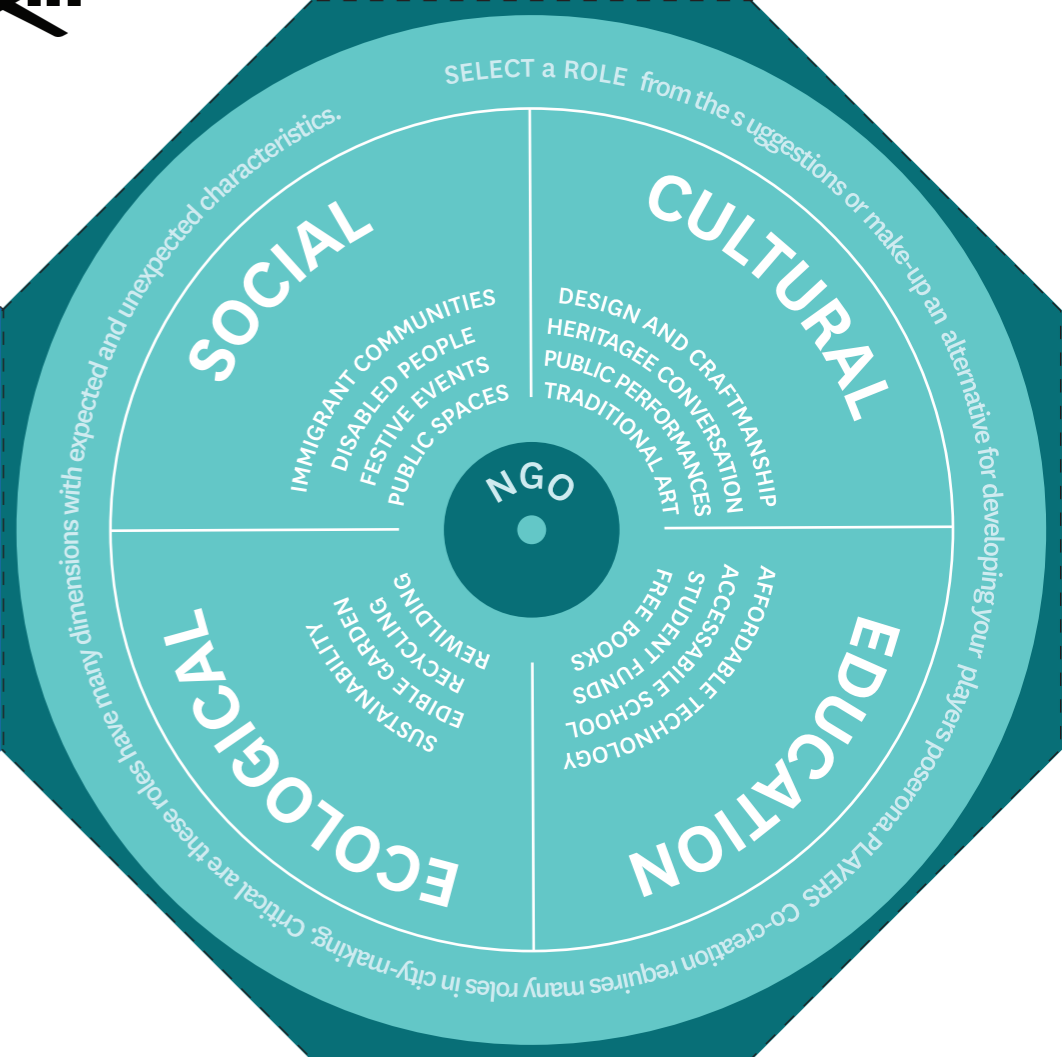
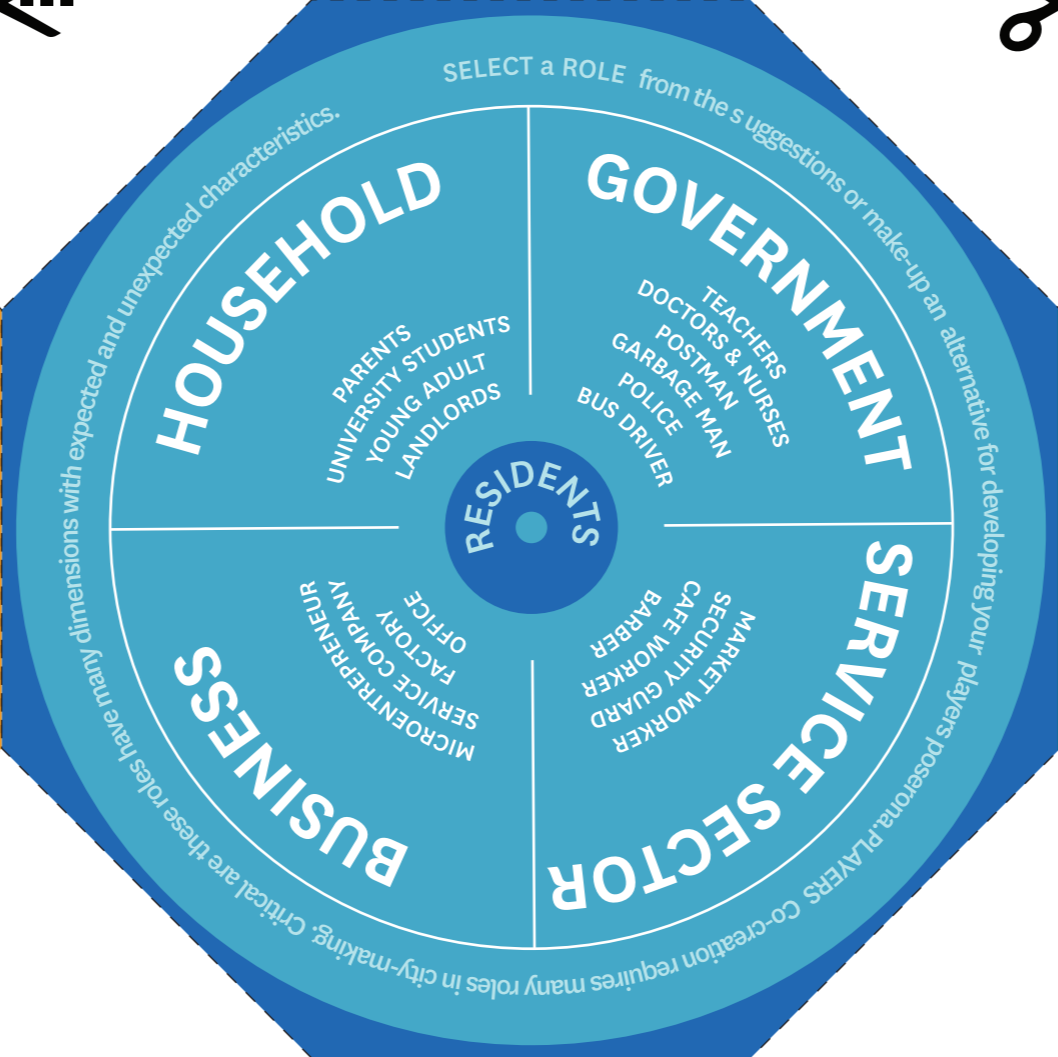
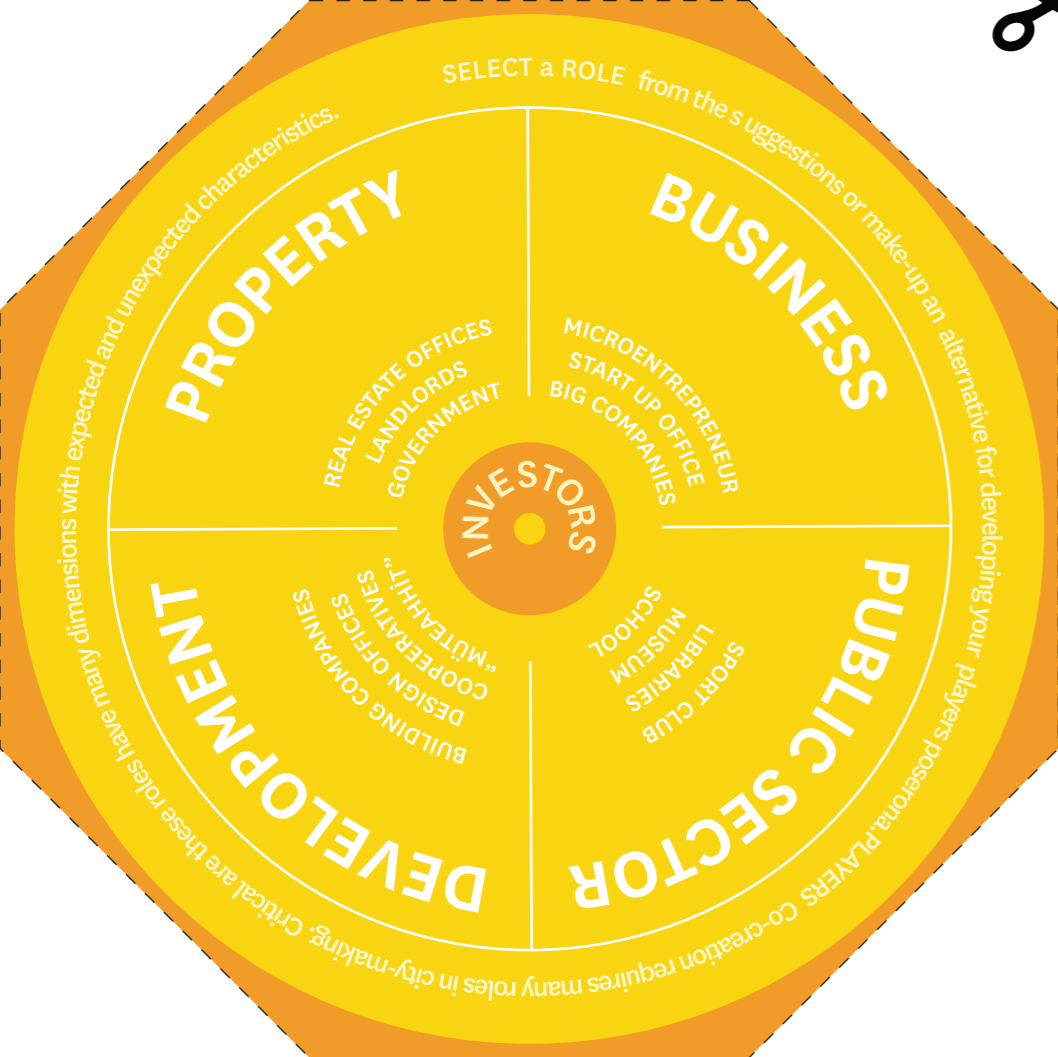
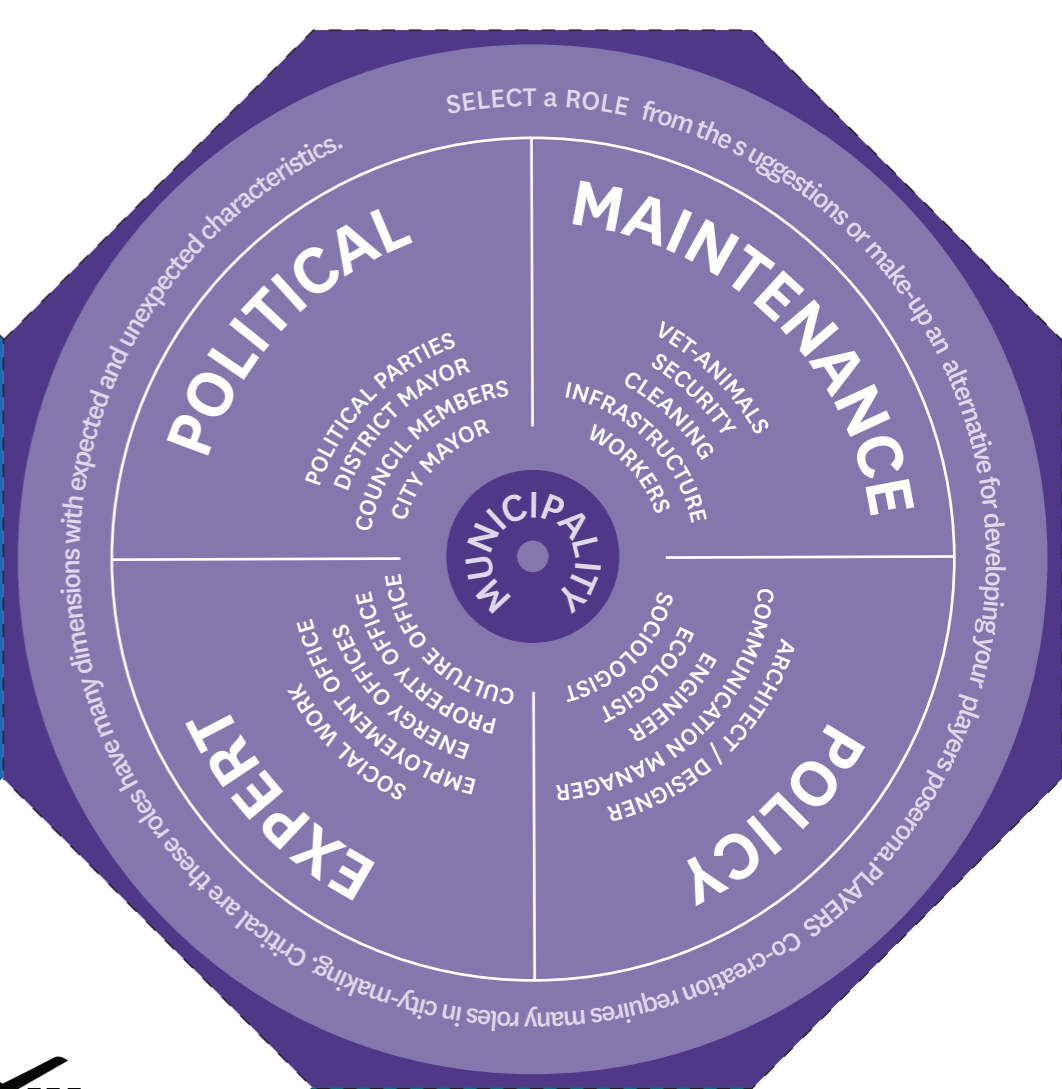
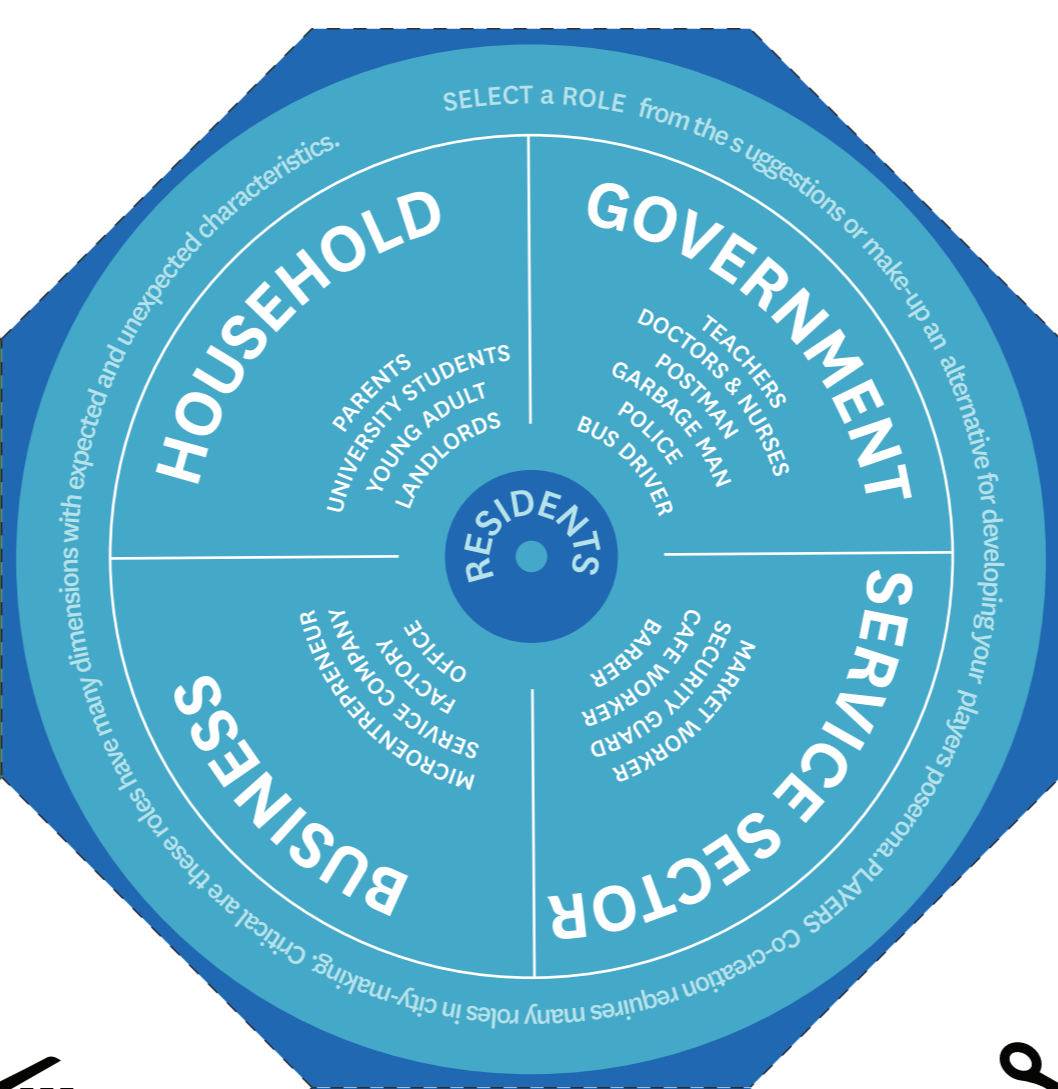
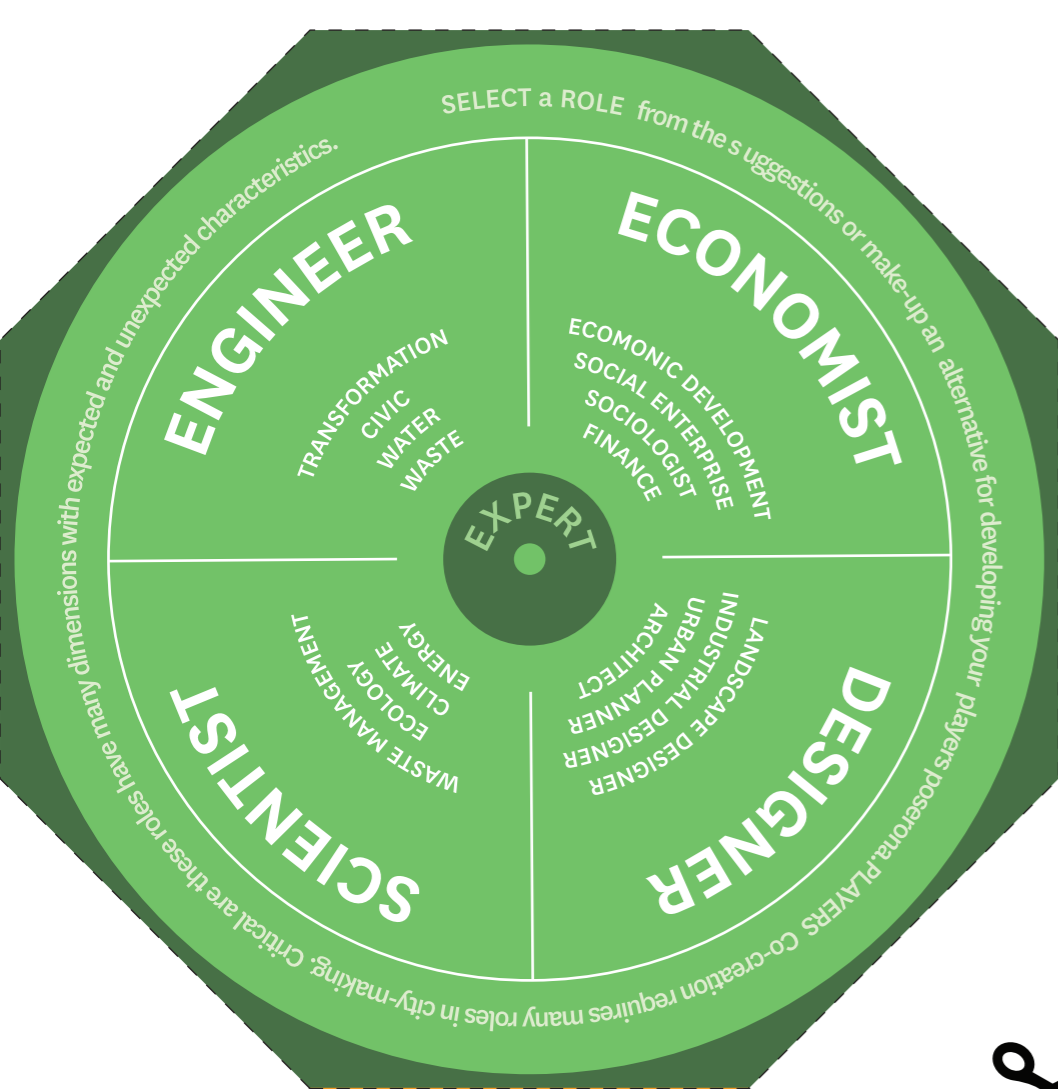
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MODERATOR GUIDANCE -- SUGGESTIONS FOR PLAYERS -- PLAYERS CREATE THEIR OWN UNIQUE PERSONAS

FOR A3 PRINTING



IMAGINABLE GUIDELINES

MODERATOR GUIDANCE
PLAYERS CREATE THEIR OWN UNIQUE PERSONAS FOR THEIR ROLE PLAYING CHARACTERS



STEP 1: Get Specific
 (single color side)

1. Each card represents a role
2. Each role has four focus paths.
3. From the focus path, each player develops the specifics of their role type.

NOTE: These are suggestions. and players are free and encouraged to develop other alternatives.

By no means is this list exhaustive nor definitive.

STEP 2: Give Characters
 (red side)

1. State your role in its specificity.
2. Consider what this role brings to the co-creation process in terms of information, goals and level of engagement.
3. Develop a character with needs, attitudes, and an identity.

By no means is this list exhaustive nor definitive.

STEP 3: Role Introduction
 (blank lines in light grey)

Create a simple biography of your role in the context of the 'design challenge'. We suggest a simple 3-5 sentenc bio as follows:

- 1. Time / Engagement and Goals**
- 2. Purpose and Problem**
- 3. Character and Expectations + a few character embellishments**

NOTE:

Some 'design challenges' will require different core roles. Like Campus vs. Cities replacing Municipality with Administration.

PROTOTYPE

WHAT INFORMATION DO YOU BRING TO DESIGN?
 INFORMATION: SELFLESS, ADVENTUROUS, HESITANT
 ATTITUDE: EXTRAVERT, INTRAVERTE, OPEN-MINDED, CURIOUS, LIVID, INDIGNANT, HOSTILE, INDIFFERENT, EQUALITY, ORDER, DISCOURAGED, NOSTALGIC, CRANKY, FRIENDLY, EMPOWERED, INVOLVED, MELLOW, COOPERATIVE, EFFICACY...
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1. Time / Engagement and Goals
2. Purpose and Problem
3. Character and Expectations

....add a few character embelishments

SAMPLE

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8	KEREM	I have lived here my whole life, and I want to go to the park when I want to meet my friends. My mother says it is not safe for me to go by myself and she rarely has time to join me after school-- she works from home till dark. I am here because I want to go to the park by myself and I think my neighborhood should be safe so my mom says yes. I want to walk, but also sometimes ride my bike or scooter there and the sidewalks are narrow. I want to play games in the park with my friends and I love to climb, jump, and play hide-and-seek. I especially like to collect bugs and flowers to bring home to my mom and my bug collection.