Deliberation

Activity #1
Deciders and Deliberators

Time

- @Stake Digital
  - Gameplay requires 45 minutes.
- @Stake Tabletop
  - The framing questions portion will take an hour to prepare.
  - Gameplay requires 45 minutes.

Supplies

- @Stake Digital
  - Access to the internet
  - Mobile devices for all players

- @Stake Tabletop
  - One @Stake role deck for every 4-5 people. *The sheets of cards are designed to be printed double-sided. Heavyweight cardstock is recommended. You'll need scissors or a paper cutter to cut up the cards in the deck.*
  - One writing utensil per participant
  - One piece of scratch paper per participant
  - One printed copy of "rules handout" per game table
  - About 50 beans per game table. *Beans are the game tokens that may be substituted with poker chips, coins, or other similar materials.*

Introductory Activity Questions

All participants spend time collectively brainstorming at least 10 issues that matter to their community. These issues should be stated as a question that needs an answer. Issues can be anything from education to health care to more informal issues such as civic pride and youth engagement. The most important thing is to frame the issue in terms of questions that drive actionable solutions.
Examples include:

- **HOW CAN YOUNG PEOPLE VOICE SUGGESTIONS TO IMPROVE THEIR EDUCATION SYSTEM?**

- **HOW CAN YOUNG PEOPLE BECOME MORE INVOLVED IN THEIR COMMUNITIES?**

- **WHAT ARE SOME EVENTS WE CAN PLAN TO ENCOURAGE YOUNG PEOPLE TO COME TOGETHER?**

- **WHAT INTERVENTIONS CAN BE CREATED TO MAKE NEIGHBORHOODS MORE FRIENDLY FOR YOUTH?**

All of the Issues should be collected and written down on cards or Post-It notes and saved for use in the game.

Instructions for Tabletop version of @Stake

Give each participant scratch paper, a pencil or pen, and three score tokens (such as beans), plus two bonus tokens to the first Decider. One participant must volunteer to be the first "Decider." If no participant volunteers, elect one. Everyone else is dealt a Role card at random. The front of the card (Role Title) is public. The back of the card, which has the participant's hidden agenda and bio, is private—only the participant that holds the role card can read it.

Place three tokens in the center of the table as the first "pot." participants will be arguing to win the pot. The Decider takes charge of the timer and selects the first issue for round one.

1 • Introduction

The round begins by each participant introducing themselves in character, sharing the name of the role and the character bio (NOT the agenda) on the back of the card.

2 • Brainstorm

Next, the Decider announces the issue for the first round. The Decider then sets a timer for one minute. The other participants must use that time to consider a proposal to help solve the issue. participants may name use of their note sheets to organize their thoughts.

3 • Pitch

After the minute is over, the Decider should ask participants for their proposals. Starting with the participant to the Decider's left, and moving clockwise, each participant has one minute to identify themselves and their stakeholder role (bio) to the group and to pitch their proposal to the Decider. It is the Decider's responsibility to monitor the time. If a participant wants more time to make their proposal, they may pay one token to the pot for an extra 30 seconds.

4 • Deliberate

After each participant has had the opportunity to pitch their proposal, the Decider leads a follow-up discussion with the group. participants, (including the Decider) may ask one another for details about each proposal, offer counter arguments, or ask for changes to the proposals. The timer is set for 90 seconds, by the end of which the Decider must arrive at a winning proposal. It is the Decider's responsibility to monitor the time using a stopwatch, egg timer or cell phone timer. Again, participants may pay an extra token to the pot to gain an extra 30 seconds to answer questions, ask questions of their opponents, or rebut the opposition. It may be strategically advantageous for participants to suggest improvements to one another's plans, or ask clarifying questions based on their agendas (see Scoring Agenda Bonus Points below).

5 • The Decision

At the end of time for deliberation, the Decider announces a winning proposal. The Decider may take 10-15 seconds (roughly, untimed) if needed to come to a conclusion and share his or her reasoning. The participant whose proposal is selected wins all the tokens plus a number of bonus tokens based on his agenda (see Scoring Bonus Points below). All other participants score points for the agenda items, but only if the winning proposal explicitly satisfied elements of their agenda (see Scoring Agenda Bonus Points).

Scoring Agenda Bonus Points

The participant who wins the round earns the pot, but all participants may score bonus points based on their personal agendas. Starting with the winning participant, participants reveal their agendas to the table. For each item on the agenda that the Decider agrees was satisfied by the

winning proposal, that participant earns the bonus points listed on the card.

Ending the Game

After each round, the participant who won the pot becomes the new Decider (or passes the buck) and the steps above are repeated (note, only the Decider in the first round receives bonus tokens at the start of the game. After four rounds, the participant with the most tokens wins.

Optional Rule: Passing the Buck

The participant whose rule won the pot now becomes the new Decider for the next round. If for any reason that participant does not wish to be the new Decider, he or she may "pass the buck" to avoid the duty. To do this, he or she passes one chip to the participant on their left. That participant then becomes the Decider. The new Decider also has the option to pass the buck, but to do so, he or she must pass two tokens to the participant on their left. That participant must pass three tokens to the left to pass the buck, then the next participant must pass four, and so on, until a participant elects to become the Decider and claim all the tokens passed in this way.

Debrief for Tabletop or Digital Version of @Stake

After the game is complete, have participants reflect on their successes and failures during deliberation. Ask them to examine the following questions:
- How does an agenda affect the ability to come to a decision?
- Why is the Decider a desirable or undesirable role?