



@STAKE

Deliberation

Activity #3

@Stake: New Deliberator Persona Creation for Tabletop Game

Time

10-30 minutes

Supplies

- One@Stake role deck
- Paper
- Writing instrument

Introductory Activity Questions

- **WHAT ADDITIONAL STAKEHOLDERS MAY BE RELEVANT TO GAME PLAY?**
- **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?**

Instructions

Invite participants to create their own persona roles for the @Stake game. Using the blank cards for the tabletop version or a piece of paper for the digital version of @Stake, participants should develop new roles that are different from the ones provided with the game. These might be tailored to a specific type of stakeholder in the participants' community, an underrepresented group with which the participant has familiarity, or based on the participant themselves.

Players can participate in this activity either immediately after game play. For the tabletop version of @Stake, the new cards can be used during a round of the game, or at a time outside of normal game play for use during the next future round.

Debrief

After the activity is complete, ask participants to discuss how assuming different personas during multiple rounds of gameplay might affect their feelings on an issue. Is it easier to empathize after defending the position of someone else? How might this game help members of a community gain a better understanding of the needs of their neighbors?