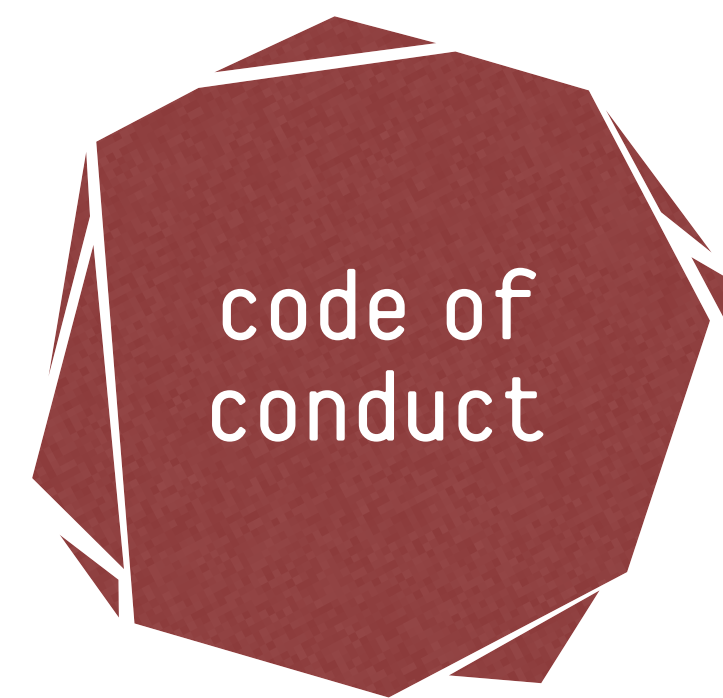
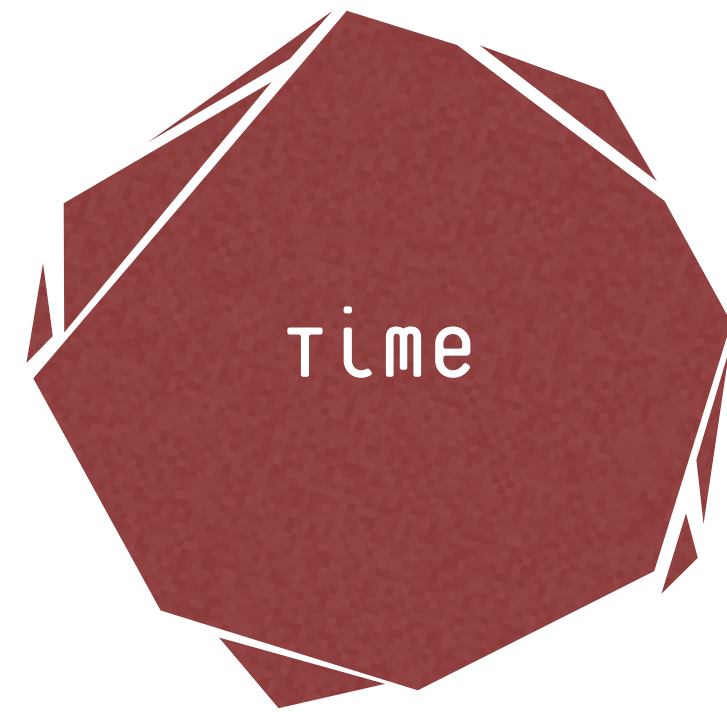
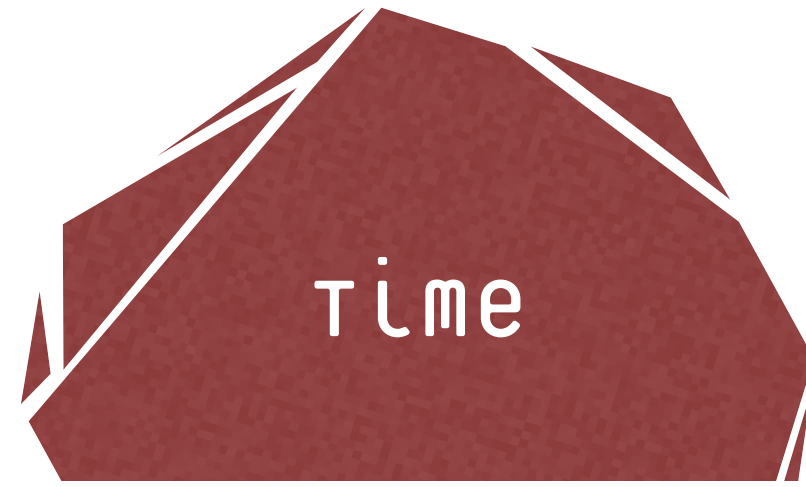


# OUR 10 POINT ROADMAP





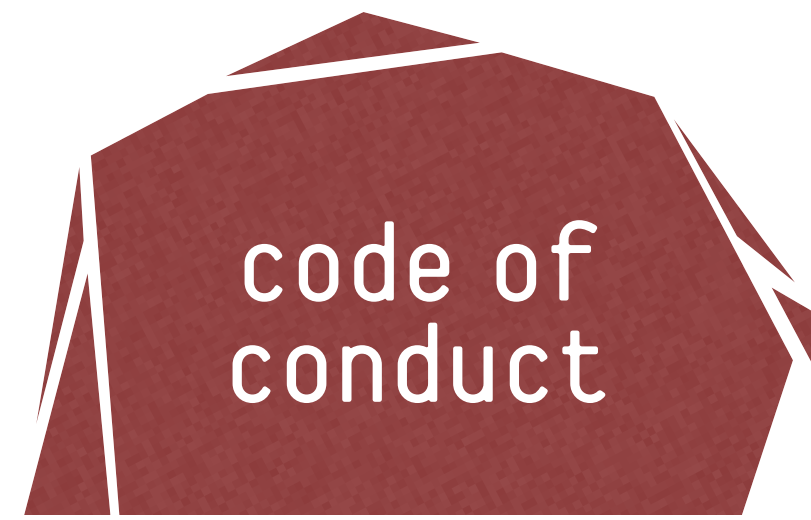
- ◆ Full day events or weekend long events exclude many people. Consider making your event a half day, an evening event or break it up over successive weekends.
- ◆ Allow enough time to properly publicise your event.
- ◆ Make sure to pace the event carefully.



- ◆ Choose your learning space carefully.
- ◆ Does it have public transport connections and is it clearly sign-posted?
- ◆ Are there bicycle racks & parking nearby?
- ◆ Is it a flexible space, where tables and equipment can move?
- ◆ Is the room fully accessible to able & disabled persons?
- ◆ Does it have access to gender neutral bathrooms?
- ◆ Does the event have to be in Dublin? Or can it be live streamed?
- ◆ Is there good sound or do you need amplification?
- ◆ Is the wifi strong enough for a group?



- ◆ Word of mouth is a very strong way to publicise your event.
- ◆ Reach out beyond closed online social media groups to attract a wider set of skills and demographic.
- ◆ Be careful in how you describe your event. If your event is focused on equity and inclusion – foreground that.
- ◆ Have a clear registration site and someone designated for communication.



- ◆ Make it, display it, enforce it.



- ◆ Try to make the organisational team diverse.
- ◆ Respect and support the organisers, and if you can pay them.



- ◆ Try to move away from a 'deficit' approach to learning. The goal should be empowerment and the pace of the workshop and teaching is important.
- ◆ You might need some ice-breakers. You might need to assist in the formation of teams.
- ◆ Think about the arrangement of the room. How can you encourage collaboration and participation?
- ◆ Prepare handouts. Yes, even for technology workshops.
- ◆ Think about what is being created, as well as how.
- ◆ Sometimes events offer prizes and awards, but think carefully about any 'winner takes all' type approach.



- ◆ Make events as low cost as possible. Sometimes charging a nominal fee can encourage people to turn up.
- ◆ Is it possible to offer child care?



- ◆ Choose your tutors or guides carefully. They should have both subject expertise and some teaching experience. If they are inexperienced work with them in advance to prepare.
- ◆ Participants bring knowledge and expertise also. Think about how that can be incorporated into the learning experience. Try to create an atmosphere of mutual respect.



- ◆ Carefully pre-assess software, hardware and tools to see if they align with your goals.
- ◆ Do participants need to trade personal data for software access. Is this necessary?
- ◆ Do not presume that people have, or have access to, the latest computing technology. Provide or rent computer equipment where possible. See if people can work in pairs.



- ◆ If your event is about equity and inclusion then you need to create a space where all voices are heard, but some might need to be toned down.
- ◆ Think about how you can support an inclusive culture through food, hot and cold drinks and in language.
- ◆ Make sure your space is safe and comfortable. Encourage reporting and clearly identify who to report to.
- ◆ Decide if your event should be women only or female friendly.
- ◆ Respect people's rights not to be photographed or to have images shared online.
- ◆ Have name badges.
- ◆ Have a pronoun policy.
- ◆ Donate all remaining food or resources to a local charity.
- ◆ Make sure any 'swag' or gifts for attendees are from organisations who support your values.

*Kerr, A., Savage, J. D. and Twomey-Lee, V. (2020) Decoding and Recoding Game-Making Events for Diversity, Inclusion and Innovation. Maynooth: Maynooth University. Summary findings from the Network in Play project, funded by the ReFiG project and the Social Science and Humanities Research Council of Canada.*



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