

GOAL: Trainers can use this game to facilitate ‘train-the-trainer’ workshops. Participants design a usable framework for a training – which will they deliver themselves at a later stage - on (a) topic(s) of their choice. The card game offers the participants the option to preselect audience type, audience size, training type and audience knowledge level. In addition, two ‘unforeseen’ circumstances can be added: audience mood, and ‘trouble’ (uh-oh!). Apart from going home with a usable design for a training, the audience of this workshop will also benefit from the input and experience of the other participants.

AUDIENCE: (Potential) trainers on Open Science related topics. These trainers are supposed to have a sufficient level of knowledge about their training topic(s) in order for them to be able to pass it on in the trainings they will organise themselves at a later stage. This exercise is suitable for max. 7 groups, consisting of 2-4 trainers per group.

DURATION: 1,5 hour preparation time, +15 mins for persona exercise, + 15 minutes per group for presentation and evaluation

You can download the files in pdf and png format via this [public dropbox link](#).

This game is still in beta mode. New versions will be released as we have more chances to practice with real audiences! I haven’t give formats, design or storage much thought yet, so please get in touch if you need other formats etc. or if you have any suggestions for improvements or other questions. You can reach me at gwenfranckgcv@gmail.com or at [@g_fra](#) on Twitter. This game is licensed under the [CC BY-SA 4.0](#) license. You can reuse and remix this game as you please, but you have to credit Gwen Franck as the creator, and you have to share the new versions under the same conditions as the original.

PS: Wondering about the icons used? They can be found on [The Noun Project](#)!

INSTRUCTIONS



Have each group **pick a card (blind)** determining: **audience type, audience size, audience knowledge level and training type**. It is possible that the different cards turn out a training situation that is impossible or that is not in line with to the interests of the group. It can be useful to allow some flexibility and allow people to change cards or switch cards with another group. In most cases, there is an empty card or an 'other' card available as well, allowing people to modify the exercise according to their own needs.



Hand out the **persona** pages: every member of the group should create one persona according to the conditions laid out on the cards (no longer than 15 mins).



The group has 1,5 hour to **prepare the training** according to the conditions laid out by the cards, keeping in mind their target audience(s), with help of the persona pages created.



Have each group **present** their training (take note: they don't have to give the actual training, they only have to describe what they will do!) . Ask the other groups to give feedback afterwards: Is the proposed training suitable for the conditions laid out by the cards? What would they do differently? Do they have any experiences that they can share?



Extra challenge: How would each group deal with **unexpected/unpredictable circumstances** during the training? Right before their presentation, each group picks (blind) an 'audience mood' card and a 'trouble' card and gives them to the moderator, who will either during the presentation or afterwards discuss these cards with the entire group – allowing the audience to learn from the experience of their colleagues.