Your finale event

The Finale brings together game players and public officials to recognize the value of the game play and the data generated. Each Finale is different, but the key ingredients are: a celebration of the causes and players, deliberate about the game data, and official recognition for the community's input.

1. Before the Finale: reflection, analysis, and problem-solving

2. Creating the Finale

1 Before the Finale: reflection, analysis, and problem-solving

Before the Finale, community organizations and neighbors host smaller events to analyze player perspectives and community needs and to brainstorm courses of action and requests for public officials.

Begin by asking about **player learning**:

What are some questions that have emerged for you from the game -- about the topic or the other players? What really surprised or challenged you during the game? Use this statement to describe how the game has changed your thinking: "I used to think …, and now I think…"

Next, consider **game content**:

If you were to create another version of this same game, would you change anything about the challenge questions, mission content, narrative structure, or causes?

Reflect on your strategy for **player engagement**:

How did user participation compare with your expectations, based on community outreach? Would you do outreach any differently for a future game? Would you change anything about the game content to make it more appealing to particular community members?

Mobilize participants to ensure that the game has a strong **impact on planning**:

Draw on player comments and priorities to research an issue of interest from the game and develop potential action plans. How can you use the Finale to make particular asks of public officials?

2 Creating the Finale

A successful Finale requires thorough outreach, relevant messaging, and careful planning.

To **motivate community participation** in the Finale, draw on your outreach strategy from Module 5. Craft your messaging to reflect preliminary learning from game play, such as winning causes and sound bites from the Buzz.

As you **plan your Finale**, consider the space, tools for deliberation, recognition of the winners, and the role of public officials.

What does the space look like? Is it inviting?

Mobility accessible? Close to local communities?

How will people deliberate about game data?

Use ipads or other mobile touchscreens to navigate the data visualization? Play new challenges? Play old challenges again? Will you include some kind of ice-breakers? What about identification, such as name tags that include players' stakeholder categories, affiliations, and coins earned?

How will you celebrate players and causes?

Who will speak about each cause and announce the winning causes and players? Participants could vote in real time via clickers, smartphones, or mobile tablets to award a lesser amount to an additional cause that didn't make the top three.

How will **public officials** recognize the value of the game and the community input?

Will they make a commitment to use the game data, to partner further with the community? What do community members want to communicate to the public officials at the Finale?

 Youth Activity

Students can split up into groups, each focused on one of the questions above, and share answers with the rest of the class.

As they did to prepare for game promotion in module 6, students can also draw a picture of a moment they envision happening at the Finale. A sub-group of students can work with the teacher to create the Finale agenda.

Module 7 Recap

You have celebrated the impact of the game on individuals and the community at large.

You've deliberated about the game data and strategized about how to leverage your work to impact policy and shape future partnerships. This module may bring you to the end of one story, but it's also the beginning of another.