

## Module 2

### Exploring your local context

Planning is political because it affects many different people with many different needs. Now that you have chosen your game topic in module 1, module 2 is your opportunity to investigate what is at stake. Through careful research, Community PlanIt can speak to diverse perspectives of the people concerned.

- 1.** Research
- 2.** Interpret your data
- 3.** Appendix



# 1

## Research

### **There are many ways to learn about local issues!**

Use mapping tools, surveys, focus groups, and individual interviews. Make this an iterative process, so that early research informs later research, which ultimately informs your game design! Throughout this section, we have supplemented brief activities with links to richer, site-based learning experiences from Project MASH ([projectmash.org](http://projectmash.org)), an initiative of the Pearson Foundation's New Learning Institute.



#### **Youth Activity**

Explore daily life in your community so that you can fill in the details of your topic.

##### **Map It:**

Use Google's [My Maps](#) (Figure 1) to enter the best resources in your community. Explore your neighborhood or even city with peers, and then map the results. Comment on each other's locations. Add photos and videos. Consider the topics above for inspiration. For further mapping activity ideas, see the [Youth Resource Community Map](#) (Figure 2) activity from Project MASH.

##### **Survey and more:**

Dig deeper into local experiences by creating survey for your class, school, or broader community about people's lived experiences in and hopes for their community. Based on the answers, create a second round of research questions to ask community members. For example, if the first survey reveals that people feel unsafe in the local park, the second survey questions could ask why and elicit possible solutions.

Create questions that ask participants to: retrieve/recall useful information from their own experience, comprehend new information, analyze/organize information, and use the information to address new challenges. This resource may be especially helpful to guide development of meaningful questions.

### **Relational interview:**

Use the "Art of Conversation" activity from Project MASH to prepare for and carry out interviews with community members. Rather than simply asking a list of predetermined questions, this resource helps you to explore your own and your interview subjects identities beforehand, so that you can be spontaneous and creative during the interview itself.

## 2

### Interpret your data

#### **What planning themes has your research identified?**

For each theme, consider what else you want to learn from game players and how these insights will ultimately be used. You may want to create a chart or table to store this information.



#### Youth Activity

##### **Represent:**

Represent these perspectives to better understand them, e.g., writing, editing them into a film or [www.photovoice.org](http://www.photovoice.org), mapping them, making a visual montage, etc.

[www.Voicethread.com](http://www.Voicethread.com) is a terrific online tool for creating, sharing, and collaborating on digital media projects.

Use your representations to show the ways in which the stories reinforce versus contradict each other. What accounts for these similarities and differences? What experiences do you think would have led people you interviewed to hold their varied perspectives?

**Identify:**

Identify themes in these representations. Use an activity such as a gallery walk that allows students to post comments to each other's representations about themes, ideas, or issues that emerge from each one.

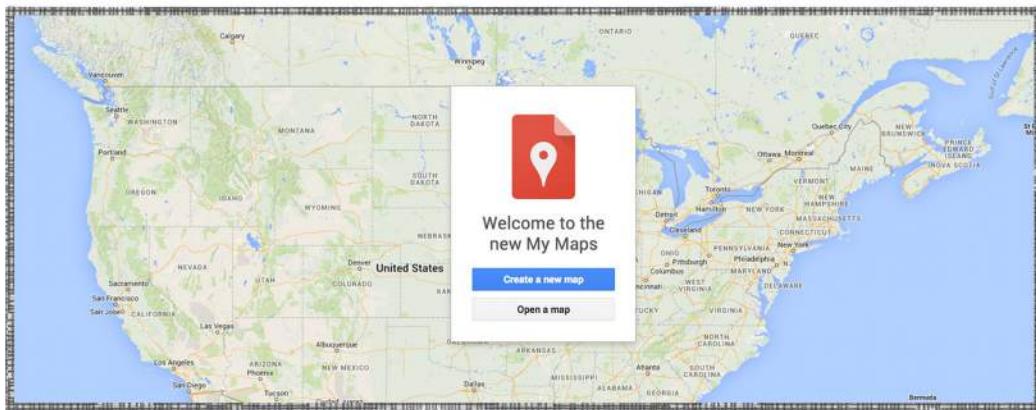
## Module 2 Recap



You've used your community as a resource to learn about the issues at hand, and now you're ready to craft your game.

# Module 2 Appendix

**Figure 1:**  
[www.google.com/maps/d/u/0/](http://www.google.com/maps/d/u/0/)



**Figure 2:**  
[www.alpha.projectmash.org/experience/youth-resource-community-map](http://www.alpha.projectmash.org/experience/youth-resource-community-map)

A screenshot of a project page from ProjectMash. The title "Youth Resource Community Map" is displayed in an orange header bar. Below the title, there is a green 3D map of a city area with a red pin marking a location. To the left of the map, there is a small "no works yet" badge with a thumbs-up icon and the number 2. To the right of the map, there is a text box containing the following text:

Sometimes what we need most is right under our nose, but we don't know it. Help make local resources and other good things more apparent to those who need them by creating a themed, interactive community resource map that highlights helpful community resources that meet the needs of your peers. You might highlight all local youth health centers and programs, for example. Letting people know that there's community support and resources out there to meet their needs helps build a **sense of belonging**.

**Goal:**

To create a map of school activities, community resources, and interesting youth groups located in your neighborhood.

**Figure 3:**

<http://alpha.projectmash.org/experience/ask-art-conversation>

The screenshot shows a digital activity titled "Ask | The Art of Conversation". On the left, there's a cartoon illustration of a hand holding a microphone, with several red question marks floating around it. Below the illustration, the text "no works yet" is followed by a small icon and the number "1". To the right of the illustration, the title "Ask | The Art of Conversation" is displayed in an orange box. The main text area begins with the following paragraph:

The interview assignment: generate a list of questions, then conduct an interview using your questions in order. Been there, done that. Right? In reality, interviewing shouldn't be about asking questions from a list. Interviewing from a list makes you miss interesting topics, often missing the real story. Many news reporters and show hosts say that they often only use one of the questions on their list, and the rest of their questions are generated on the spot! This activity will challenge you to conduct an interview that starts with only one question. It will help you hone the skills of a lead reporter, exercising your ability to get a good story wherever you go.

Below this text, the goal of the activity is stated: "Goal: Transform an interview into a great conversation".