

Toolkit Presentation

Group 6:

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Toolkit 1

Wheel of Fortune game



Participants of the game

Players  Solutions

Referee  The project's managers, shareholders or project owners.

Game Mechanics



Step 1: Spin the wheel
(number = step = cards)



Step 2: Draw cards



Step 3: Answer the
drawn questions



Step 4: Move forward
N steps

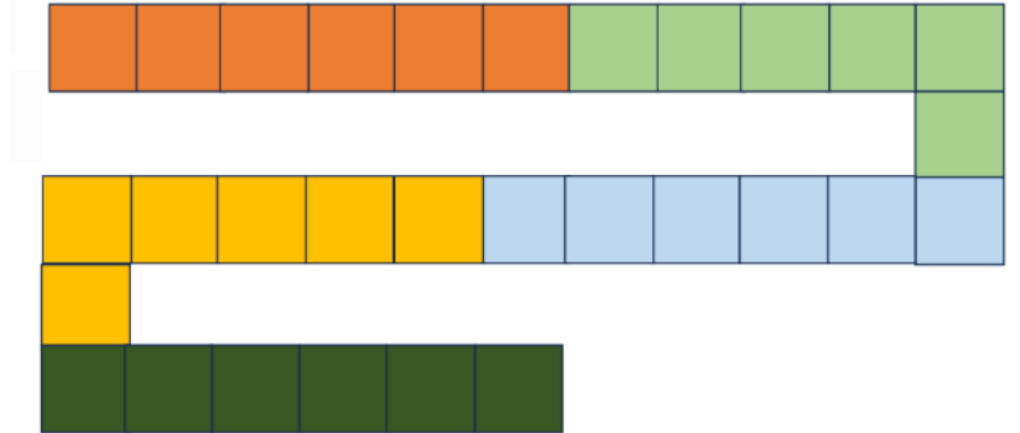


Step 5: Repeat steps 1-4.



Step 6: The game ends
when all players' pieces
reach the end of the
game map.

Game Board



Reward and Punishment Rules



Correct answer = 1 point ; Incorrect answer = -1 point.



all questions correctly will be rewarded with 1 points and can move forward 1 **step**.



all questions incorrectly will be penalized by being suspended from spinning the wheel in the next round.

Winning Conditions

Case 1: The player with the most points wins directly.

Case 2: If players have the same score, the player who has spun the wheel the least number of times wins, as he is luckier.



Question Pool

1, How would you resolve conflicts within your team?

2, Could you please list at least three stakeholders who significantly impact and are impacted by this project?

3.....

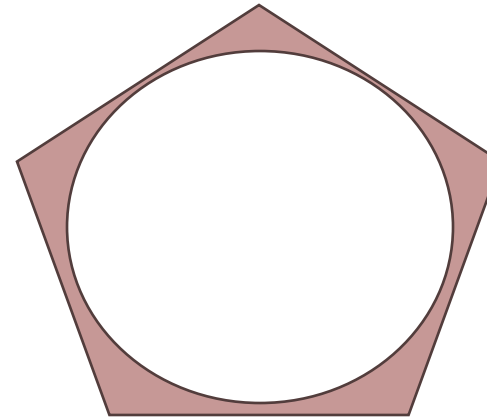
Teamwork

1, Does the project contribute to the society positively? Please list three aspects and explain it.

2, Could you please list several social systems that will be impacted by your project and explain the reasons?

3,.....

Society



Ethical

Energy

Stakeholder

1, Does your project gather user data, and how will you ensure the data's security?

2, How will you ensure that your collection method gather its data safely?

3.....

1, Could you identify and list the top three stakeholders relevant to your project?

2, How would you handle stakeholders who consistently present challenges and not reasonable requirements?

3.....

1, Can you provide a concise description of your product's recyclability?

2, Could you discuss the likelihood of your project affecting any disabled or old people?

3,.....

Reference answer (partial)

How would you resolve conflicts within your team?

Neuroscientists and researchers: They contribute their expertise in neuroscience and brain-computer interfaces to advance technology and its applications.

Medical professionals (neurologists, neurosurgeons): They provide insights on clinical usage, safety considerations, and potential medical benefits for patients.

Patients and their families: They are the primary beneficiaries of the technology, and their feedback and experiences are crucial for its development and optimization.

Does the project contribute to the society positively? Please list three aspects and explain it.

Improved Quality of Life: The brain-computer chip project has the potential to significantly enhance the quality of life for individuals with neurological conditions. By enabling them to regain motor functions, communicate effectively, and enhance their independence, the project can contribute to improving their overall well-being and social integration.

Advancements in Healthcare: The project's research and development can lead to advancements in healthcare, particularly in the fields of neurology, neurorehabilitation, and neuroengineering. These advancements can benefit not only individuals with neurological conditions but also contribute to a broader understanding of the brain and potentially lead to breakthroughs in diagnosing and treating various neurological disorders.

Scientific Knowledge and Innovation: The project's research s...

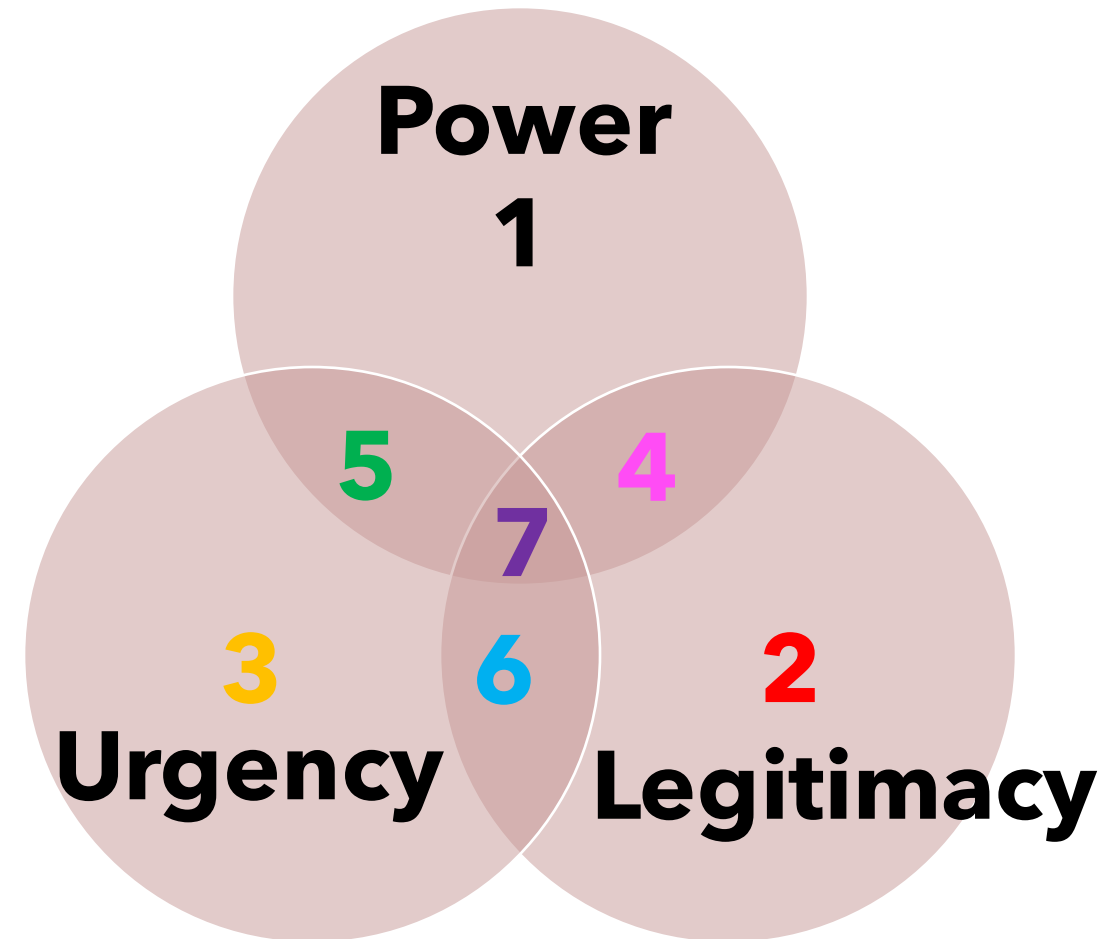
Toolkit 2

We will classify the stakeholders by applying salience model based on three factors:

- Power: The ability of impacting the project.
- Urgency: The need for immediate action.
- Legitimacy: Whether its actions are appropriate.

Salience Model of Stakeholder Analysis

1	Dormant
2	Discretionary
3	Demanding
4	Dominant
5	Dangerous
6	Dependent
7	Definitive



Salience Model Classification

Item	Name	Description	Description
1	Dormant	Only hold power, low urgency and legitimacy. There is no need to plan their communication needs.	None
2	Discretionary	Only hold legitimacy, low urgency and power. Their needs maybe achieved for some details. Do not need much attention.	General Public
3	Demanding	Only hold urgency, low power and legitimacy. Their need is important.	None
4	Dominant	High power and legitimacy. This type of stakeholders is legal and authoritative. Its needs are significant	Investors and Government
5	Dangerous	High power and urgency but low legitimacy. They could lead the project to the wrong direction by making illegal decisions.	Advertising Companies
6	Dependent	High legitimacy and urgency, and low power. They are useful when project need its strengthens in navigating complexities.	Future user
7	Definitive	High power, urgency, and legitimacy. The most important part of project. Core characteristics; Their need is the most significant.	Research team and Neuralink Administration