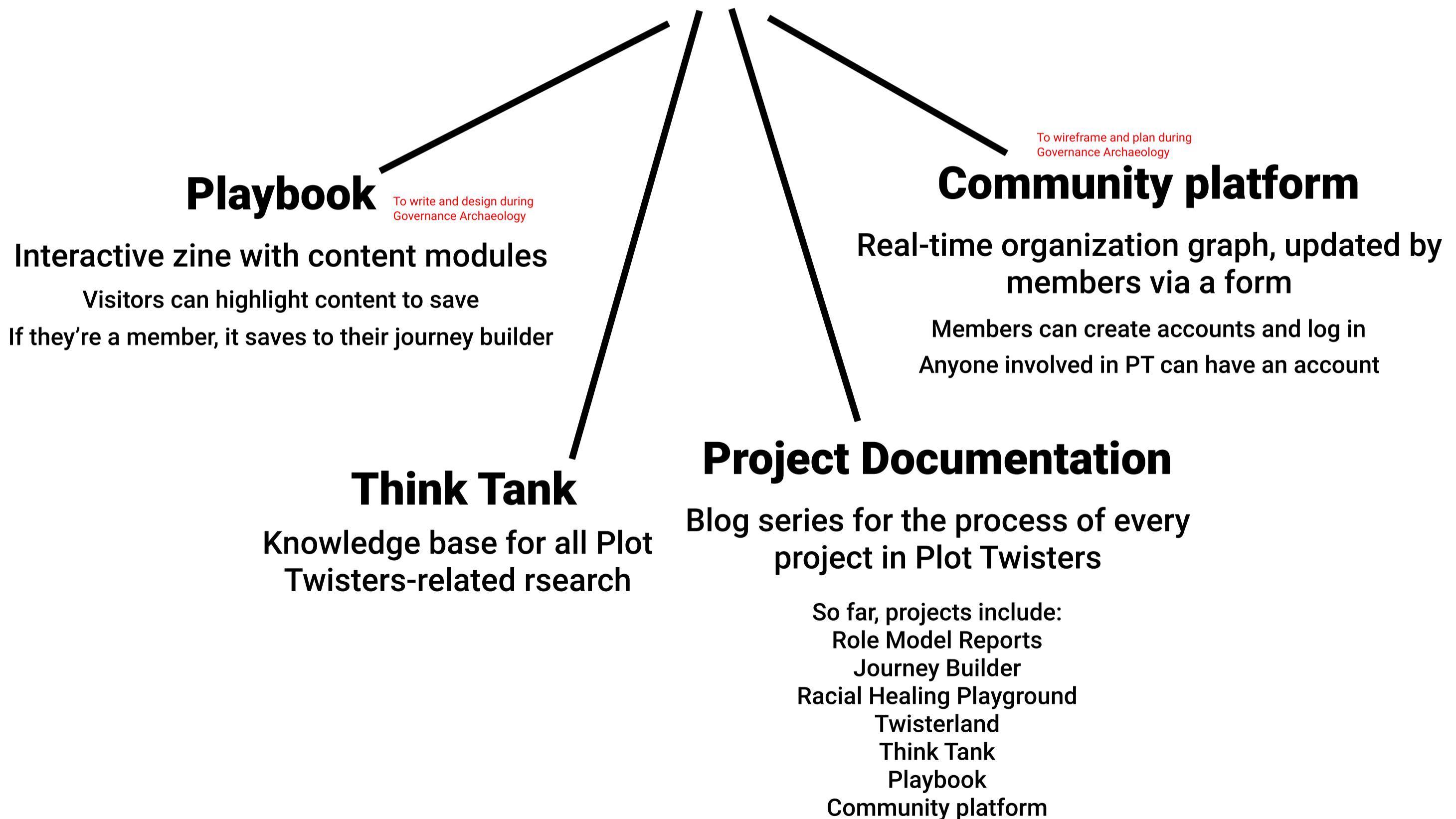




Plot Twisters, the organization

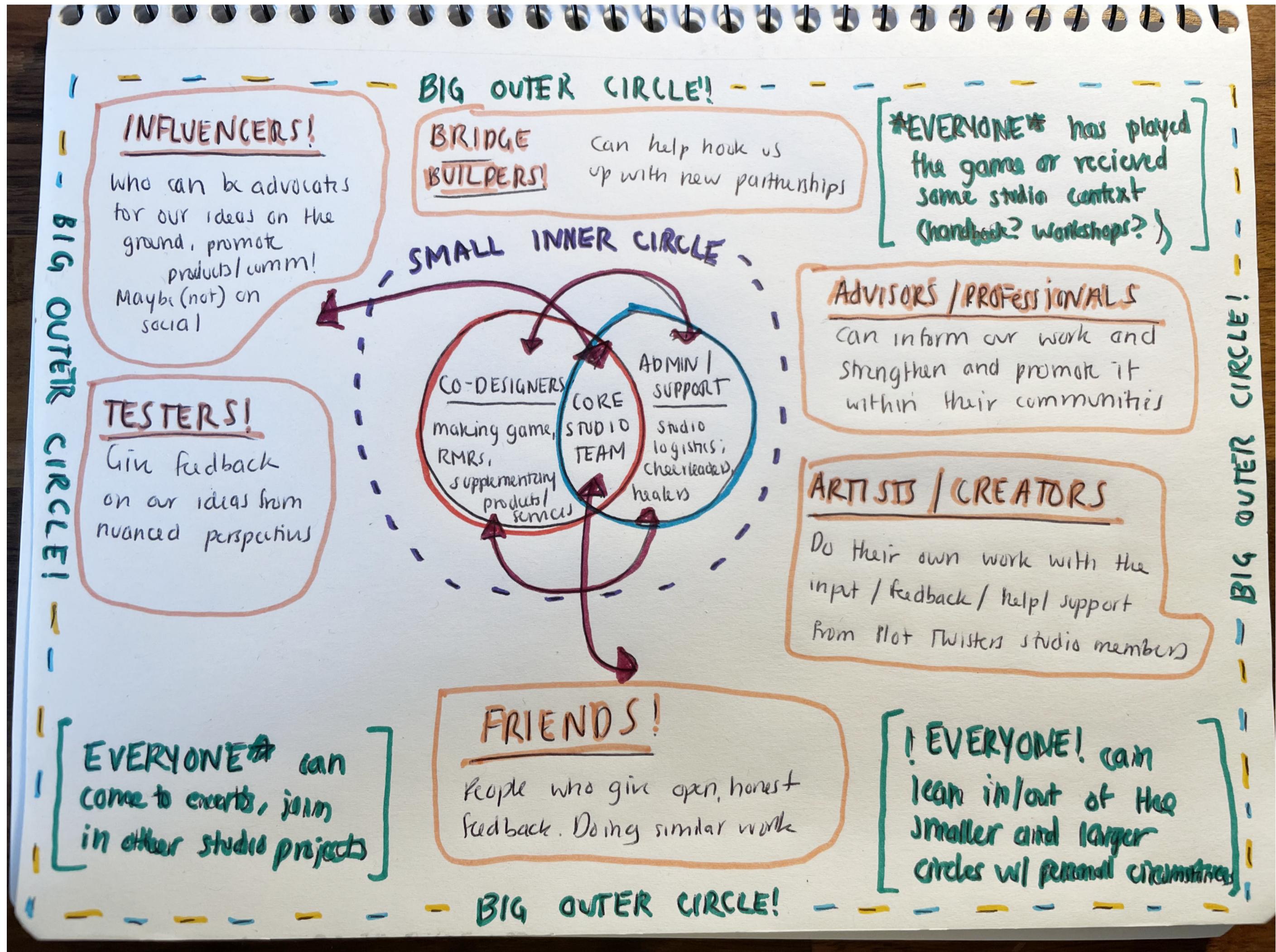
plottwisters.org will house...



Preliminary breakdown of community circles

What kind of involvement constitutes as a team member? How are these maintained online through asynchronous communication?

Is it possible to "defect" from a community that is based on smaller to larger circles, or do people just move farther from the core inner circle(s)?





Plot Twisters Team Formation

Number next to a team member's name indicates how many activities they are participating in right now

Soccer balls next to the activity indicate that team member is the facilitator of that activity

Hats are “the ability (time and skill) to perform a specific role”

A relationship is a unique pairing of the hats of two team members who are talking consistently

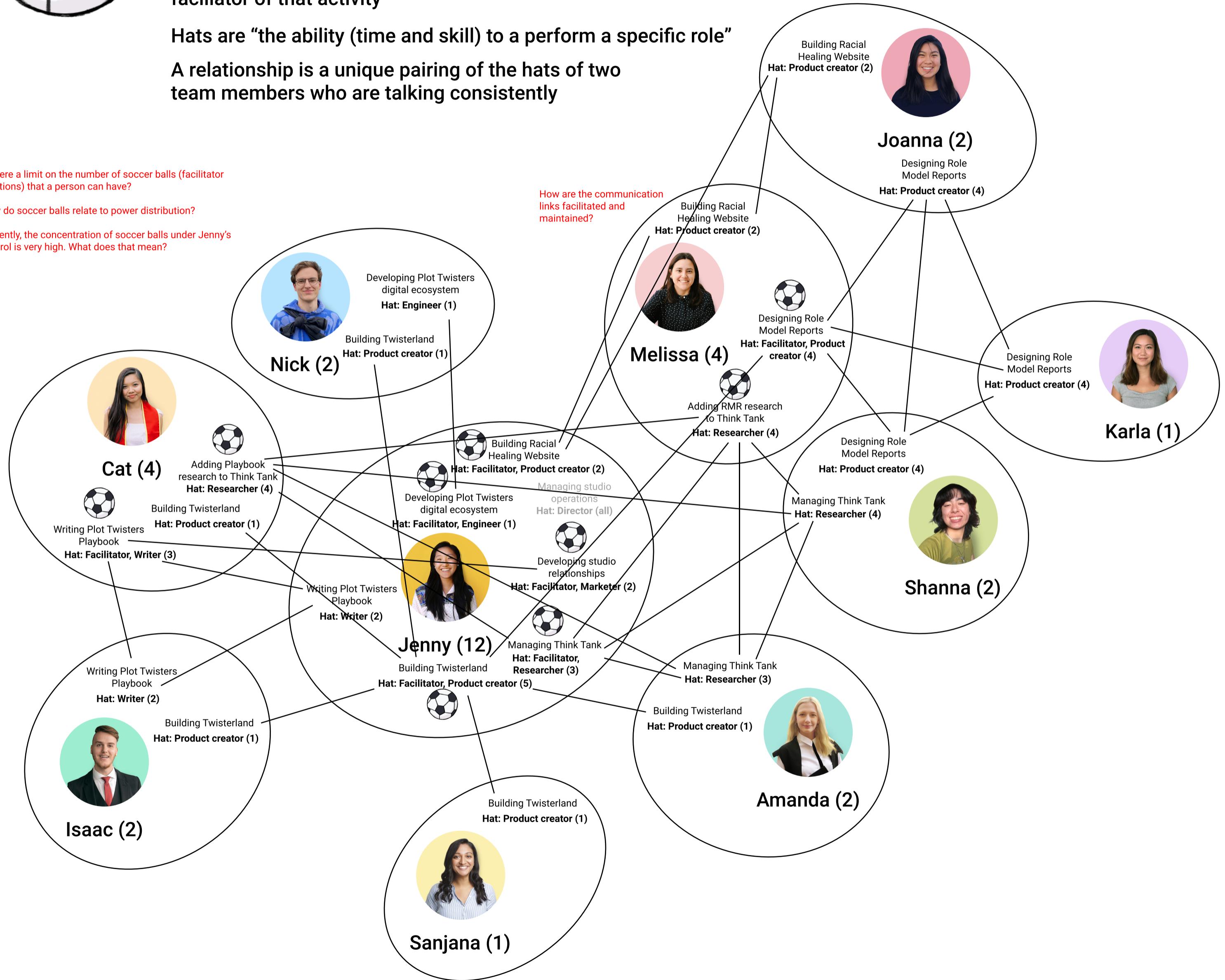
Ideally, there is a dashboard that allows every member to report 1) which activities they are engaging in, and 2) which relationships they are consistently maintaining for their various activities.

This may look like filling out the participation form on the first page at the beginning of each season, or bimonthly in the form of expected team member check-ins.

Is there a limit on the number of soccer balls (facilitator positions) that a person can have?

How do soccer balls relate to power distribution?

Currently, the concentration of soccer balls under Jenny's control is very high. What does that mean?





Each team member and their relationships

Numbers (A, B) next to team member reflects A) how many unique hats are worn in total, and B) how many others they work with

Number next to each relationship indicates how many of their activities are influenced by that team member

Alphabetically ordered

Do co-design participants have blurbs too?
What kind of involvement constitutes as a team member?

How often do updates have to be made? Is it once per season?

 Amanda (1, 3)	<p>1 hat total: Researcher Working with 3 other team members</p> <table border="0"> <tr> <td>Jenny (2)</td> <td>Shanna (1)</td> <td>Cat (1)</td> <td>Melissa (1)</td> </tr> <tr> <td>Managing Think Tank</td> <td>Managing Think Tank</td> <td>Managing Think Tank</td> <td>Managing Think Tank</td> </tr> <tr> <td>Building Twisterland</td> <td></td> <td></td> <td></td> </tr> </table>	Jenny (2)	Shanna (1)	Cat (1)	Melissa (1)	Managing Think Tank	Managing Think Tank	Managing Think Tank	Managing Think Tank	Building Twisterland				 Karla (1, 3)	<p>1 hat total: Product creator Working with 3 other team members</p> <table border="0"> <tr> <td>Melissa (1)</td> <td>Joanna (1)</td> <td>Shanna (1)</td> </tr> <tr> <td>Designing Role Model Reports</td> <td>Designing Role Model Reports</td> <td>Designing Role Model Reports</td> </tr> </table>	Melissa (1)	Joanna (1)	Shanna (1)	Designing Role Model Reports	Designing Role Model Reports	Designing Role Model Reports														
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 Jenny (12, 8)	<p>12 hats total: Facilitator (5 activities), Product creator (2 activities), engineer, writer, researcher, marketer, + director Working with 8 other team members</p> <table border="0"> <tr> <td>Cat (4)</td> <td>Melissa (4)</td> <td>Nick (2)</td> <td>Isaac (2)</td> </tr> <tr> <td>Writing Plot Twisters Playbook</td> <td>Building Racial Healing Website</td> <td>Developing Plot Twisters digital ecosystem</td> <td>Writing Plot Twisters Playbook</td> </tr> <tr> <td>Building Twisterland</td> <td>Building Twisterland</td> <td>Building Twisterland</td> <td>Building Twisterland</td> </tr> <tr> <td>Managing Think Tank</td> <td>Managing Think Tank</td> <td></td> <td></td> </tr> <tr> <td>Developing studio relationships</td> <td>Developing studio relationships</td> <td></td> <td></td> </tr> <tr> <td>Sanjana (1)</td> <td>Shanna (1)</td> <td>Amanda (1)</td> <td>Joanna (1)</td> </tr> <tr> <td>Building Twisterland</td> <td>Managing Think Tank</td> <td>Managing Think Tank</td> <td>Building Racial Healing Website</td> </tr> </table>	Cat (4)	Melissa (4)	Nick (2)	Isaac (2)	Writing Plot Twisters Playbook	Building Racial Healing Website	Developing Plot Twisters digital ecosystem	Writing Plot Twisters Playbook	Building Twisterland	Building Twisterland	Building Twisterland	Building Twisterland	Managing Think Tank	Managing Think Tank			Developing studio relationships	Developing studio relationships			Sanjana (1)	Shanna (1)	Amanda (1)	Joanna (1)	Building Twisterland	Managing Think Tank	Managing Think Tank	Building Racial Healing Website	 Sanjana (1, 1)	<p>1 hat total: Product creator Working with 1 other team member</p> <table border="0"> <tr> <td>Jenny (1)</td> </tr> <tr> <td>Building Twisterland</td> </tr> </table>	Jenny (1)	Building Twisterland		
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Collecting participatory info from team members

1. What do you want to work on?

"What games do you want to play?"

Number next to each activity indicates how many people are currently working on it

- Managing Think Tank (3)
- Designing Role Model Reports (4)
- Building Twisterland (6)
- Adding Playbook research to Think Tank (1)
- Adding RMR research to Think Tank (1)
- Building Racial Healing Website (3)
- Writing Plot Twisters Playbook (3)
- Developing Plot Twisters digital ecosystem (2)
- Developing business relationships (1)
- Managing studio operations (1)

Add your own (begin with verb)

If someone adds their own activity to work on, they will be 1) the automatic facilitator, and 2) working on it alone until someone else works on it with them.

Do they have a plan for working it alone?

Does it have to follow certain rules outlined in the Playbook?

Does it have to be "approved" by a certain number of other people in the studio?

2. For the activities you choose, who will you work on them with?

"Who do you want to play with?"

Let's say you chose the following "games to play":

- Adding Playbook research to Think Tank (1)
- Managing Think Tank (3)
- Writing Plot Twisters Playbook (3)
- Building Twisterland (6)
- Designing Role Model Reports (4)

The people you first meet with may not be the people you establish consistent relationships with.

Also, some activities may involve groups of people, so even if you choose just one person to work with, you may end up working with multiple people.

Ideally, there is a dashboard that allows every member to report which relationships you are consistently maintaining.

Pick the first people you want to meet with
Soccer balls next to the activity indicate that team member is the facilitator of that activity

Adding Playbook research to Think Tank (1)



Cat

Managing Think Tank (3)



Jenny



Amanda



Shanna

Writing Plot Twisters Playbook (3)



Cat



Jenny



Isaac

Designing Role Model Reports (4)



Melissa



Shanna



Joanna



Karla

Building Twisterland (6)



Jenny



Nick



Cat



Amanda



Sanjana



Isaac

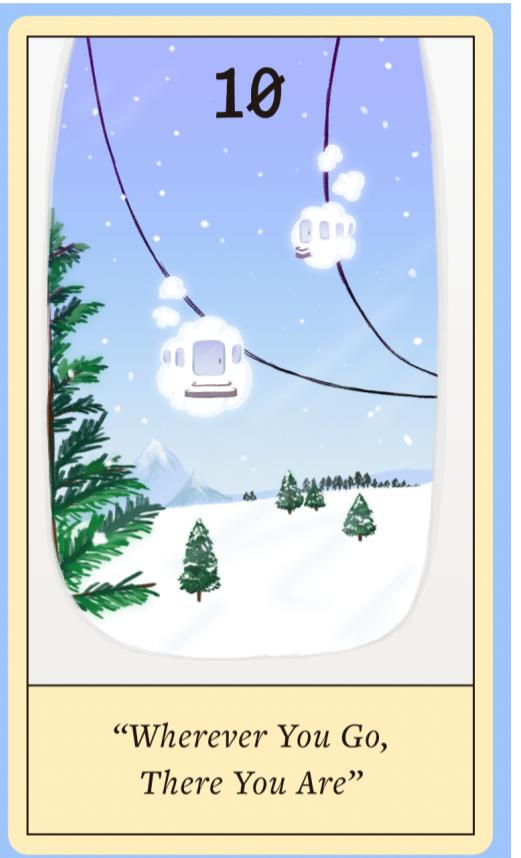


Illustration samples

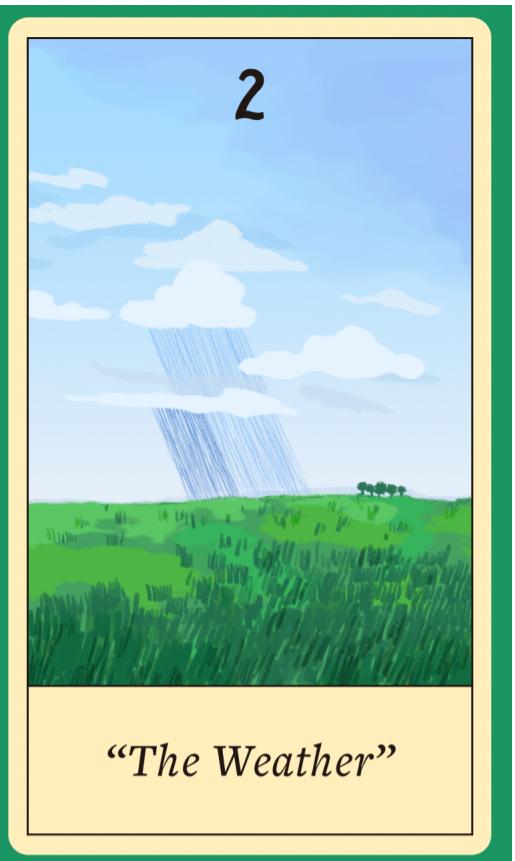
Playbook and organizational website will involve some of Jenny's illustrations to explain concepts through metaphors (like the soccer ball) and express the playful culture of our community

Jenny's visual examples of world-building

Illustration from one of our projects, an online self-reflection game called Twisterland



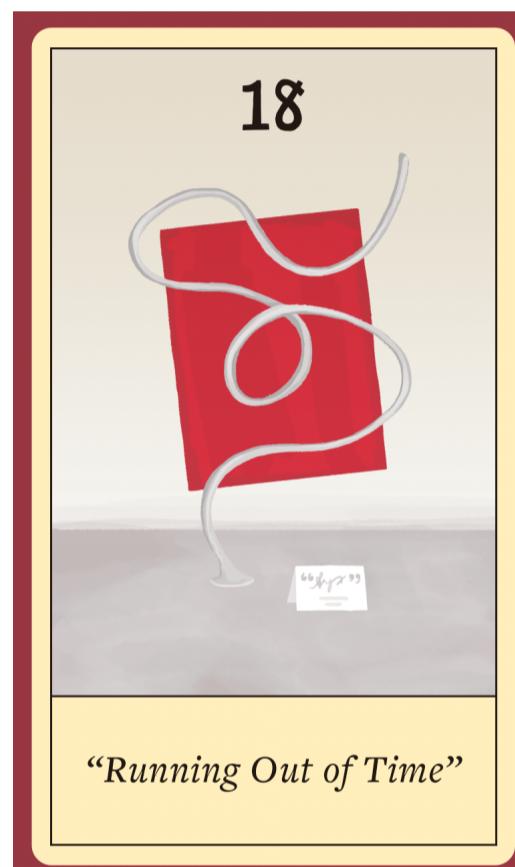
Cards to represent reflection activities in Twisterland



"The Weather"



"The Teahouse"



"Running Out of Time"



"Alley Lights"

Our website's hero image



A character sketch for our game, Twisterland

