



WS 09 Creative techniques to foster more equal and inclusive deliberation

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with Kimbra White (MosaicLab)
Wednesday 28th September

Why use creativity in facilitation?

Our **experiments** in game-like facilitation shows play can make deliberative processes effective and enjoyable.

We believe it is important to place **people at the centre** of the big issues facing society today — from climate breakdown, to social housing policy, and health and social care.

However, processes can be **exclusionary**, prioritising certain forms of ‘rational’ communication over less formal ones.

Why is this?

Is it the legal model of the citizens’ jury, where rational exchange — claims, counter claims and rational debate — are privileged over other kinds of communication like emotion, personal experience or storytelling?

Why use creativity in facilitation? (2)

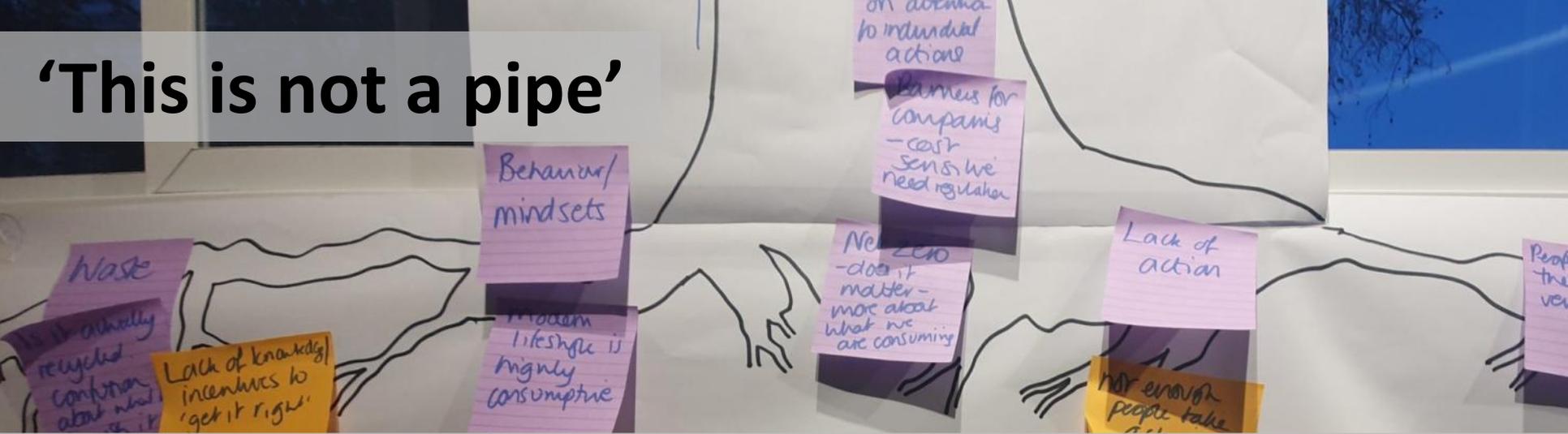
Democracy can be dull. Dominated by ‘usual suspects’ — the enthusiasts and experts with the time, jargon and energy to read official documentation (and engage in at-times rancorous debate.)

People communicate, learn and express themselves **differently**. Some are more verbal, some more visual, some more creative.

We recognise this and offer people a range of opportunities to communicate in the way which most **empowers** them.

We believe creativity and games make deliberative and participatory processes unearth ‘**lived experience**’ and are enjoyable.

'This is not a pipe'



At the [Southwark Climate Change Citizens' Jury](#) we experimented by model making or using visuals to get people to think differently. We did a lateral thinking exercise, dividing the jury into groups which each received a large paper depicting a tree trunk and its roots.

Each group considered the problem written on the trunk of the tree **'climate change has become an emergency'** and considered the problem's root causes.

Our aim was to break convention and share 're-conventions', just as the surrealists did in their art?



Ceci n'est pas une pipe.

‘This is not a pipe’ (2)



Groups were then asked to build a sculpture out of recyclable materials, write a poem, or create a drawing...

To show the particular aspect of climate change as they saw and felt it.

Each group explained the thoughts behind their creation to the full group prompting further discussion.

Small groups re-visited their creations, to change them to depict a vision of what they wanted to see in the future — a representation of what needed to shift.

'Lego building'



For our project for the Climate Change Commission on home owner retro-fit, participants were asked to use Lego to build houses

Using theatre for deliberation

In 2021 we trialled **Legislative Theatre** with a group of young people



“The power of humour allows us to wrestle with challenging topics”

Later we'll watch their short video

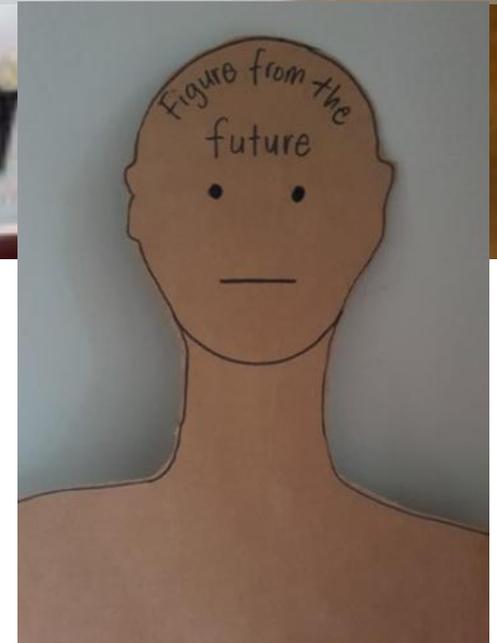
Future Visioning

In Japan they are using visioning to help ensure citizens of the future have a say

“The citizens of tomorrow are granted no rights or representation. There are rarely any public institutions explicitly designed to protect and promote their interests.”

Blog by involve on Japan’s ‘time rebels’

In our citizen’s juries we often ask people to imagine they are citizens of the future. Or we may have a representation of a future citizen sitting in our deliberation.



LARPING (Live action role play)

This year we took part in the **NowPlayThis** games design festival

We used games
(like the give and take game used earlier this session)

And a role play based on a realistic scenario

Participants had to imagine themselves into different roles and then deliberate on projects that would make their community better

Role play allows people to quickly absorb complex information
And helps them appreciate the ideas of others

COOPERATIVE GAMES



Using cooperative games within a deliberation may help communicate complex science.

And help people work together on a common challenge

Examples include...

The role play we did for **NowPlayThis**

That included voting and deliberation on how to spend £150,000 in an imaginary town

COOPERATIVE GAMES

Other examples include...



Daybreak

 [CMYK](#)

A cooperative boardgame about stopping climate change, from the creator of Pandemic.

\$270,566.19
of \$75,000 goal

5,395
backers

24
days left

Back It

This project will end on Oct 20, 2022 at 12:00pm PDT.

 Follow



Which could be played during a deliberation,
or before, to inform and engage.

But of course... Games are not serious things... are they?

Thank you

Read our
'Deepening democracy through play' blogs on our website

Southwark Climate Change Citizens' Jury

Democracy Pioneers

Larping, online and collaborative games for democracy.

<https://sharedfuturecic.org.uk>