

## Uneven Playing Field

Group 80

Kyra van Seters, Anouk van Sommeren, Luuk Schot

Cycle 2 – Theme

Topic 3 – Inclusive Design

Format: Artefact

Tone: Playful

The provotype is a version of “The Game of Goose,” which originally symbolizes the walk of life. In this adapted version, it is meant to be played by designers, representing a journey through the design process. The board game consists of 63 squares, with 14 special squares connected to the domination matrix from Goodwill et. Al. (2021). Players on the domination side of the matrix are awarded more steps forward than those on the oppression side for the same attribute. Privileged players advance faster and are more likely to earn the five milestone powers, which are the five powers discussed in Goodwill et. Al. (2021). These powers allow players to exercise privilege within the game, mirroring the way they might influence the design process. Reflective questions prompt players to think about their choices afterward. Upon reaching square 63, players reflect on how they arrived, where their teammates are on the board, and whether privilege and power influenced these outcomes. If the researchers play this game with their teams or among themselves, they are encouraged to automatically reflect on the power dynamics within their design team and how those powers should be used or questioned in the design process.

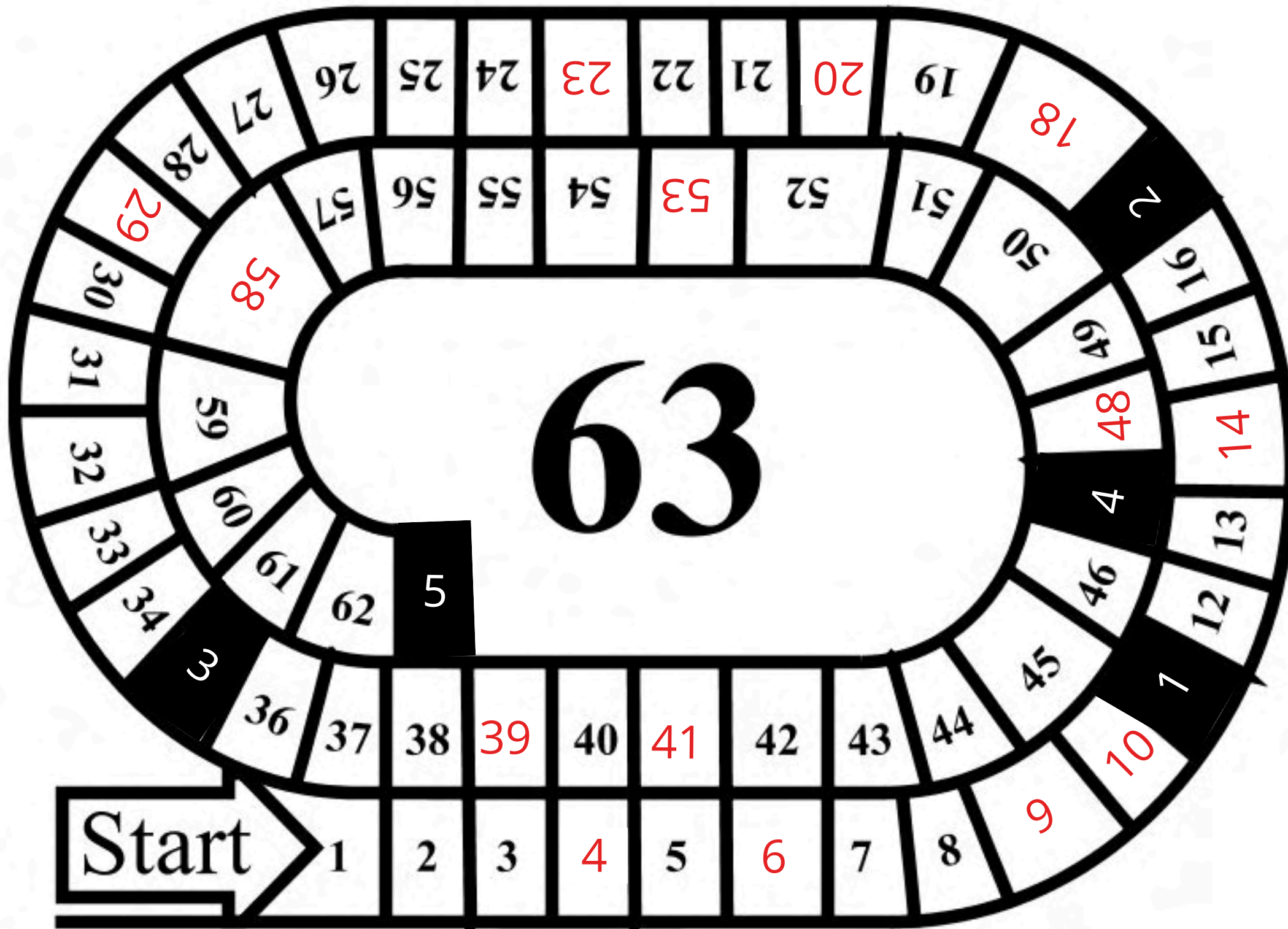


### References:

Goodwill, M., Bendor, R., & van der Bijl-Brouwer, M. (2021). Beyond good intentions: Towards a power literacy framework for service designers. *International Journal of Design*, 15(3), 45-59.

# Uneven Playing Field

How to reach the finish of your project? Who is dominant, who has power and how to deal with this?



## HOW TO PLAY:

1. Decide which player can start.
2. Throw the dice to decide how many steps forward you can take.
3. Are you on a red number? Read the matching question in appendix A and follow the steps.
4. Are you the first to cross a black milestone? Congratulations! Read about your extra power in appendix B and make your decision.
5. Anyone who rolls too high and goes beyond 63 must walk back from 63.

# Appendix A

4. How old are you?

<21: Take 1 step forward, 21-65: take 3 steps forward, 65+: take 2 steps forward

6. Do you have a European passport?

Yes: take 3 steps forward. No, take 1 step forward.

9. Do you speak English?

Native: take 3 steps forward. Fluent: take 2 steps forward. Learning: take 1 step forward.

10. Do you have citizenship?

Yes: take 3 steps forward. No, take 1 step forward.

14. What is your economic status?

Above working class: take 3 steps forward. Working class: take 2 steps forward. Below working class: take 1 step forward.

18. Are you disabled?

No: take 3 steps forward. Yes: take 1 step forward.

20. Are you cis-gendered?

Yes: take 3 steps forward. No, I am intersex or transgender: take 1 step forward.

23. What is your sex?

Male: take 3 steps forward. Female: take 2 steps forward. Other: take 1 step forward.

29. Are you white?

Yes: take 3 steps forward. Bipoc: take 1 step forward.

39. Are you educated?

Yes, higher education: take 3 steps forward. Yes, secondary education: take 2 steps forward. No education: take 1 step forward.

41. Are you part of the 2SLGBTQIA+ community?

No: 3 steps forward. Yes: 1 step forward.

48. Are you a Christian?

Yes: 3 steps forward. No, atheist: 2 steps forward. No, other religion: 1 step forward.

53. What is the colour of your skin?

light coloured: 3 steps forward. Mixed coloured: 2 steps forward. Dark coloured: 1 step forward.

58. What is your weight class?

Middleweight: 3 steps forward. Underweight: 2 steps forward. Overweight: 1 step forward.

# Appendix B: milestones

1. Access Power: You can choose 0 to 5 other players that can join you at the square that you are currently at.
  - reflective question: Did you choose to bring any other players to your square? Who did you choose and why did you choose them? What happens to those that are not chosen to move forward to your square, how did this decision impact them?
2. Goal Power: You can choose to change the goal of the game, pick one of the following choices: 1) Keep the game as is, e.g. the one that reaches the finish first wins. 2) The last player to cross the finish line wins. 3) The x'th player to cross the finish first wins, x being a number of your choice.
  - reflective question: Did you keep the goal of the game the same or did you choose to change it? Why did you make the choice you did, how did this affect the other players?
3. Role Power: One of the players gets to take one extra step, another one two extra steps, the next three steps, going on until the number of players that are in the game (max 6 extra steps). Divide the extra steps amongst the players, creating a hierarchy of extra steps.
  - reflective question: Why did you give certain players a certain number of extra steps? How did this hierarchy that you created affect the positions of the different players on the board?
4. Rule Power: You can think of a new rule to apply to the next round of the game (think of removing the consequences of a square or setting a step limit to the following round)
  - reflective question: How does this rule affect the way the game is played? Does the rule favour any players in particular? Would other players also have come up with this same rule?
5. Privilege: You have finished the trail, this is the end of your project. As you are the first to finish, you arguably have the most privilege from your team. Please have a discussion with the team about your thoughts on the game. Cover questions such as:
  - Where on the board are the other members of the team?
  - What are the reasons that you crossed the finish line first?
  - Do you think that the different milestone powers helped you achieve the finish line?
  - How do you think the possession of these powers could affect your own design work and the way it influences those around it?