Planning for the future through an interactive board game – a not so trivial pursuit

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This poster paper is designed as an interactive tool to get people thinking, talking and interacting around the conference theme. This 'ideas paper' has as its focus a practical outcome – that of providing a way to capture some of the good ideas from the conference that we can use to navigate our path ahead towards 2021. Identifying the challenges and issues is a good start. However, we need to take the opportunity to learn from each other by identifying good practice and some practical solutions that help us in our common goals.

Snakes & ladders is a comprehensive, collaborative learning and planning tool that brings evidence based practice to the fore. It draws on reflective learning to get people to analyse their work practices towards improving the situation. It asks people to anticipate issues and makes people aware of those external factors that can impact on them (the 'snakes'). It encourages the identification of positive and successful aspects of the work practice (the 'ladders'). Snakes & ladders stimulates creative, colourful, 'outside the square' thinking and challenges the normal assumptions about how we work together, set and reach goals. Above all, it is designed to make work fun.

The origins. At a time of considerable change in the university, with numerous demands on individuals to be involved in new initiatives and to learn new skills, a way was needed to get people to examine their work practices in the light of the many challenges. The snakes & ladders game was created as a professional development tool to get my Educational Design and Media team to think about the issues and challenges we face and how we can work together to achieve the end goals. At this conference a sample of the poster of the educational design and media team's course level focus poster will be shown.

A blank poster will be provided and conference delegates will get the opportunity to help create the game 'Global challenges & perspectives – towards 2021'. Ideas from the conference presentations will be captured into a snakes & ladders game that can give us something of a visual image of our pathway ahead (the challenges and perspective) along with some possible practical solutions.