Card Game

The Card Game is one way of helping groups determine what kinds of local projects will help them meet their goals. The game is meant to be played after the group has set one or more goals. This game has been adapted from the work of Drew Mackie, David Wilcox and Terry Grunwald at www.MakingTheNetwork.org.

Purpose: The game is designed to help groups identify doable tasks or projects for their community. Each project needs to assign a team, a designated leader and timeline.

Time required: Approximately 2 hours.

Ahead of Time: Print the Cards and Planning Sheets

The cards on pages 3-9 are designed to be printed on standard 2" x 3 ½" business card stock. Alternatively, the cards can be printed on a heavy weight 8 ½" by 11" paper and then cut to size. Be sure to print some blank cards for people to write their own ideas on.

Print copies of the planning sheet found at Making the Network. www.makingthenetwork.org/tools/priorsheet.pdf

You will need to print one set of cards and one planning sheet for each subgroup.

Directions:

1. Divide into groups

   If there is more than one technology goal, assign each goal to a different part of the room and have people move to the goal they want to work on. Make sure there are at least 2-3 groups and that groups are roughly equal in size.

   If the group is working with only one technology goal, divide the group into subgroups of 2-8 people.

2. Introduce the card game

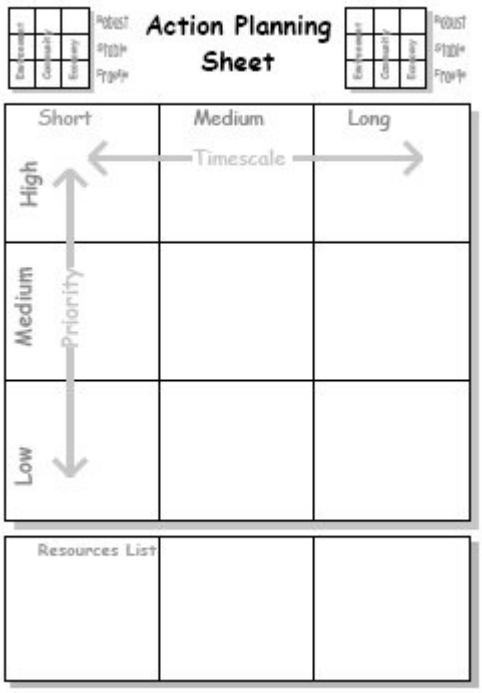
   Introduce the cards. Each group gets a set of cards. Each card has category, such as Community Content or Applications & Education. Each card has a title and a brief description of a project. Finally, each card is numbered 1, 2 or 3 in the lower right corner. The numbers are a relative rank of how much time or resources the project is likely to take. Cards with the number 1 will take much less time or resources than cards with the number 3. Blank cards are included so groups add their own project ideas.

3. Groups choose and prioritize cards

   Each group chooses project cards that they believe are doable and can help the community reach towards its goals. Groups may choose as many cards as they like as long as the total of the numbers in the lower right corner don't add up to more than 15. Groups can spend up to 30 minutes discussing and choosing their cards.

   Once the cards are selected, the groups start planning by prioritizing the cards as high, medium or low priority and determining the time scale as short, medium or long.

   Prioritizing the cards will take 15 minutes. When each group has completed their plan, they should present their solution to the entire group.



4. Large group reaches consensus on project cards

   This will take at least 30 minutes or longer if there are many goals to discuss.

   If the group was working towards a single technology goal, the leader posts all the chosen cards on a large version of a planning sheet, placing them in the same time scale and priority place each small group used.

   The leader facilitates a group discussion of what cards have been chosen and how many times. Next do a reality check with the group about how doable each project is within their community. The large group chooses which of the project cards chosen by the smaller groups they wish to work on. Usually, the cards given the highest priorities are chosen. **This time, in order for a project card to be chosen, one or more participants must agree to take the lead on developing the project.**

   If the group was working towards multiple technology goals, first discuss how many projects can be reasonably accomplished. Does the community have the capacity to carry out many projects at once? Consider only looking at projects that were given a high priority. Do a reality check with the group about how doable each project is within their community. **Again, in order for a project card to be chosen, one or more participants must agree to take the lead on developing the project.**

5. Create project work teams

   For each project that was chosen in the final round, post a sign up sheet on the wall with the project card taped to it, the name of the participant(s) that agreed to take the lead, and the approximate time the project will take. Participants should sign up for one or more projects before leaving.

INFRASTRUCTURE & ACCESS **#1 BROADBAND COVERAGE** Ask the broadband vendors for coverage maps of your community. **1**	INFRASTRUCTURE & ACCESS **#2 INFRASTRUCTURE ASSESSMENT** Conduct an in-depth infrastructure assessment(s) for each type of broadband. **1**
INFRASTRUCTURE & ACCESS **#3 MOBILE TECHNOLOGY LAB** Create a mobile lab equipped with computers and internet access. **3**	INFRASTRUCTURE & ACCESS **#4 PUBLIC ACCESS** Create public access sites to the Internet at libraries or locations within easy access of all homes. **3**
INFRASTRUCTURE & ACCESS **#5 MUNICIPAL INFRASTRUCTURE** Develop a municipal-owned infrastructure. **3**	INFRASTRUCTURE & ACCESS **#6 DEVELOP PUBLIC/PARTNERSHIP WITH VENDORS** Develop a public/private partnership with vendors **3**
INFRASTRUCTURE & ACCESS **#7 VIDEOCONFERENCE CENTER** Develop a videoconferencing center. **3**	INFRASTRUCTURE & ACCESS **#8 COMMUNITY TECHNOLOGY CENTERS** Develop and support local community technology, business or development centers. **3**
INFRASTRUCTURE & ACCESS **#9 BROADBAND OPTIONS** Discuss broadband options and costs with broadband vendors. **1**	INFRASTRUCTURE & ACCESS **#10 RESEARCH FUNDING OPPORTUNITIES** Find out what grant funds or loans are available for infrastructure, hardware/software or community technology projects. **1**

INFRASTRUCTURE & ACCESS

#11 START A COMPUTER SUPPORT BUSINESS

Help technology-savvy youth start a local computer support business.

2

INFRASTRUCTURE & ACCESS

#12 AFFORDABLE BROADBAND

Invite current and potential vendors to propose what they can bring to the community.

1

INFRASTRUCTURE & ACCESS

#13 EXPERIENCE BROADBAND

Provide opportunities for people to experience the Internet over a high speed connection. Arrange open access times at places that already have broadband, e.g. schools.

1

INFRASTRUCTURE & ACCESS

#14 CASE STUDIES

Provide presentations that show examples of communities that are digitally connected.

1

INFRASTRUCTURE & ACCESS

#15 TECHNOLOGY CERTIFICATION

Sponsor online computer training for interested residents to acquire technology skills and certification.

2

INFRASTRUCTURE & ACCESS

#16 MASTER INTERNET VOLUNTEERS

Train volunteers who will staff public access sites to assist users in using the Internet, author articles on Internet basics, or provide classes.

2

INFRASTRUCTURE & ACCESS

#17 CYBER CAFÉ

Work with a local retailer to create a cyber café that offers internet access and a place where people can meet.

3

APPLICATIONS & EDUCATION

#18 VOIP

Offer presentations on how businesses can save on long distance telephone with Voice-Over-Internet-Protocol (VOIP).

1

APPLICATIONS & EDUCATION

#19 CYBER CAMP

Offer Youth Cyber Camps.

1

APPLICATIONS & EDUCATION

#20 WHAT'S NEW

Periodically offer presentations on “What’s New on the Internet”.

1

APPLICATIONS & EDUCATION

#21 E-DEMOCRACY

Conduct online debates and voting on local issues.

1

APPLICATIONS & EDUCATION

#22 MULTI-MEDIA STUDIO

Create a digital audio / video / imaging studio for developing projects.

1

APPLICATIONS & EDUCATION

#23 HELPLINE

Create a volunteer helpline where residents can call upon a technical team to deal with problems at home or in their office.

3

APPLICATIONS & EDUCATION

#24 IDEA DATABASE

Create online discussion lists/forums where people can add ideas for improving their community.

2

APPLICATIONS & EDUCATION

#25 VOLUNTEERS ONLINE

Develop an online local volunteer matching system.

2

APPLICATIONS & EDUCATION

#26 LOCAL ONLINE COURSES

Encourage local colleges to provide course material online.

1

APPLICATIONS & EDUCATION

#27 INTERGENERATIONAL PROJECTS

Generations learn together through projects where they have shared interests.

1

APPLICATIONS & EDUCATION

#28 TECHNOLOGY FAIR

Hold a technology fair where vendors demonstrate technology, hardware, or applications that aren't currently available or used in the community.

1

APPLICATIONS & EDUCATION

#29 BUSINESS SHARE

Hold live or online events where local businesses share how they use the Internet with each other.

1

APPLICATIONS & EDUCATION

#30 ONLINE NEIGHBORHOOD WATCH

Local neighborhood watch volunteers use email, web and webcams to support their work.

1

APPLICATIONS & EDUCATION **#31 PRIVACY** Offer classes about privacy on the Internet. **1**	APPLICATIONS & EDUCATION **#32 NICHE AUDIENCES** Offer classes about the Internet for a specific population in the community. **1**
APPLICATIONS & EDUCATION **#33 E-MAILING PHOTOS** Offer classes for residents to learn how to reduce the size of their digital photos for e-mail. **1**	APPLICATIONS & EDUCATION **#34 SAFETY FOR YOUTH ONLINE** Offer classes for youth to learn to protect themselves from Internet predators. **1**
APPLICATIONS & EDUCATION **#35 COMPUTER BASICS** Offer classes on computer basics, operating systems, email, word processing, connecting to the internet. **1**	APPLICATIONS & EDUCATION **#36 SHOPPING ONLINE** Offer classes on how to shop online and avoid possible problems. **1**
APPLICATIONS & EDUCATION **#37 DIGITAL PHOTOS** Offer classes on working with digital photos or video. **1**	APPLICATIONS & EDUCATION **#38 DESIGN WEBSITES** Offer classes to help individuals learn to design websites. **1**
APPLICATIONS & EDUCATION **#39 E-GOVERNMENT** Offer classes to help local government agencies determine content for their websites. **1**	APPLICATIONS & EDUCATION **#40 NON-PROFIT** Offer classes to help non-profit organizations maximize their use of the Internet. **1**

APPLICATIONS & EDUCATION

#41 E-COMMERCE

Offer classes to help owners of small businesses develop a web presence or buy or sell online.

1

APPLICATIONS & EDUCATION

#42 SEARCH THE INTERNET

Offer classes to help people learn to efficiently search the Internet.

1

APPLICATIONS & EDUCATION

#43 JOB SEEKING

Offer classes to job seekers to get help searching for opportunities on the Internet and advice on resumes and applications.

1

APPLICATIONS & EDUCATION

#44 GENEALOGY ONLINE

Offer classes to residents to learn how to trace their family history through online resources.

1

APPLICATIONS & EDUCATION

#45 LOCAL WEB HOSTING

Offer local web hosting.

2

APPLICATIONS & EDUCATION

#46 WHAT IS BROADBAND?

Provide community presentations on what broadband is and how it works.

1

APPLICATIONS & EDUCATION

#47 DISTANCE LEARNING

Provide presentations that highlight distance learning opportunities that community members may be interested in.

1

COMMUNITY CONTENT

#48 MAPPING

Create Internet-based maps to provide information.

1

COMMUNITY CONTENT

#49 ONLINE STORYTELLING

Create webpages, blogs, audio or video podcasts about the community.

2

COMMUNITY CONTENT

#50 COMMUNITY PORTAL

Develop a website of local information with links to all key local projects.

2

COMMUNITY CONTENT

#51 ARTISTIC YOUTH

Have youth teach classes on how to remix content found online.

1

COMMUNITY CONTENT

#52 LOCAL CONTENT

Host a local website where residents can share downloadable content they've created.

2

COMMUNITY CONTENT

#53 SHOWCASE ON YOUTH

Host a local website where youth can display artistic content they've created.

2

COMMUNITY CONTENT

#54 DEVELOP WEBPAGES

Offer classes on developing websites, blogs or podcasts.

1

COMMUNITY CONTENT

#55 MOBILE TECHNOLOGY

Offer classes on how to create audio and video material for iPods and PDAs.

1

COMMUNITY CONTENT

#56 MUSIC AND VIDEO

Offer classes on how to create music and video CDs and DVDs.

1

COMMUNITY CONTENT

#57 TELL YOUR STORY

Offer classes on how to tell a great story.

1

COMMUNITY CONTENT

#58 ENTREPRENEURIAL YOUTH

Provide opportunities for entrepreneurial youth to develop online businesses.

2

COMMUNITY CONTENT

#59 LOCAL HISTORY

Research and publish the local history of the community on the Internet.

1