

From: [Campus Climate Proposal form](#)
To: [Libby Peterek](#); [Carrie Olson](#)
Subject: New submission from Campus Climate Proposals
Date: Wednesday, May 04, 2016 10:59:10 PM

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What is your affiliation with UW-Madison? For group submissions, please respond for main contact.

- Other

Describe the concept. If already in use here or elsewhere, please indicate this.

If insensitivity, a lack of knowledge, or discomfort in relating or talking to those who are different from us prevents understanding and valuing others, then how do you assess or engage students with other students, faculty or staff to maximize acceptance, success and inclusion in day-to-day interactions in non-threatening settings.

This project uses an interactive game to openly examine and discuss issues, biases, concerns or suggestions that will facilitate change(s). The game provides opportunities to recognize human differences, discuss biases, identify deficits, foster the development of awareness, sensitivity, and provides a first glimpse of how to proceed to address diversity issues.

How would this affect cultural change on campus?

This interactive game (consisting of four parts) begins by laying bare the reality and status of campus climate as perceived by some students, teachers, administrators and others. As the game progresses, players are presented with situations requiring a response that sensitizes the players to cultural differences, rewards for positive behavioral change and provides opportunities to develop and promote capacity to understand and appreciate differences.

For new ideas, how would you propose piloting this idea to see if it would work? If the idea is already in use at UW-Madison, how would you propose expanding or altering this program for greater impact?

The idea for this proposal (developed and in use since 2005) is not new and the design and format of this interactive board game has been used for numerous audiences and interests. For example, the School of Medicine and Public Health's interdisciplinary elective course: Health Care in Diverse Communities, the School of Social Work, African American teen-age girls, the 2009 UW Women's Leadership Symposium and many, many more. To address cultural change (for this proposal) it would be beneficial to (1) convene two focus groups to listen to the voices of majority and minority students of color to capture tone and areas of greatest concern that arises during the day-to-day life of these students, (2) use input from both groups to develop each section of the game, (3) pilot the game for both groups and (4) make revisions and/or additions as necessary before convening groups of students for play.

What resources would be needed to implement your suggestion?

Resources:

- Facilitator: a person who is sensitive to and comfortable discussing hot button and diverse views.

- Give-a-ways (e.g., small denomination gift cards, basketball or football tickets)
- Technology: projector and projection screen for large audiences
- Card tables and chairs

Game Requirements:

- Facilitator
- Players: 4 sitting players and at least 4-8 reserve players
- Color coded die and game pieces for each player

Playing Time:

- Varies, depending upon the issues and discussion in the group.

Instructions:

- Each player rolls the die to determine who begins. High roller goes first followed in (clockwise order for players 2, 3 and 4). The remaining instructions are included on the board and are evident during the actual playing of the game.

If this proposal was developed in partnership with any other organizations, please list them below.

N/A