

ROCKET

A stylized teal rocket bird logo. The bird is depicted in flight, with its wings spread wide. The tail feathers are replaced by a flame-like shape, suggesting propulsion. The entire logo is rendered in a gradient of teal colors, from light to dark.

RPG Scenario Design

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Why talk about design?

Many of you already design or are interested in designing your own games. You will also get to design a short scenario in the facilitation part module. Designing can be hard and take a lot of time so we want to give you a template to have somewhere to start out. This template is created to design scenarios around conflict transformation but a lot of it can also be used for other content. These scenarios works both for playing online and in person.

Scenario Design

What is the desired impact/goal?

- All designed components of the game should consider the desired impact/goal.
- Components that run counter to the desired impact/goal should be removed or reframed.
- Impacts will likely extend beyond your initial expectations or goals -- embrace the chaotic nature of the form.

Scenario Design - Format

Title

Person A is frustrated with Person B due to their behavior or a situation involving them. Person C is a bystander or is there to support A or B. Person A is confronting Person B.

Person D (who starts the scene and then leaves): “A starting line of some sort...”

Scenario Design - Core of Design

- Person A is upset about a situation involving Person B in some way. Sometimes they are directly responsible; other times they just happen to be the person delivering information or handling the situation.
- Optional: Person C is a third party who is either supporting Person A or B (like a friend or parent) or is neutral (like a colleague overhearing the exchange). The scene should not focus on Person C.
This allows more people to be part of the scene, which gives students more chances to play, but is not necessary. While we tell participants "observation is also potent," ideally we can give as many students embodied experience as possible.
- Person D, who starts the scene and then leaves, is played by the facilitator. When person D has left the scene they focus on facilitating.

Scenario Design - Example

Why wasn't I chosen?

Staff member (A) gets passed over for a leadership position in their area of the college. **Staff member (A)** has been informally serving in this position for over two years. **Staff member (A)** confronts the person making this decision, **Supervisor (B)**. **Administrative Assistant (C)** is taking notes at the meeting.

Student worker (D): “You may meet with the Supervisor now.”

Scenario Design - Types of scenes

We find it helpful to have core conflicts that can be then adapted for other scenarios with different characters and settings.

Common examples:

- Issues with group work dynamics, e.g., being late, ghosting, not contributing work
- Issues with power, e.g., feeling overpowered, cut out of decision making, unfairly treated, talked over
- Issues with rejection, e.g., feeling overlooked, ignored, one's ideas being removed or not considered, one's culture critiqued
- Issues with demands on time
- Issues with different belief systems
- Issues with different needs, e.g., one person needs to be social (positive face) whereas another needs to get work done alone (autonomous face) (Goffman)

Framing



Frame: CC0 Public Domain



Framing

Before:

- Workshop. Get to know the character, get into character, create relations, and much more. *Example: the hot seat*

Before and during:

- Safety. *Example: pause*

After:

- Debrief: emotional, intellectual, educational. *Example: How did it feel to play the confrontation? How are situations like this handled in your workplace? What CI techniques would be useful in a situation like this?*
- Integration practices. *Example: Journaling about how you think you would react in a situation like this in your daily life and what you would find helpful to handle the situation.*

Framing – debrief prompts

I didn't understand...

I noticed...

I wonder if...

I got reminded about...

I think that...

I got surprised that...

I would like to know...

I would like to understand...



Scenario Design

Conflict Resolution Scenario Format.

- Scenarios are very basic and short, max 20 minutes total including framing.
- The idea here is to give the players an experience of elevated conflict somatically in their body, as the skills are harder to use while in conflict.
- The improvisational nature of the scenes provides insight into what motivations and challenges people might have in conflict situations.

Tips and tricks

- Avoid putting in excessive detail – leaner is better, less cognitive load.
- They can elaborate on their personal take on the character in the Hot Seat.



Thank you!

The ROCKET Team