

Cards on the Table discussion resource: a game based on findings from our evidence review that aims to promote discussion of values associated with public involvement in research

Summary

About: *This is an interactive resource it is designed to stimulate discussion and debate about the values associated with public involvement in research*

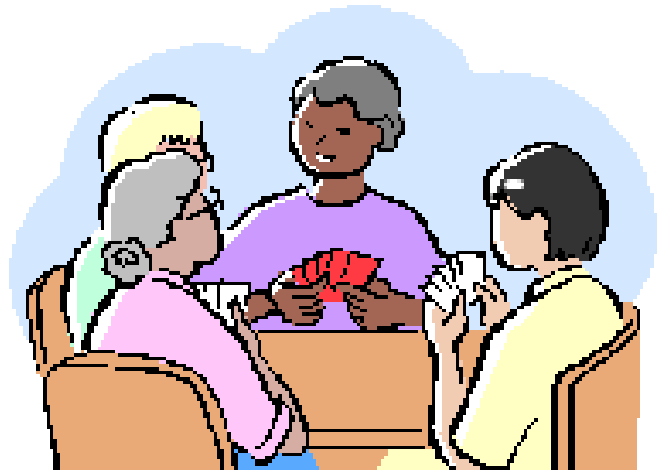
What: *The resource contains card templates and instructions for a number of different ways to use the cards in order to facilitate discussion about values*

Who: *For people who would like to find a practical and interesting way to discuss the values associated with public involvement in research*

How: *Assemble the game and follow the instructions for playing. Use the card sorting resource as an opportunity to surface and discuss the values around public involvement that might be present in your research project team*

Background and purpose:

Values may influence the processes and impacts of public involvement and should be taken into account when assessing its impact. However in many research teams the values associated with public involvement don't often get talked about. The 'Cards on the Table' card game aims therefore to surface and facilitate discussions about the values associated with public involvement that might be present in research teams.



Research teams can use the 'Cards on the Table' resource in different ways depending upon their own needs and the context within which they are working. For example the cards could be used:

- *To facilitate discussion:* the cards can be used to prompt discussion about values within the project team

- *As part of an impact assessment:* the card game could be used as a way of identifying and recording the values held by members of the project team at different stages of the project
- *As a developmental tool:* the card game could help project teams identify the aims of public involvement or its expected impacts

Below are instructions for how to play the 'Cards on the Table' game. We also give some other practical examples of the different ways in which the cards can be used below. In order to support research teams' use of the card game they might also want to look at the summary of Values found in the evidence review.

Instructions for 'Cards on the Table':

- Print, cut out and mix the cards (ideally in colour and on A3 paper)
- The aim of the game is to try and collect three cards belonging to one of the three value families.
- There are 15 cards in a pack which allows a maximum team of four members to play at any one time (use two packs for more than five members or play in separate groups of up to four people)
- Deal out three cards to each team member and place the leftover cards in the middle (make sure that nobody has three of the same family already!).
- The person to the right of the dealer picks up a card from the leftover pack and then discards one card to the leftover pack
- The game ends when one of the players puts down a set of three cards of the same family. The players should take it in turns to explain what the values they hold mean and how they might affect the way that public involvement happens

Other ways to use the cards:

The cards could be used in a variety of different ways depending upon the specific needs of your project or the particular context within which you are working. Here are some more suggestions:

- 'Dragon's Den'-style game: Choose a card representing a value that is particularly important to you. 'Sell' that value to other members of your project team – you might want to talk about why it is so important, what the consequences of the value are for both the research project and the public involvement etc.
- Prioritization exercise: Give out the whole set of cards to each team member and ask them to prioritise the values in terms of the most to the least important. Compare the results and discuss
- Secret ballot: Ask members of the project team to write their most important 3 values on a piece of paper. Collect the pieces of paper, collate the results and look for similarities and differences. Do the same for the least important 3 values

Public Involvement Impact Assessment Framework (PiiAF)

- Impact assessment: Research team members could use the cards at the beginning of the project to explore their values around public involvement. They could use the cards during or at the end of the project and examine whether their values have changed, how they have changed etc.

Although we have provided some suggestions research teams should feel free to be creative and make up or add their own rules and play around with the cards in whichever way suits them!

Normative Values Family
 providing moral, ethical
 and/or political
 elaborations about PI in
 research



Normative Values Family

Empowerment • Change/Action



Transparency
ACCOUNTABILITY

Public
 accountability /
 transparency
 about research

Rights • Ethical Values

Accountability/Transparency

Normative Values Family

Empowerment • Change/Action



EMPOWERMENT

Transfer of
 control, self-
 help

Rights • Ethical Values

Accountability/Transparency

Normative Values Family

Empowerment • Change/Action



RIGHTS

Right to have a
 say, human
 rights

Rights • Ethical Values

Accountability/Transparency

Normative Values Family

Empowerment • Change/Action



Knowledge for
 Action, Social
 /Political
 Change,
 Policy/Service
 change

Rights • Ethical Values

Accountability/Transparency

Normative Values Family

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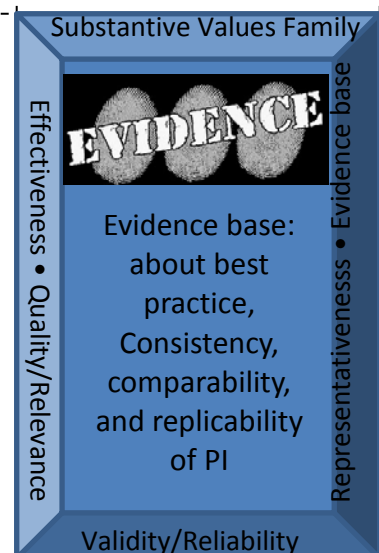


Privacy,
 confidentiality,
 Protection from
 harm, humanity,
 dignity

Rights • Ethical Values

Accountability/Transparency

Substantive Values Family: associated with the consequential aspects of PI in research



Public Involvement Impact Assessment

Process-related Values Family:
defines best practice standards
in the process of PI in research



Process Values Family

**Openness
Honesty
Flexibility
Commitment**

Openness/commitment to change, honesty with oneself/others, attitude of flexibility

Partnership/Equality • Independence

Respect/Trust • Clarity

Openness/Honesty/Flexibility/Commitment

Process Values Family

Partnership/Equality: reciprocity, sharing, cooperative decision making

Partnership/Equality • Independence

Respect/Trust • Clarity

Openness/Honesty/Flexibility/Commitment

Process Values Family

Independent research/funding, reviewing/evaluation, independent voice/facilitation

Partnership/Equality • Independence

Respect/Trust • Clarity

Openness/Honesty/Flexibility/Commitment

Process Values Family

Mutual understanding, respecting diversity, values, skills, knowledge, and experience

Partnership/Equality • Independence

Respect/Trust • Clarity

Openness/Honesty/Flexibility/Commitment

Process Values Family

CLARITY

Communication, defining extent and nature of PI; purpose and agenda; of Roles; of Reporting

Partnership/Equality • Independence

Respect/Trust • Clarity

Openness/Honesty/Flexibility/Commitment