Practical Issues board game: interactive resource to prompt discussion about how practical issues associated with public involvement might influence impacts

Summary

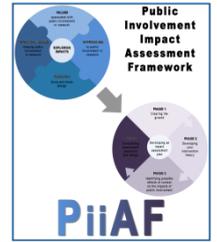|	
About:	*This resource is designed to stimulate discussion and debate about the practical issues that might influence the impact of public involvement in research*
What:	*The resource contains components and instructions for a board game that will stimulate discussion about the potential practical issues affecting public involvement*
Who:	*For people who would like to find a practical and interesting way to discuss the practical issues that might influence public involvement in research.*
How:	*Assemble the game and follow the instructions for playing. Use the game as an opportunity to identify and discuss the practical issues that might shape the impacts of public involvement research project team and*

Purpose

The purpose of this game is to encourage research project teams to think about how a range of practical issues could influence the impact of public involvement in their project. Players are also encouraged to think about what they could do to minimise the potential negative impacts of practical issues that could affect public involvement in research.

Aim

Players take it in turns to roll the dice and move their counters along the board. If a player lands on a coloured square they must follow the instructions for that square. The game finishes when the first person lands on the 'Finish' square.

Instructions

If you are printing the resource:

- Print the game board on page 3 (ideally in colour and on A3 paper or card)
- Print out the cards on pages 4,5 and 6 and cut them out

This game is suitable for 2-4 players.

You will need a counter for each player (if you don't have any counters then sweets such as fruit gums could be used) and a dice.

The cards should be placed face down at the side of the board.

- One person begins the game by rolling the dice and moving their counter along the number of spaces indicated by the dice. The other players take it in turns to roll the dice and move their counters
- If a player lands on a coloured square they should follow the instructions for that square. There are three types of square:
  - o Green squares ask the player to move forwards
  - o Red squares ask the player to pick up a practical issue card. The card will describe a practical issue that might have a negative influence on public involvement. The player should say how the practical issue might cause a negative impact on public involvement and suggest how the issue could be resolved. Once the player has discussed this they should move back one space. Alternatively the player might have picked up a card where the practical issue might have a positive impact on public involvement
  - o Amber squares ask the player to invite another player to pick up a practical issues card.
- **PLEASE NOTE:** Some of the cards describe a situation which would usually result in public involvement having a positive impact. The players who choose those cards should identify the positive aspect of the context and then automatically advance up the ladder
- The game ends once a player has reached the 'Finish' square.

64 FINISH	63	62 Pick up a card and talk about the issue	61	60	59	58 Invite another player to pick up a card and talk about the issue	57 Pick up a card and talk about the issue
49	50	51	52 Invite another player to pick up a card and talk about the issue	53	54 Pick up a card and talk about the issue	55 Move forward 3 spaces	56
48	47 Pick up a card and talk about the issue	46 Invite another player to pick up a card and talk about the issue	45	44	43 Pick up a card and talk about the issue	42	41
33	34	35 Move forward 2 spaces	36 Pick up a card and talk about the issue	37	38 Invite another player to pick up a card and talk about the issue	39	40
32 Invite another player to pick up a card and talk about the issue	31	30	29	28 Pick up a card and talk about the issue	27	26	25 Pick up a card and talk about the issue
17	18 Pick up a card and talk about the issue	19	20	21	22 Move forward 5 spaces	23	24 Invite another player to pick up a card and talk about the issue
16	15 Move forward 2 spaces	14	13	12 Invite another player to pick up a card and talk about the issue	11	10 Pick up a card and talk about the issue	9
1 START	2	3 Move forward 3 spaces	4	5	6 Pick up a card and talk about the issue	7	8

Practical Issues	Practical Issues	Practical Issues
Public members of your research project team do not have access to information relevant to the research project (e.g. published academic papers, forthcoming conferences) **Move BACK 1 space**	All members of your research project team feel that they understand the procedures for making decisions within the project **Move FORWARD 1 space**	Arrangements for paying members of the public for their time and expenses have been set out in a paper that has been circulated amongst the academic research members of the team **Move BACK 1 space**
Practical Issues All members of your research project team have received training on public involvement **Move FORWARD 1 space**	**Practical Issues** Members of the research project team have taken steps to ensure that any needs that people have for support are identified and met **Move FORWARD 1 space**	**Practical Issues** Some members of the research project team are unclear about their role in the project and what they are being asked to do **Move BACK 1 space**
Practical Issues There has been no explicit acknowledgement within the project team about what public involvement is and how it will work within the project **Move BACK 1 space**	**Practical Issues** Public members of the research team feel uncertain about academic conventions around publishing papers in journal **Move BACK 1 space**	**Practical Issues** The ethical issues associated with public involvement have not been fully examined or acknowledged by the research team **Move BACK 1 space**

Practical Issues	Practical Issues	Practical Issues
The public members of the project team have to ask about getting their travel expenses reimbursed and frequently have to wait over a month for payment **Move BACK 1 space**	Regular meetings of your research project team are held in an old building up several flights of stairs (there is no lift) **Move BACK 1 space**	Only the public members of the research project team have been offered training **Move BACK 1 space**
Practical Issues You have looked for but cannot find any policies about public involvement in research within the organisation in which your research is based **Move BACK 1 space**	**Practical Issues** Extra time has been built into the project timeline to take account of the public involvement **Move FORWARD 1 space**	**Practical Issues** There is a lack of transparency in the research project's decision-making and governance **Move BACK 1 space**
Practical Issues Your research project team has one month to submit a proposal to obtain funding for your research project **Move BACK 1 space**	**Practical Issues** Your research project team is committed to public involvement but find they constantly have to negotiate their institutions' policies which cannot cope with public involvement **Move BACK 1 space**	**Practical Issues** A research project frequently holds its team meetings in the school holidays and is not able to pay for childcare expenses **Move BACK 1 space**

Practical Issues

Channels of communication between all members of the project team are patchy and ineffective

Move BACK 1 space

Practical Issues

Funders require public involvement to happen within a research project but have no way of assessing whether it is done well

Move BACK 1 space

Practical Issues

A minimal budget for public involvement was agreed which means that only travel expenses can be reimbursed

Move BACK 1 space

Practical Issues

Public members of the research team feel that their experiential knowledge is not valued

Move BACK 1 space