

CHARM-EU

Challenge Based Public Engagement Workshop

Guidelines

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1. Workshop Context

1.1. Workshop Title

The title we used for our initial workshop was “CHARM-EU: New Research-Based Educational Approaches for Solving the Challenges of Tomorrow”.

1.2. Description

Join us at the CHARM-EU stand and embark on an exciting journey of problem-solving! Experience the power of transdisciplinary collaboration as you engage in a hands-on 10 minute interactive challenge. Dive into the world of CHARM-EU and explore innovative solutions to global challenges. Unleash your creativity and be a part of shaping a brighter future together.

1.3. Participants

This workshop is geared towards the general public. As such, materials should be written at a level that all members of the general public can understand, including children and non-native English speakers.

1.4. Key Take-Aways

The following are the key take-aways that participants should receive at the end of the session.

- Solving challenges is complex and requires thinking about different points of view as well as input from multiple stakeholders. With different perspectives, knowledge and ideas, new ways of solving challenges can be created.
- CHARM-EU foster challenge based, transdisciplinary approaches to solving societal challenges. The session will foster these approaches to align with our research and teaching activities.
- Combining education and research is key to achieve solutions to global societal problems. CHARM-EU are training people of tomorrow in research, teaching and 21st century competencies to achieve this.

2. Workshop materials

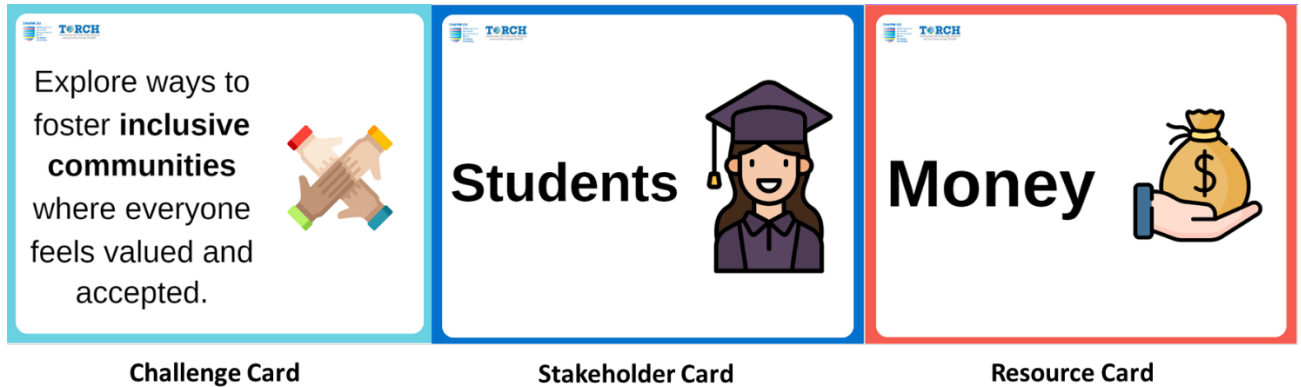
The following materials should be gathered before the workshop.

1. Large table
2. Posterboards for behind table (ideally two large boards)
3. Handouts with information about the session in bullet points and QR code linking to poster and audio narration.
4. CHARM-EU pullups (or other)
5. 9.5cm * 7.5cm laminated cards with Velcro background for challenges, stakeholders, and resources with large text and an accompanying image

- The colour scheme should use the CHARM-EU colour palette
- Each card should have a different colour scheme to distinguish them
- The text should be large size and sans serif for accessibility
- The card should have an appropriate image relevant to the text.
- The cards are available for editing on these links (please ask for access):
 - [Challenges \(Appendix A\)](#)
 - [Resources \(Appendix B\)](#)
 - [Stakeholders \(Appendix C\)](#)

6. Flipcharts for drawing solutions and coloured markers

Figure 1: Example of cards



7. Tablecloth made out of paper or fabric with four different coloured sections denoting each of the steps

Figure 2: Example of tablecloth / table paper layout



8. Poster with 'Solve your challenge' with a square cut out to post the images

- The poster is available for editing [here](#)

Figure 3: Example of poster

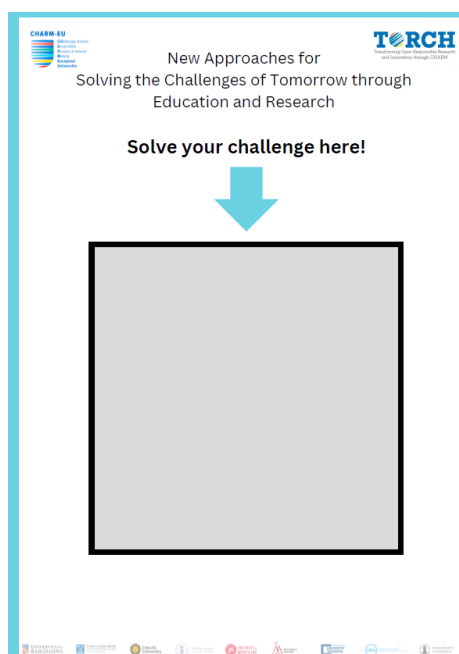


Figure 4: Example of set up



3. Workshop structure

Step 1: Engage with the public

Action	Prompt
<ul style="list-style-type: none"> Invite members of the public to play the game or read the poster. Explain to them what CHARM-EU are in a simple sentence 	<ul style="list-style-type: none"> CHARM-EU is a group of universities from different countries in Europe working together to improve education and research and find solutions to important global problems. An important part of what we do is working together with different non-academic groups. These are called stakeholders.

Step 2: Explain the concept to those who wish to participate

Action	Prompt
<ul style="list-style-type: none"> Using these key sentences explain the concept of the workshop: <ul style="list-style-type: none"> WHY are we doing this exercise WHAT are the participants being asked to do HOW are they asked to do this WHAT NEXT – what happens after they finish? What happens to the outputs? 	<ul style="list-style-type: none"> We are doing this exercise to show you a small example of how we work in CHARM-EU. We would like you to think about how we could solve a big global challenge. It looks at how we can solve challenges by thinking about stakeholders and different resources, and how they all connect. It is a 10 minute game that you choose cards and draw a picture at the end. At the end we will have a picture of all of the potential solutions that people have come up with. This might be used in digital publications. Let us know if you do not want it to be included.

Step 3: Pick a challenge (Maximum 2 minutes)

Action	Prompt
<ul style="list-style-type: none"> Ask the person to select a challenge in laminated paper format from the far left table section in front of them (we put these down while they are there). Both adult and child challenges are presented on the table (see Appendix A for list). The challenges included are related to the Sustainable Development Goals – explain what these are. A maximum of 6 challenges should be presented. Stick challenge on board 	<ul style="list-style-type: none"> What big global challenges are you most interested or passionate about? What challenges do you think we need to solve? What challenge is important to you? What challenges affect you or your family or community?

Step 4: Who can help solve the challenge? (Maximum 5 minutes)

Action	Prompt
<ul style="list-style-type: none"> Ask the participant to choose 5 stakeholders from the stakeholder section of the table (see Appendix B for list). Explain what a “stakeholder” is. 	<ul style="list-style-type: none"> Who do you think is needed to solve this challenge? Pick a maximum of 5

<ul style="list-style-type: none"> • Ask them to consider the challenge from the perspective of two different stakeholders and give examples of what you mean by this. • Stick stakeholder on board 	<p>stakeholders/people who could help you. Who do you think are the most important?</p> <ul style="list-style-type: none"> • Now that you have picked your stakeholders, choose one and think about how they feel about the challenge? • Choose a different stakeholder. How do you think they feel about the challenge? • Are they the same or different?
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Step 5: What do you need to solve the challenge (Maximum 3 minutes)

Action	Prompt
<ul style="list-style-type: none"> • Ask the participant to choose as many resources from the resources section of the table (see Appendix C) • Ask them to think about which are the easiest and most difficult resources to get. • Ask them to consider how they would get these resources. • Stick resource on board 	<ul style="list-style-type: none"> • What do you think is needed to solve this challenge? Pick a maximum of 5 resources • Now that you have picked your resources, what are the most difficult and most easy resources to get? • Thinking about your stakeholders, how could they help you get these resources?

Step 6: Sketch or write your solution (As much time as they want)

Action	Prompt
<ul style="list-style-type: none"> • Ask the participant to sketch a picture of their solution using the paper and pens. • If they do not want to draw they can write it. 	<ul style="list-style-type: none"> • You might like to think about: • Improving something that exists • Address a social issue • Change a system or process • Make something new. • Draw a picture of how your stakeholders would be helped by this • Think about your stakeholders, what solution would help them • Think about your resources, what solution can be achieved using them • Think about any activities that could be done to solve the challenge, big or small. • Think about your local town or city.

Step 8: Wrap up

Action	Prompt
<ul style="list-style-type: none"> • Pin their drawing on the board • Wrap up the workshop with a closing statement • Ask how they found the experience. What was difficult? What was easy? Did the exercise change their mind at all? • Remind them how they can find out more 	<ul style="list-style-type: none"> • Thank you for doing our short workshop. • This is the type of work we are doing in CHARM-EU by doing a challenge based approach. • This is a very simplified version of what we do with stakeholders and how researchers work with other groups.

Appendix A: List of Challenges

For Adults	For Children
Sustainable Cities: Design a city of the future that focuses on sustainability and green spaces.	City of Tomorrow: Imagine a future city that is really kind to the planet and has lots of nature and cool ways to move around.
Zero Hunger: Brainstorm ways to ensure access to nutritious and sufficient food for everyone around the world.	No More Hunger: Think of ways to make sure everyone can have enough good food to eat, no matter where they live.
Clean Energy: Create innovative solutions to transition to clean and renewable energy sources, reducing our carbon footprint.	Super Clean Energy: Come up with ideas to use special energy that doesn't hurt the Earth and helps stop pollution.
Biodiversity Conservation: Propose actions to protect and restore biodiversity, safeguarding ecosystems and endangered species.	Save the Animals and Plants: Figure out how we can help the animals and plants that are in danger and make our planet healthier.
Digital Inclusion: Devise strategies to bridge the digital divide, ensuring everyone has access to digital resources and technology.	Everyone Can Use Computers: Think of how we can make sure everyone can use computers and the internet to learn and have fun.
Gender Equality: Discuss ideas to promote gender equality and empower women in various aspects of society.	Fairness for All Kids: Come up with ways to make sure that all children have the same chances and can do whatever they want.
Healthcare Innovation: Invent tools or approaches to provide quality healthcare access to all, regardless of location or economic status.	Healthy and Happy: Imagine how we can help people stay strong and healthy, and what we can do if someone feels sad.
Climate Resilience: Develop strategies to adapt to the changing climate and mitigate its impact on communities.	Nature Can Handle Changes: Think about how we can help the Earth when the weather changes a lot and what we can do to be ready.
Education for All: Brainstorm ways to make quality education accessible and inclusive for learners of all ages.	Learn Anytime, Anywhere: Figure out how we can make learning exciting and easy for everyone, no matter where they live.
Circular Economy: Find creative solutions to minimize waste and create a circular economy, reducing environmental impact.	Use Things Again: Come up with cool ideas to use things again and again so we don't throw things away too much.
Social Inclusion: Explore ways to foster inclusive communities where everyone feels valued and accepted.	Everyone Belongs: Imagine a place where everyone feels welcome and part of a big group of friends.
Water Security: Propose measures to ensure the availability and sustainable management of water resources.	Water for Everyone: Think about how we can make sure everyone has clean and safe water to drink and use.
Innovative Transportation: Invent sustainable and efficient transportation systems that reduce congestion and pollution.	New Ways to Move: Invent fun and clean ways for people to travel around without making the air dirty.
Mental Health Support: Discuss strategies to promote mental well-being and offer support to individuals facing mental health challenges.	Feel Good Inside and Out: Come up with ways to help people feel happy and healthy in their minds and hearts.
Peace and Justice: Brainstorm ways to promote peaceful societies and ensure access to justice for all.	Peace and Fairness: Think about how we can make sure everyone gets treated fairly and we all get along nicely.

Appendix B: List of stakeholders

- Students
- Business people
- Teachers
- Researchers
- Academic Institutions and Universities
- Government and Policy Makers
- NGOs and Societal Groups
- Research Institutes and Think Tanks
- Parents and Families
- Schoolchildren?
- Social services and social welfare providers
- Media
- Consumers
- Local Community Groups
- International Organizations
- Professional Associations and Trade Unions
- Charities and foundations
- Farmers
- Healthcare professionals/hospitals
- Town planners
- Householders
- Residents associations
- Transport providers
- Disability advocates
- Gender advocates
- Age activists
- Environmental activists
- Supermarkets
- Landlords
- Tourism operators
- Fishing industry
- Religious groups
- Technology companies
- Artists and Creatives
- Emergency services
- Wildcard!

Appendix C: List of resources

- Money
- Technology
- Research knowledge
- Public engagement
- Collaborations and Partnerships
- Communication
- Human resources
- Policy and legislation
- Infrastructure and physical resources
- Community engagement
- Human capital
- Education and Training
- Public awareness
- Incentives and rewards
- Cultural and traditional knowledge
- Ethics
- Industry Partnerships
- Healthcare facilities