Challenge-Based Workshop at START Research Festival @ Trinity College Dublin
A fun way to increase awareness of CHARM-EU

CHARM-EU

Goal

This activity had a triple aim: to give more visibility to CHARM-EU at Trinity in a creative format, to demonstrate challenge-based learning in action as well as to introduce and promote the concept of European University Alliances in general.

Target group

- Students and staff (both professional and academic) of Trinity and beyond
- General public (including children)
- Tourists

Format & type of content

The Challenge-Based Workshop is an interactive physical game. Participants are presented with a high-level question or challenge and asked to identify possible solutions. They are encouraged to think about which stakeholders may need to be involved and the resources they might need to deliver their solution. One moderator leads the participants through the game and encourages discussion and problem-solving. The solutions are posted on flipcharts. This activity is designed for in-person use but can be adapted for an online format.

Channels & tools used

- Trinity website, social media, digital screens on campus, and staff intranet and ezine

Impact and efficiency

- Format and intensity ensures high efficiency
- Number of participants in the game compared to the number present at the event
- Length of participation / active engagement (playing the game, discussing with moderators)
- Number of suggestions/solutions put forward by participants
- Qualitative feedback through event-related feedback form (online or at the event)

Necessary resources

- Human resources: preparation of game materials; minimum 2 moderators
- Technical & material resources: appropriately sized and equipped venue (minimum 6 metres square); CHARM-EU information/promotion material; game descriptions and game elements (laminated cards according to template); posterboards and flipcharts, coloured markers

DEI aspects

- Access & participation to physical venue
- Ensure access to game: cards with appropriate font type/size, colours etc., availability of game description in various formats e.g. paper-based as well as digital incl. audio narration
- Diversity of contributors and participants regarding gender and other lived experiences
- Resource: Inclusion by Design: Key steps of creating the CHARM-EU Inclusion Conference - AHEAD