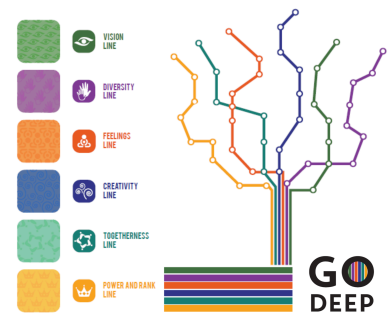


**Learning and Recommendations based on learning so far and Action plan to roll out Go deep across Aberdeen, Aberdeenshire and Moray.**



## Learning

We learned again that Go Deep games are versatile and can be adapted to different situations. From the feedback and from team discussions and from work towards 'MEL' document we created a list of our findings about what practical steps can make a game work better, it may be that they apply to other deliberative processes and that is something we will try and learn more about in year 2.

This is a list we will build on as we develop facilitator training in year 2.

### Phase 1 Planning and outreach (pre game) activities.

1. Deciding which members of the team will guide the process from outreach through to Game and Follow up, so there is continuity but also some other team members to join the game to a) bring fresh eyes and b) to increase their understanding of the game and the deliberative process that emerges.
2. Establishing contact with at least one acknowledged community leader or activist who will support the game, help us get to know the issues and welcome us into the community
3. Build contact with other community members, joining groups that already organised, attending events as participants where we can introduce the project but mainly get a chance to talk to people about where they live, what their concerns are.
4. Building trust, being personal and doing what you say you will is an important step because it models what you hope for in the deliberation that will take place
5. Organise some low key group sessions ( with coffee and cake) where getting to know each other as people through using elements of the Go Deep game helps people understand more about it and build enthusiasm for it.
6. Try to find a core of 10/12 people who can attend most of the time. This makes it easier for others to join and to hold the thread of the deliberation and the topics
7. Find dates that work for people and a free/cheap accessible venue in the locality
8. All the time being guided by community members on dates, timings etc.
9. Being prepared for lots of people/no people, enough food, enough hot drinks,.making sure that all needs are catered for.
10. Materials should be good quality and where possible sustainable or recyclable
11. Having enough materials for all eventualities
12. Ensuring there is a flexible team who can lead if there are lots of people and be participants if there are fewer people
13. Spending time together as a team ensuring we know how to support one another and understanding our own edges, blind spots and difficulties around likely topics.

### Running the deliberative process event- Go Deep Game

#### In advance,

1. Brief team, reminding us all of game principles and allowing a process to emerge during the game

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2. Identify the roles e.g welcomer, whole group facilitator(s) who holds the process and keeps an over view, who gathers feedback.....
3. Take care of practicalities; food, drinks, posters, when the room will be open, decorating the room to be welcoming etc etc
4. Arrange the room casually (in cluster round table can work,) try not to set room up in a circle this can be challenging for shy people or some neuro diverse people.
5. Remember many people are short of food right now so make sure we have ways for people to take any left overs home without embarrassment and encourage people to do so. We can get more for the next day
6. Make sure the food is labelled or has its packaging so that people know what it contains for dietary reasons e.g people can check on line if an item is halal.
7. Advertise or post on the wall beginning and end times
8. Have big paper/ masking tape and pens ready to record when needed.
9. Ensure time at beginning and end of each day for team (and any people interested in learning the game) gathering questions/debriefing/ discussion/ concern/ care taking. Especially for facilitators to share their responses, reactions, personal dilemmas and own attitudes.

### Actual Game (every day)

1. We say that everyone is welcome and that people can come and go as they please, and we have to really mean it. It can create uncertainty - is there enough people? when do we start ? The facilitators need to embrace the uncertainty and stick to the time as far as possible. Go deep should try to start on time. We use a 'getting ready' set of cards and we start with these but if there are only a few people at the beginning we adjust the activities accordingly.
2. A team member will welcome everyone who arrives and tell them what is happening and invite them to join, or have a tea and observe, or just chat to them while they have time to make up their minds.
3. Make sure people know that there is plenty food/ hot or cold drinks and that people can help themselves at any time.
4. The facilitators need to be present and alert all the time, there should always be one of the lead facilitators in the room this helps people feel safe, important and taken care of.
5. Any note taking should be accurate remember to write down what is said rather than their version of it, this shows respect for an individuals way of expressing themselves.
6. Ensure that the small group facilitators are comfortable and confident with the Game choices that the group make, remind them to ask if they get stuck
7. The whole group facilitators must keep an overview of the processes, hot spots ,feelings, and intervene if necessary
8. Ending each day -depending on the way the game has evolved and what has emerged a suitable group ending may emerge spontaneously each day otherwise ending that reflects the group mood should be chosen
9. At debrief facilitator team explore the emerging process and consider what should change/ stay the same be explored further on the following day

### Ending the game/deliberative process

If there is time the Arriving cards (identifying next steps) can be played if not then another activity can be used and it should involve careful action planning with at least some first steps achievable in a few days identified with a clear who/what/how/when action process.

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**Documentation**- the documentation, the activities and the challenges done belong to the community and stay with them, we take photos, recordings specifically we note actions that were identified and use those for our records. And to follow up

**Team debrief and learning meeting** - immediately quickly address any burning issue and set a time a few days later to discuss what emerged, the learning, changes for the future, ideas, concerns etc etc

### Follow up

After allowing the community time to carry out the actions, contact should be made and feedback sought.

**Recommendations** from our experience so far that influence the budget proposal and the action plan below.

**Collaboration** with partners is key and in year 2 we hope to collaborate with each of the partners and adjust the communities in which we work to maximise the reach and effect of the whole project.

**Build resilience** and support strong networks of people confident enough to speak out, take actions, join movements and lead or contribute to deliberative processes.

**Concentrate** our (Go deep) efforts in a range of communities where people feel marginalised, that can be because of the area they live in or because they are from a marginalised community e.g. asylum seekers. The game is designed to support connection and relationship building especially in marginalised communities.

**Widening the reach** we need to make additional efforts to engage council staff, other 3rd sector organisations and politicians to engage with the game so they realise they can engage with people to deliberate over issues in non confrontational and safe ways

**Keeping useful records** in the coming year we need to find more efficient ways to record work and share it with partners.

## Action plan

This action plan to roll out Go deep across the North East of Scotland is a proposal only, the exact areas will be decided in collaboration with Nescan and partners

**Below we have identified areas where go deep may be of most benefit or where outreach has already started. They are not in chronological order as they need to tie in with other partner plans and with the timings that suit the community.**

### Game 1 Tillydrone

Some community members have asked Go deep to play a game in their community, and there have been a few discussions about it. We will talk with Nescan who have already done some assembly work in Tillydrone and build on all work that they have already done

**Game 2 Torry**

Open source have approached us to play a game in Torry to support the assembly steering group with building resilience and planning their next moves. This will allow us to study a different use of the Go deep process.

**Game 3 Aberdeenshire town**

e.g one area or community in Peterhead, Fraserburgh or Banff

**Game 4 People new to Scotland** based in Aberdeen City Centre-  
Contact have already been made

**Game 5/6 Collaborate with partners to play game with children and or young people.**  
The area will be determined by collaboration partner

At the same time the Open Source/ Go deep collaborative facilitator/ participant training and support package will be designed and trailed.

Go deep anticipate a rolling process whereby people who play a game in one area and are interested to learn about it can come to another area to shadow the facilitation team and begin to learn about how it works.

We are particularly interested in ensuring that the facilitator team includes people from a range of marginalised communities and we will have to design a programme that is inclusive and diverse in its content.

The aim is that we build a strong basis for a North East based Go Deep and other deliberative process facilitator network to emerge

Those people will then be supported in Year 3 to run Go deep games or other deliberative processes in other parts of the North East.

The NESCAN JTP partner meetings in August will be able to support this action or make other suggestions about priority areas and this draft action plan can be changed if necessary and the result confirmed.