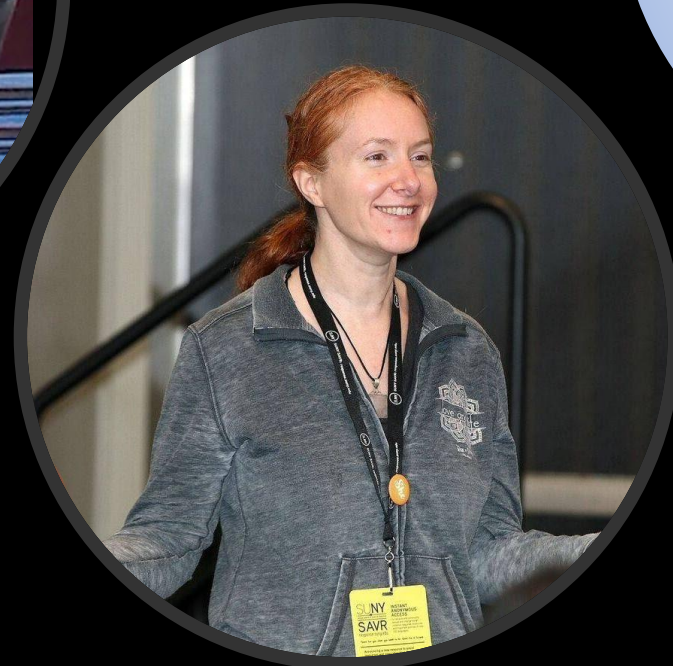


# Developing a Blended Learning Interactive Board Game for Interpersonal Violence Education

Rebecca Harrington  
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# Consent. It's a f\*<sup>1</sup>\*<sup>2</sup>king requirement.

- \*<sup>1</sup> Consent must be given freely, joyously, and soberly. It can be revoked at any point.
- \*<sup>2</sup> You also need it for kissing, touching, and all the points in between.

**know violence**

Learn more at [www.oneonta.edu/a/knowviolence](http://www.oneonta.edu/a/knowviolence)

How did I get this approved?

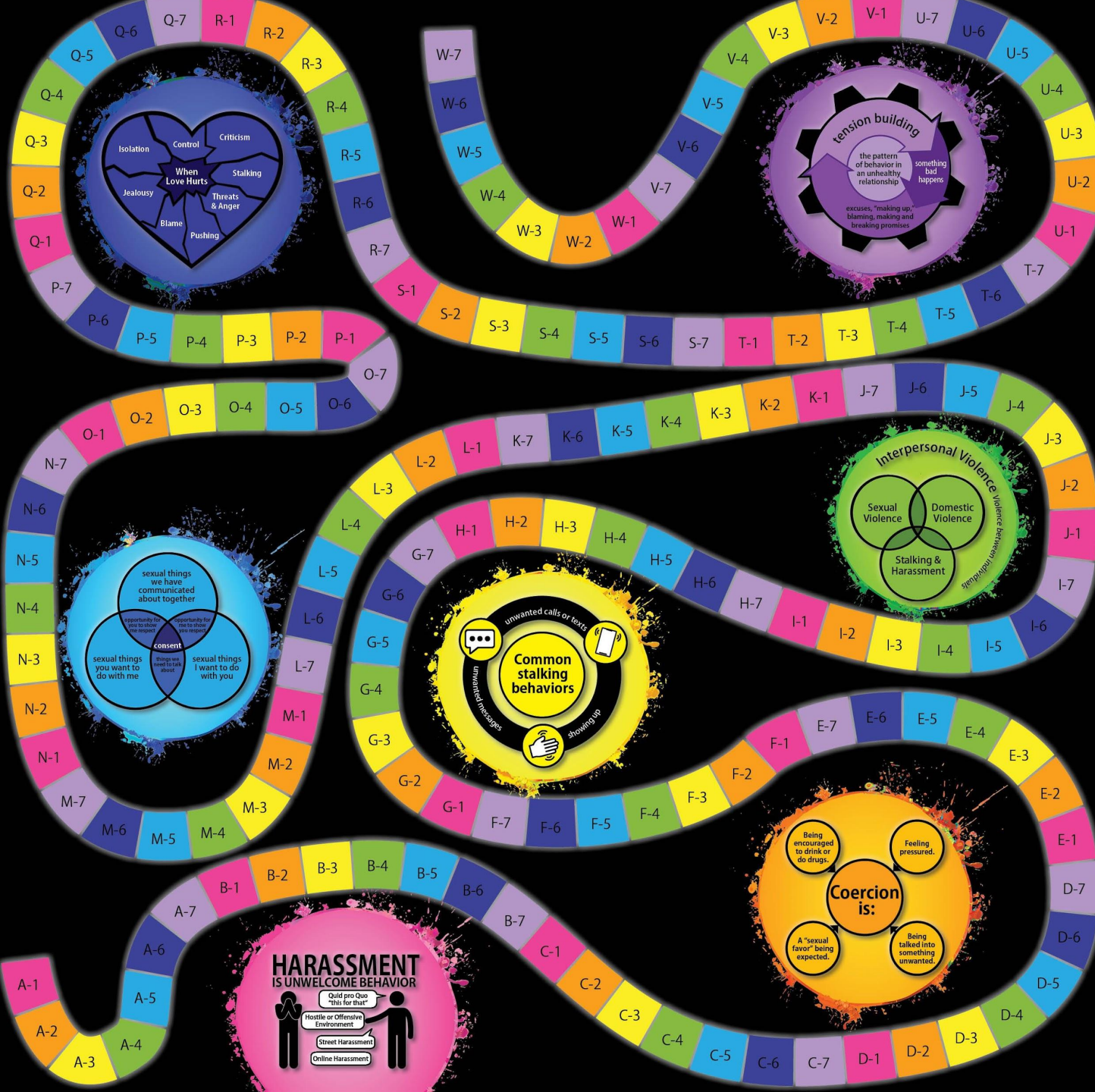
I had a VP and an AVP who were both retiring and were maybe less than thrilled with campus administration.



Rebecca Harrington  
Follow me for more subversive  
prevention education strategies

# What we created

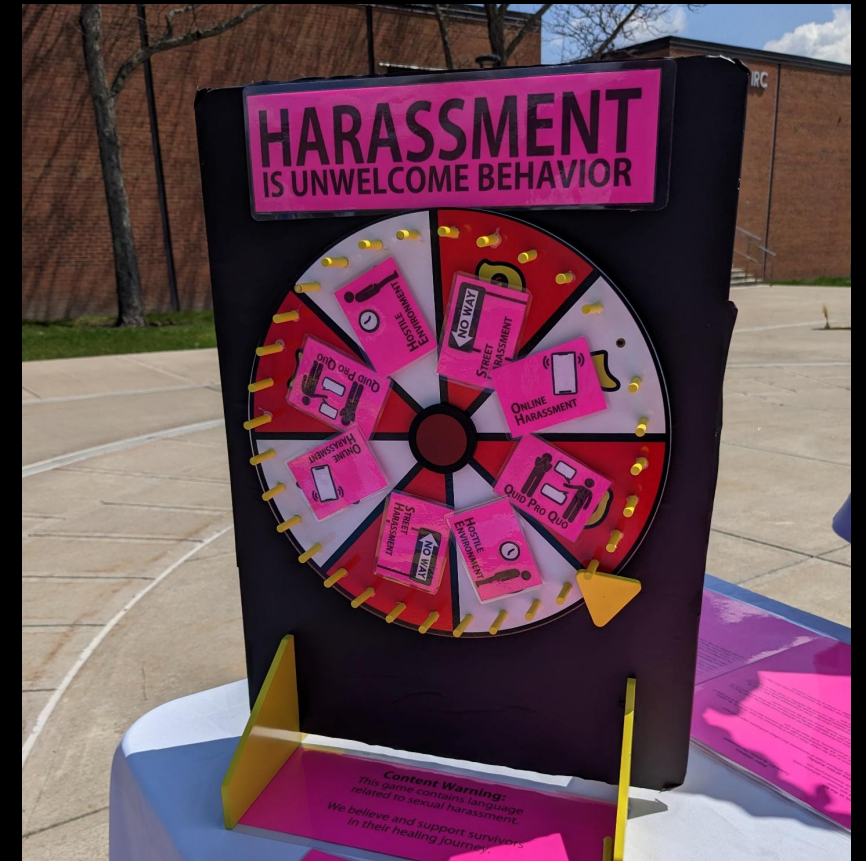
- Boardgame
  - Two sizes
  - Accompanying “app”
  - Self-guided tour of the impacts on 23 marginalized communities
  - 7 carnival style table-top games to drill the basics
- All based on existing styles and artwork



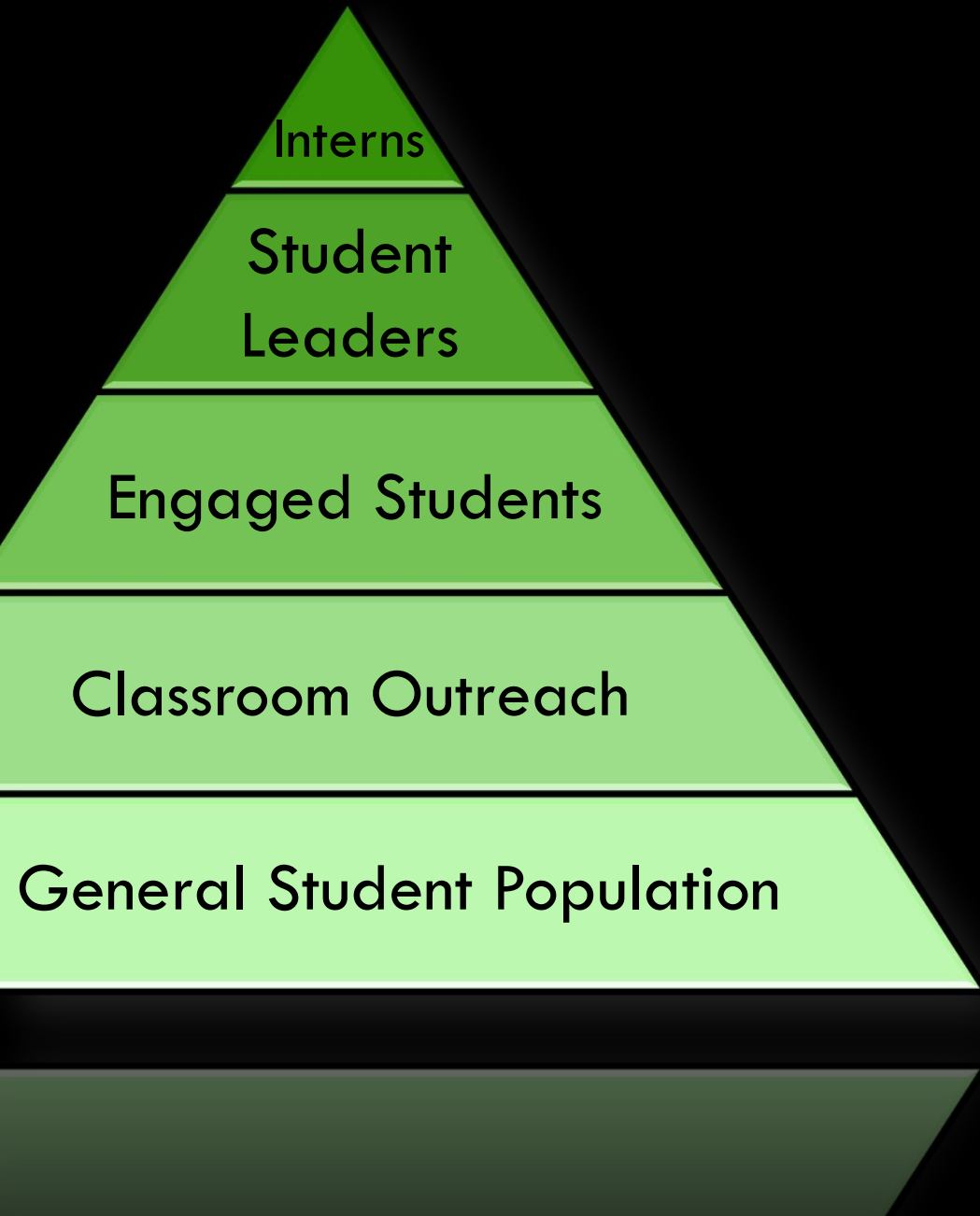


# The Perfect Program Checklist

- Not a lecture
- No specific duration
- Teach the basics
- Address the experiences of marginalized communities
- Could be an organized event
- Could work as a pop-up event in quad
- Could work as a classroom experience
- Reach students who won't come to sexual violence programming
- Offer a “low-interaction with humans” version
- Train peer leaders to present concepts



# Two Target Groups of Learners



## Interns

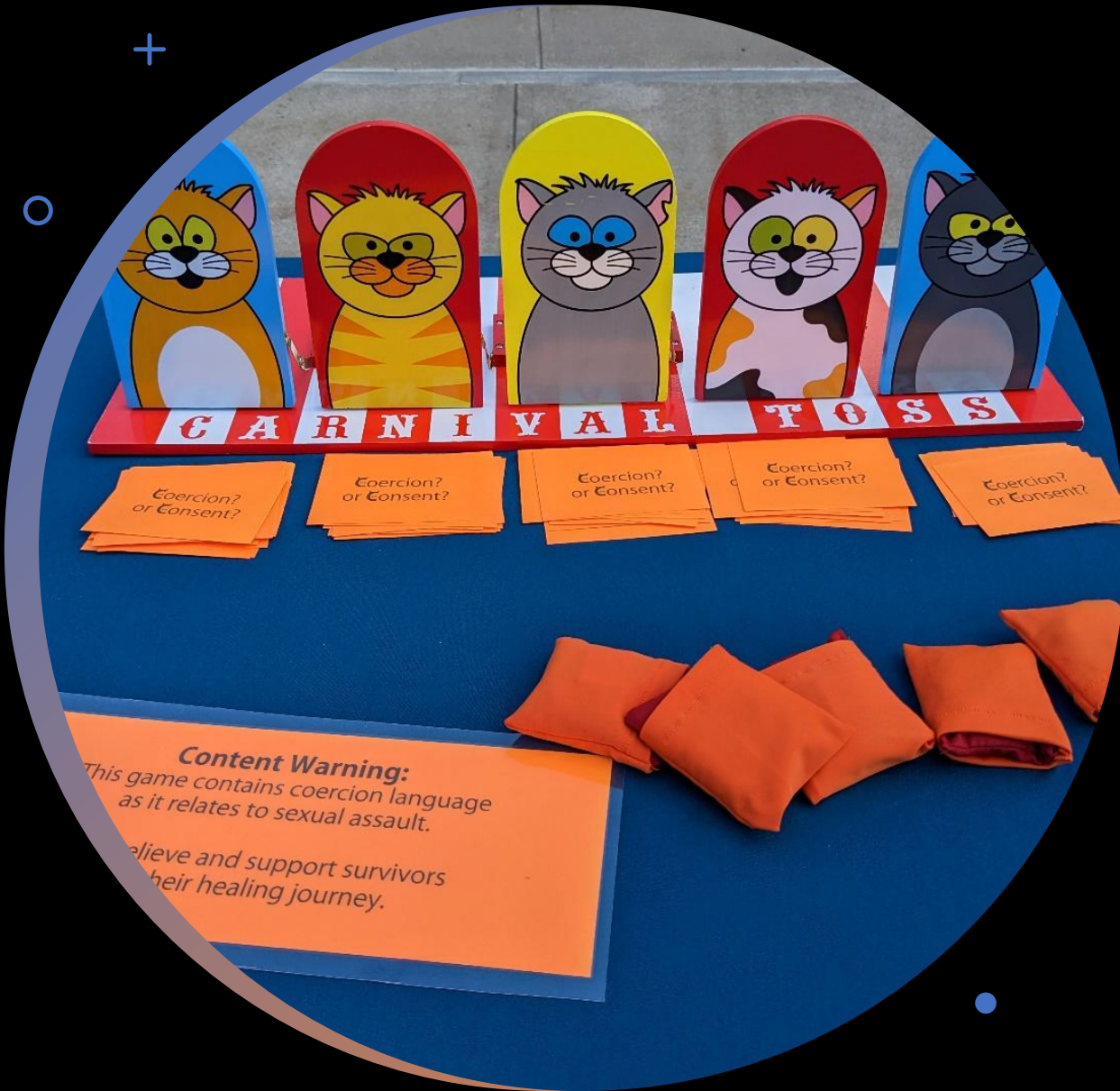
- Need opportunities to practice skills
- For efficiency, better to learn one program, easier to pass off and train new

## General Student Population

- Educational law mandates

# Post-Pandemic Challenges

- For me:
  - Office of one
  - Loss of staff & extra duties
  - The laws haven't changed
- For Student Interns:
  - Lacked confidence & experience to do presentations
  - No lived experience of what "Normal" campus life is



# Available Resources

- Interns that are great at research and a lot of them
- Budget that is earmarked for sexual violence prevention
- Software skills: Adobe Photoshop, InDesign and Articulate Storyline
- ChatGPT
- Access to heat press, laminator, Velcro and lots of colored paper.
- An existing, well-branded prevention campaign



Image retrieved from:  
<https://reelgood.com/movie/three-amigos-1986>

*“We can sew!”*



# Building on Earlier Successes

Alcohol Education Initiatives utilizing carnival games and a Chutes and Ladders style game had already proven to be engaging and a unique way to train leaders.



100 <b>FINISH</b>	99	98 The Drama Friend tries to drag the whole friend group into their freak out about the social media post.	97 Get a good night's sleep. Wake up ready to do homework. Move ahead three spaces.	96 Stay awake all night. Solve all world problems. Move ahead three spaces.	95 	94 Receive drunk text from ex. Read. Get upset. Move back four spaces.	93 Decide to rip bulletin board. Get caught. Move back five spaces.	92 The Snap Friend Posts on the group chat. Brags about their night, subtly puts down everyone else.	91 Good food in fridge. Late night snack. Move ahead four spaces.
81 *roll again*	82 The Oney Friend Makes sure you get home safe. You know they'll check in with you tomorrow.	83 Seat on the bus. Move ahead four spaces.	84	85 *roll again*	86 The Long Distance Friend checks in and you debrief your individual nights.	87 Public urination and defecation ticket. Move back ten spaces.	88	89	90 
80	79	78	77 The Mom Friend Rounds everybody up so you can all go home together.	76	75 Spend the whole night in the good buzz zone. Move ahead seven spaces.	74 *roll again*	73 The inner party animal is encouraging bad decision making. Move back six spaces.	72	71 The You Know From Class Friend you make eye contact for help to get out of an uncomfortable situation, they look away.
61 	62 The Bathroom Friend Has exactly the thing you need for your particular emergency.	63	64	65 The Drunk Friend Disappears, you waste an hour looking for them.	66	67	68 *roll again*	69	70
60 Sudden realization that phone is missing. Move back five spaces.	59 	58	57 The Drama Friend Freaks out over a social media post.	56	55	54	53 Check in with a friend who stayed home sick. Move ahead five spaces.	52 	51 The Going Out Friend Gets you a water because they know your signs.
41 *roll again*	42 The Oney Friend Gives you a pep talk so you have the courage to talk to someone you are interested in.	43 Become the Random Friend. Make small talk with someone who looks uncomfortable. Move ahead five spaces.	44 The Random Friend Tells the person bothering you to knock it off.	45	46	47	48	49 The Drunk Friend (that should have gone home) starts a fight. Gets everyone kicked out.	50 Consider cutting Drunk Friend off. Decide not to. Move back four spaces.
40 	39 The Drunk Friend Already drunk. Somebody is going to have to take them home.	38 Drink a bottle of water. Move ahead two spaces.	37 Choose to finish a drink you aren't enjoying. Move back two spaces.	36 *roll again*	35 The Oney Friend Sees your ex before you do. Suggests you head to your next destination.	34	33 The Only See When you're Out Friend Some one to sit with while you wait for your friends.	32	31 
21 You have a plan for how to count your drinks. Move ahead four spaces.	22	23	24 The Snap Friend Hands you a drink. You don't know what's in it.	25 	26 The Mom Friend Makes sure they have everyone's cell number. Asks if everyone has cab money.	27	28	29 *roll again*	30 The Oney Friend Stops someone from stealing your coat. Panic moment: forget to charge phone. Move back three spaces.
20 *roll again*	19 	18	17	16 The You Know Them From Class Friend shares their seat with you on the bus.	15 The Mom Friend Asks if everyone has cab money.	14	13	12	11 The Drunk Friend Already ahead by a few. A result of pregameing the pregame.
1 <b>START</b>	2 You already know who you are hanging out with tonight. Move ahead two spaces.	3 The Long Distance Friend gives you a healthy reminder and wishes you a good night.	4	5 Eat a good dinner. Move ahead four spaces.	6 *roll again*	7 The Going Out Friend Meet up for dinner, just in case, starts the night out right.	8	9 Forget to set aside cab money, just in case. Move back one space.	10 

# Intern Power

- Spring 2022
  - How to integrate marginalized community education
  - Connecting topics to games, two games developed
- Fall 2022
  - Developed games tested, four games developed
  - Research begins in earnest
  - Rough board design
- Spring 2023
  - Research continues
  - Testing of last game
  - Finished board game
  - First full event run through



# Results and Impacts, Next Steps

- Testing of individual games prior to “Big Day”
- Every table was run by volunteers or interns
- 33 students participated to get “LEAD” credit.
- Need to recheck the ChatGPT “research”



*Freshman Sary Barrios said she learned about stalking and learned lesbian women and gay men are stalked more often than heterosexual women and men.*

*Sophomore Jhesenia Ayora said she learned it's hard to know how many women are abused in the country because many don't report the abuse. "Women feel powerless and manipulated so many don't report their attack," she said. "It's a big issue."*

*Fellow sophomore Elizabeth Larli said she learned about all of the support for victims that is available on campus.*

The Daily Star, Oneonta NY April 27, 2023

