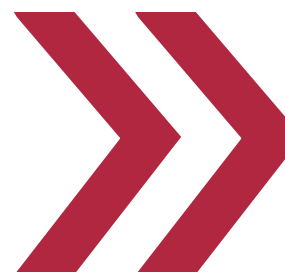

WORKSHEETS



WORKSHEET:

ISSUE SPOTTING

ACTIVITY

INSTRUCTIONS

ISSUE SPOTTING SCENARIOS

Imagine you work at a nonprofit organization in a small city. You've been asked to respond to several pressing issues facing the town and make recommendations based on your expertise. Choose one of the scenarios and answer the questions below.

► SCENARIO ONE: THE CITY OF TOMORROW

The city's river, once its pride and joy, has been a concrete-barriered scar for at least two generations. Dry, trash-filled, and harboring the homeless most of the year, the decades-old attempts to channel and control the water have also failed spectacularly in the last two wet seasons, leading to widespread flooding and millions in damage. The river slices between the office buildings of downtown and a low-income neighborhood on the opposite bank. The damage to the high-rise buildings was minimal, whereas many of the two-story apartment buildings were rendered uninhabitable.

One of the city's major corporations, a company specializing in technology for the home (specifically digitally-enabled appliances, such as refrigerators, thermostats, and doorbells) has proposed a public-private partnership to repair the barriers that channel the river through the city and revitalize the surrounding area with new, high end housing and retail. They've offered to provide tools that will automatically melt snow from public sidewalks, power cashless stores, install public art based on movement through the space, subsidize WiFi, and install facial recognition technology in the entire area for community safety. The City Council has announced a public hearing in one month's time to consider the proposal.

► SCENARIO TWO: MOBILITY FOR ELDERS

Housing costs in the city have risen dramatically in the city center, due to revitalization of several central neighborhoods. Most of the new construction is commercial and high-rise luxury housing. A large number of lower-income elderly residents have been pushed into the outskirts of the

city. At the same time, city transit budgets have been reallocated, and bus lines have been greatly reduced outside the newly revitalized and more concentrated city center. The lower-income elderly residents now have no affordable way to get around, and many cannot drive their own vehicles.

The city council is considering several options to address these needs, given the budget and physical infrastructure in the town, including: nonprofit coordinated volunteer car rides, a commercial mobile app that allows friends and family to order rides for people in other places, driverless cars provided as a taxi-like service that use location tracking to identify and provide service to the elderly, and re-routing existing public transit options out of the city center.

► **SCENARIO THREE: REFUGEE MOVEMENT AND IDENTIFICATION**

There is a civil war and ethnic violence in the country of Kundu. Refugees are fleeing into three neighboring countries, and some are moving beyond those small countries into a larger country with no direct border with Kundu. Many young, healthy adults had initially stayed behind in Kundu to continue fighting in the civil war, and many children consequently have been separated from their families. Both government and humanitarian aid workers are struggling to set up services and reunite family members. Many of the refugees' personal documents have been lost in the violence.

Some strategies to address the challenge of identifying refugees are in place, and some new ideas are being proposed by both international NGOs and technology companies prototyping products. These strategies include: the government collecting information on paper forms in multiple languages, with NGOs using tech company-provided tablets to log information and translate; NGOs setting up a phone tree/text alert system; and a proposed partnership with a commercial genealogy company, which is offering to donate technology and on-location staff capacity to collect blood/DNA/biometric samples and match them against a database at no cost to families.

In addition, a social media campaign to reunite families has gone viral across multiple platforms. Using the hashtag #Care4Kundu, users are encouraged to post photos and videos to share the stories of separated families and to provide information that might help families find one another.

► **SCENARIO FOUR: ACCESS TO INFORMATION**

A major social networking company that has been under fire recently for both its privacy and content control practices has set up a new project to enable people who otherwise have no Internet access to be able to access particular websites on their phones without paying data charges.

The project goal is to "connect the world." The company makes it money by collecting and selling information of people who use its services and the websites are selected by the company and include content on related to news, employment, health, education and local information.

Staff of the company project have approached both nonprofits and community leaders in a heavily agricultural, unincorporated area of the Central Valley of California with a large immigrant community, to discuss this project and offer a pilot program for this community.

This community has little to no community infrastructure, including access to municipal water, and the community has been trying to educate, organize and mobilize itself to make sure their families are able to live in a healthy and safe community.

ISSUE SPOTTING RESPONSES

On your own: For the scenario you selected, spend five minutes reviewing and identifying potential issues or challenges. What potential issues or complications do you see? Rank them in order of importance.

1. _____
2. _____
3. _____
4. _____
5. _____

5 minutes

As a group: Spend 10 minutes sharing your top five identified issues/complications and discussing the similarities and differences between what you each identified and why.

10 minutes

As a group: Spend the next five minutes and list five issues/considerations you've identified together as the most important to consider.

1. _____
2. _____
3. _____
4. _____
5. _____

5 minutes

On your own: Spend three minutes and answer the questions below.

As a group: After you've written your individual answers, spend seven minutes discussing your answers as a group.

1. Was anything surprising, or unexpectedly illuminating, about this group conversation? If so, what?

2. Was anything helpful about this group conversation? If so, what?

3. Was anything challenging about this conversation? If so, what?

Readout: Select a representative to report back to the larger group

- Report back the 5 issues that the group considered most important
- Report back how the initial considerations identified by the members were similar or different
- Report back if group members found anything surprising, helpful, or challenging about this conversation.

WORKSHEET:

FINDING CONNECTIONS

ACTIVITY

INSTRUCTIONS

How do legal and policy domains intersect?

► **STEP ONE: CREATE YOUR CARDS**

Spend a minute thinking of the (non-digital) issues in your community that you care about. Write **ONE ISSUE** per card, coding them by color:

- Write general civil society issues (like ‘housing affordability’ and ‘freedom of speech’) on **YELLOW** cards.
- Write technology and digital policy issues on **BLUE** cards.

Try to generate at least 2 yellow cards and 5 blue cards per person.

NOTE: It might make sense for the organizers to pre-populate and distribute blue cards so that participants need to generate fewer of them.

► **STEP TWO: SET UP YOUR GAME**

Form a group of 4-5 people, ideally with people you haven’t met. Shuffle your group’s blue cards together in one stack, and yellow cards in a separate stack. Place the stacks of yellow and blue cards face down in the middle of the table. Deal five blue cards to each player. (Players – don’t show anyone else your blue cards!)

► **STEP THREE: PLAY A ROUND**

Choose a player to lead the first round. The leader flips over the top yellow card and reads out loud the issue written on it. Then, all other players choose a blue card that creates the most interesting intersection with the yellow card. Each person places their selected blue card face down on the table. The leader shuffles the blue cards and reveals them one by one.

► **STEP FOUR: DISCUSS**

The leader starts a discussion of why and how the issues are related, and everyone else shares their thoughts. Use the examples in the table below to spark some ideas. Spend about two-three minutes discussing the potential combinations.

► **STEP FIVE: RECORD THE WINNING COMBINATION**

When you've identified the best intersection(s) of issues from your round, record the pair of issues in a blank row on the table. Repeat steps three through five, with each player acting as leader in turn (proceeding clockwise around the table). Play at least three rounds, then close with a short discussion of what connections players found surprising.

<i>Digital card</i>		<i>Civil society card</i>		<i>Why?</i>
<i>Net neutrality</i>	<i>is a/an</i>	<i>racial justice</i>	<i>issue because</i>	<i>Without it, inequality is exacerbated by privileging the voices of those who can pay.</i>
<i>Data portability</i>	<i>is a/an</i>	<i>freedom of association</i>	<i>issue because</i>	<i>It lets people choose which online spaces to congregate in.</i>
<i>Facial recognition</i>	<i>is a/an</i>	<i>reproductive rights</i>	<i>issue because</i>	<i>It deters patients who desire anonymity when accessing clinics.</i>
	<i>is a/an</i>		<i>issue because</i>	
	<i>is a/an</i>		<i>issue because</i>	
	<i>is a/an</i>		<i>issue because</i>	
	<i>is a/an</i>		<i>issue because</i>	
	<i>is a/an</i>		<i>issue because</i>	