

Welcome to

POSITIVE PLAY

A SEX ED GAME JAM



CANADIAN
PUBLIC HEALTH
ASSOCIATION

ASSOCIATION
CANADIENNE DE
SANTÉ PUBLIQUE

OVERVIEW

- Land acknowledgement
- Overview of *Positive Play*
- Guest Speakers
 - Rachel & Laura, *Canadian Public Health Association*
 - Karly and Taylor, co-founders of *Advocates for a Student Culture of Consent*
 - Jess, *No More* (The Campaign to End Domestic Violence & Sexual Assault)
- Tips for Designing Games for Health
- Tools & Examples

LAND ACKNOWLEDGEMENT

We would like to acknowledge that we are on the Haldimand Tract, traditional territory of the Neutral, Anishnaabeg, and Haudenosaunee peoples.

Thank you for letting us be here.

POSITIVE PLAY

Why host a sex ed game jam?

- A better understanding of sexual health leads to better, healthier lives and relationships;
- Sex in games is often either awkward, sexist, exclusively straight, or simply non-existent (e.g. there's both a need and plenty of opportunity to innovate);
- Topics like sex and sexual health have a lot in common with games and play: both involve consent (i.e. being compelled to play a game means your working not playing) and rules (i.e. healthy intimate relationships have implicit and explicit rules).

JAMMING WITH SAFETY & RESPECT

- This is a shared space, share it.
- Listen to ideas, different voices & critique.
- Have fun but consider what is “funny”.
- Jams are heavy, self-care your way.
- Welcome fluidity & diversity in your groups.

A NOTE ON THE CONTENT OF THE JAM

It's not uncommon when talking about sexual health, LGBTQ2S+ discrimination, and consent to recall past incidents that may have been traumatic. So:

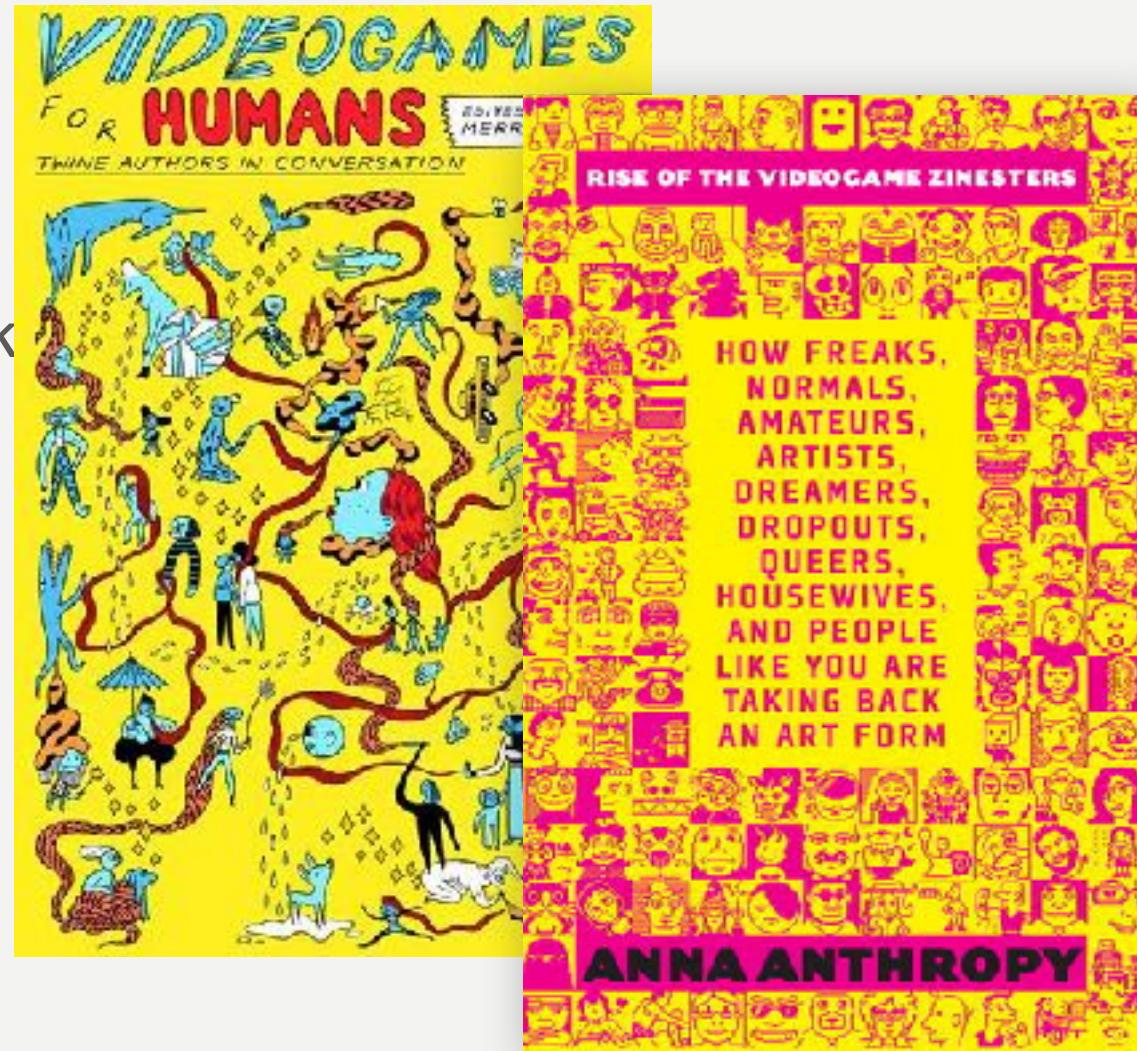
- Please feel free to take some time to yourself;
- Jess has graciously volunteered to provide support if you need someone to talk to;
- If someone does disclose something traumatic, sometimes the best response is simply to listen and to validate that what happened was not okay.

TIPS FOR DESIGNING GAMES FOR HEALTH

- **Identify:** Many public health topics already have excellent guidance but for various reasons that material isn't getting implemented. Try to identify at least one of those reasons and design your game as a response to it.
- **Integrate:** Think of the policy and best practices in your area as part of the rules of your game (e.g. STBBI stigma is harmful, so be sure not to create a game where you stigmatize contracting an STBBI).
- **Innovate:** Games are unique tools for communicating ideas and they can be so much more than flipping cards or moving pieces around a game board; look to see what a game can do that existing interventions cannot.
- **Assess:** Ask yourselves what you hope your player(s) will learn once they've finished your game and regularly evaluate whether you're reaching that goal.

TIPS FOR DESIGNING PERSONAL GAMES

- More voices, more stories.
- Where the marginalized speak.
- Bodies of knowledge.



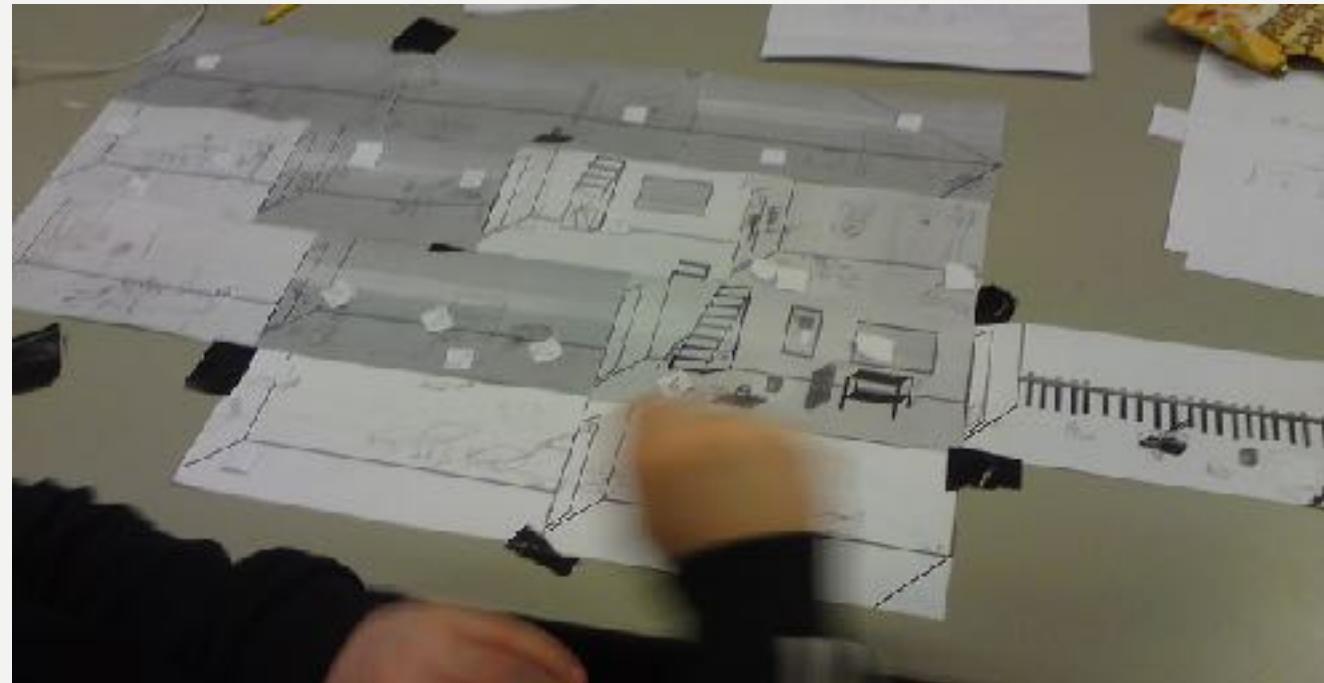
TOOLS & EXAMPLES

- Board/card games
- Paper prototype
- Twine
- Ren'py
- Construct2



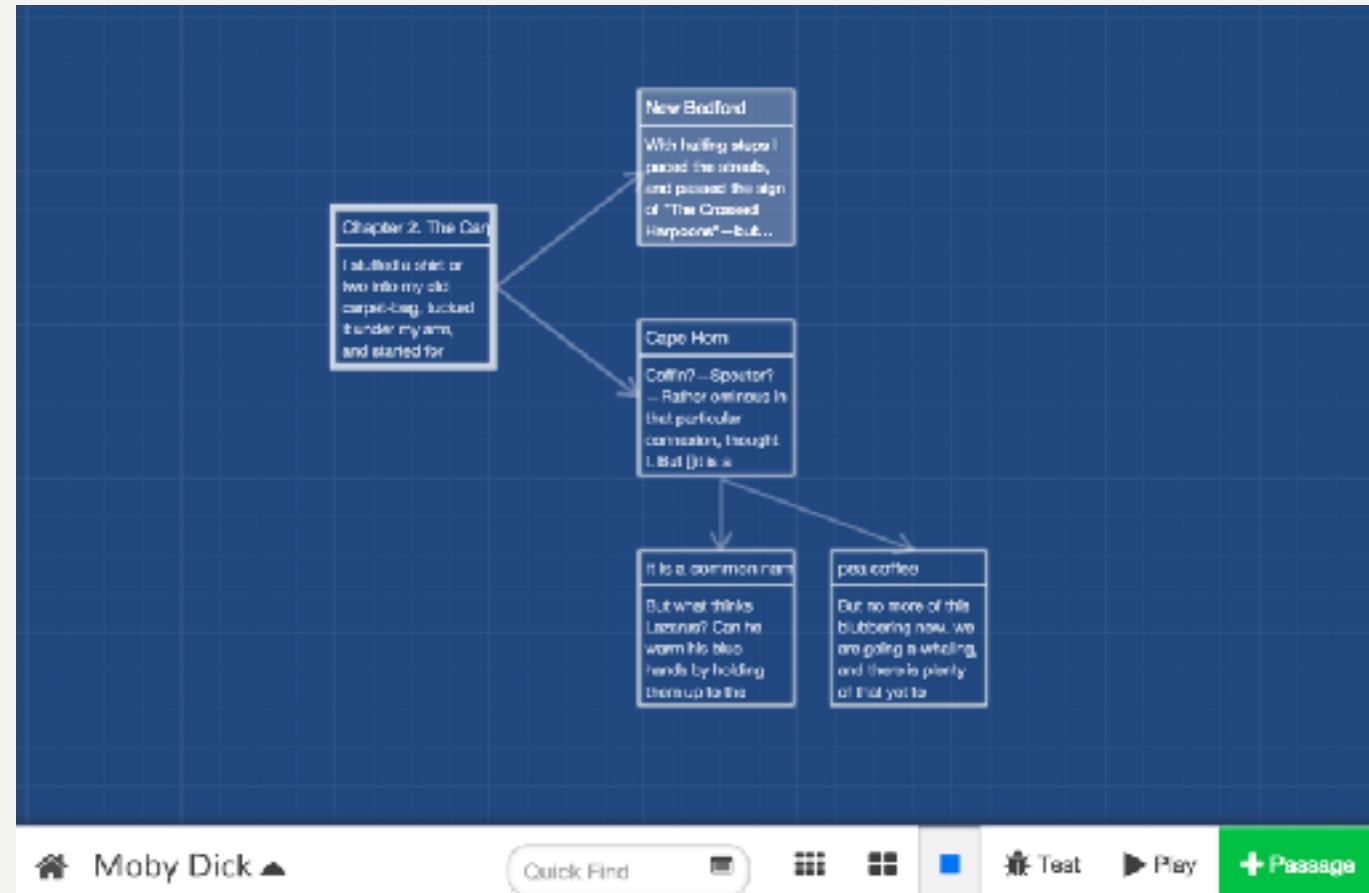
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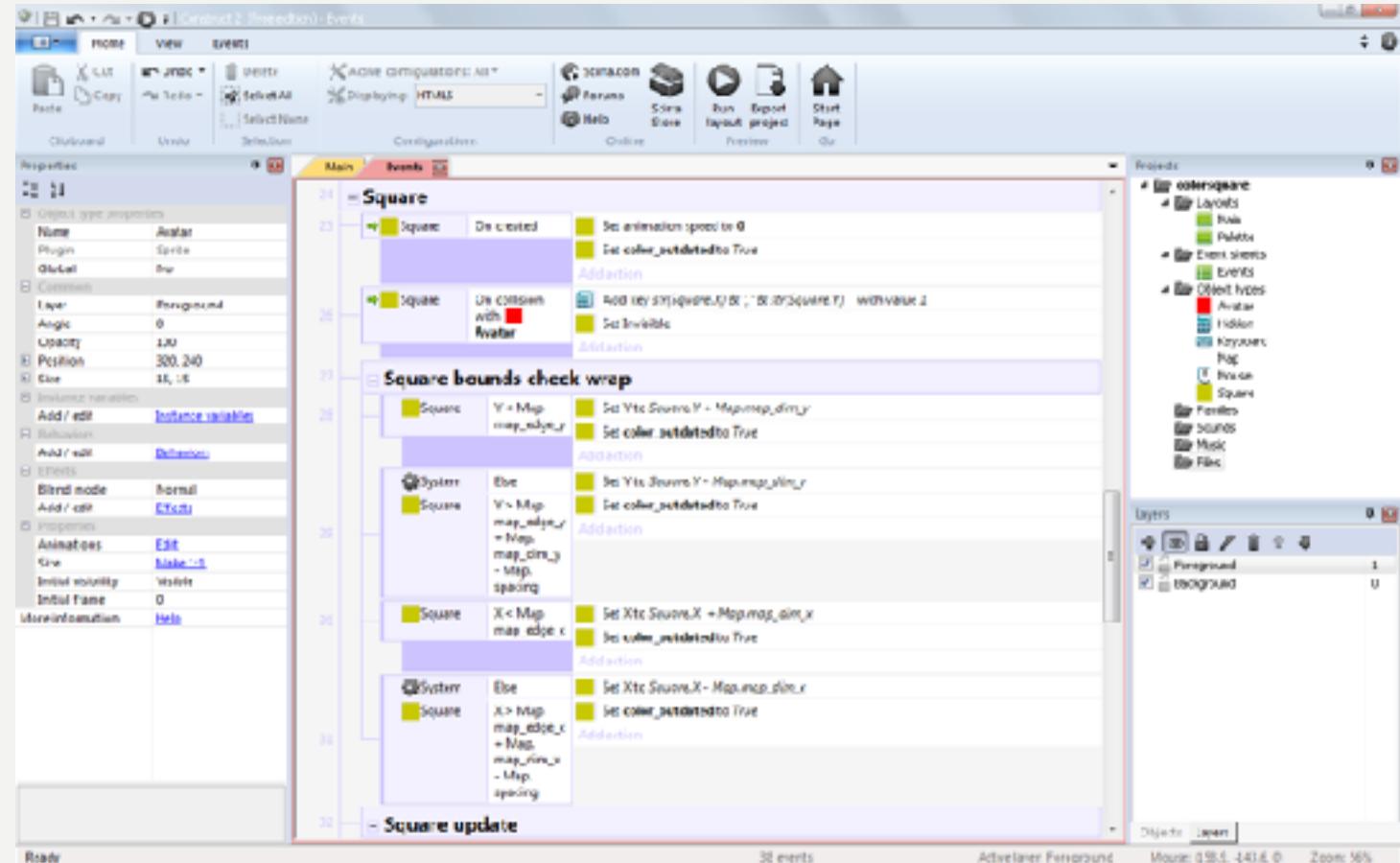
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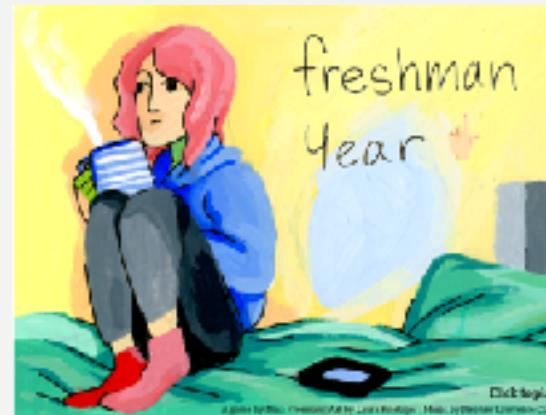
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TOOLS & EXAMPLES



How Do You Do It? - Nina Freeman



Freshman Year - Nina Freeman



The Tea Room – Robert Yang



You Must Be 18 Or Older to Enter -
James Earl Cox III, Joe Cox & Julie
Buchanan.

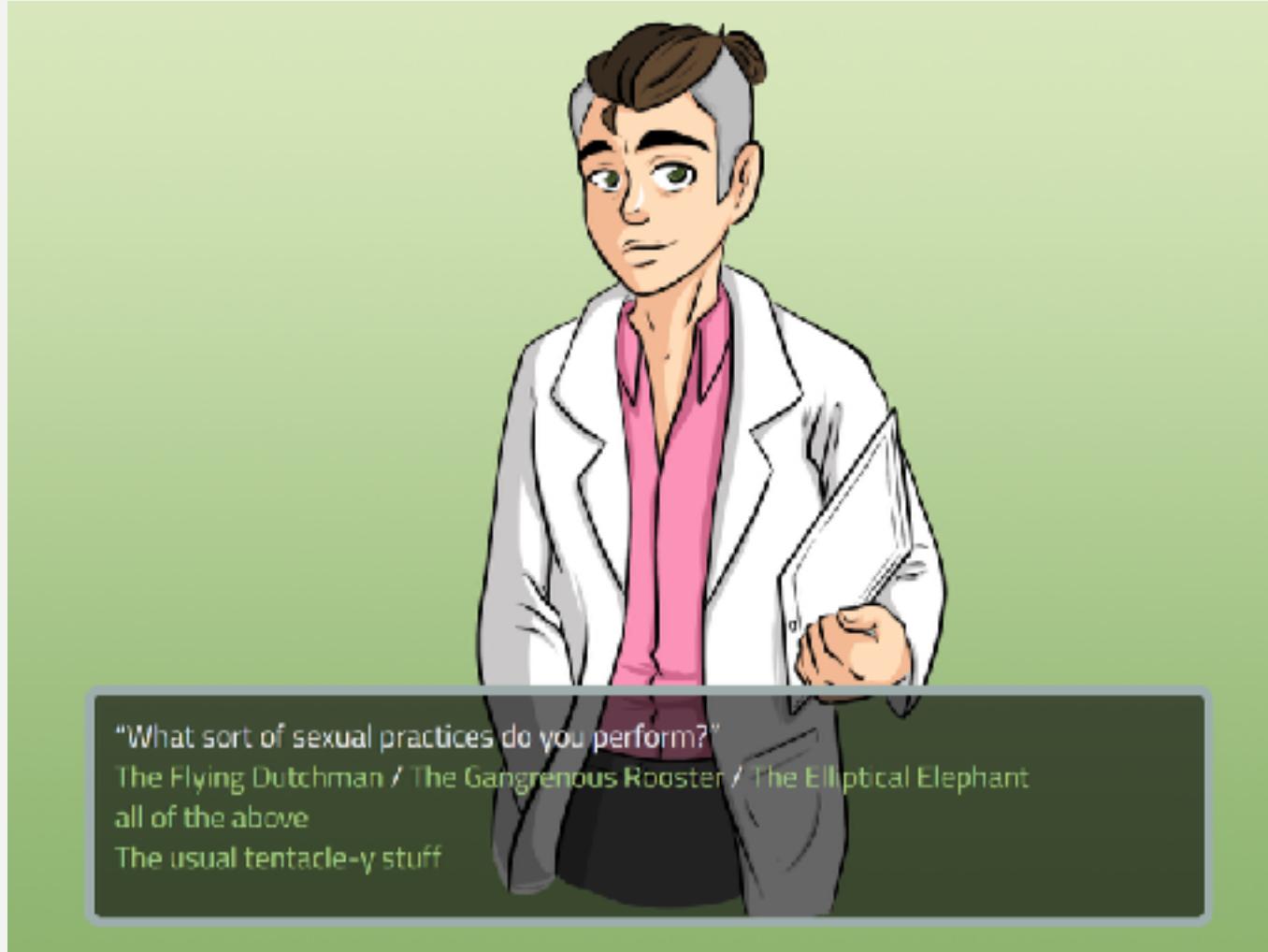


The Oldest Game - Concordia University



Dream Daddy - Game Grumps

TOOLS & EXAMPLES



UFO STI WTF (created at Heartbeat, a sex, love, and relationship-focused games festival)

GETTING STARTED

Ideation by Theme:

- Stigmas and STBBIs
- Consent
- LGBTQ2S+ inclusivity

Find a topic that appeals to you by locating one of the whiteboards with the appropriate heading. Game design students if you could, please distribute yourselves evenly across the topics.

IDEATION

In your groups explore your topic thematically:

- Why is this area worth exploring?
- Is there anything in particular you want to address?
- From a public health perspective, why do people need to know more about this issue?
- How might you use a game to create a deeper understanding of what's at play?

MARCH 24

Catered Breakfast	8:30 - 9:00
Introductory remarks	9:00 - 9:45
Group brainstorming	9:45 - 10:30
Team selection	10:30 - 11:00
Concept development	11:00 - 12:30
Catered lunch	12:30 - 1:30
Concept development cont.	1:30 - 2:30
Group idea sharing	2:30 - 3:30
Concept and prototype development	3:30 - 5:00

MARCH 25

Catered Breakfast	8:30 - 9:00
Prototype development	9:00 - 11:30
Playtesting	11:30 - 12:30
Catered lunch	12:30 - 1:30
Prototyping/polish	1:30 - 3:30
Final presentations	3:30 - 4:30
Concept development cont.	1:30 - 2:30