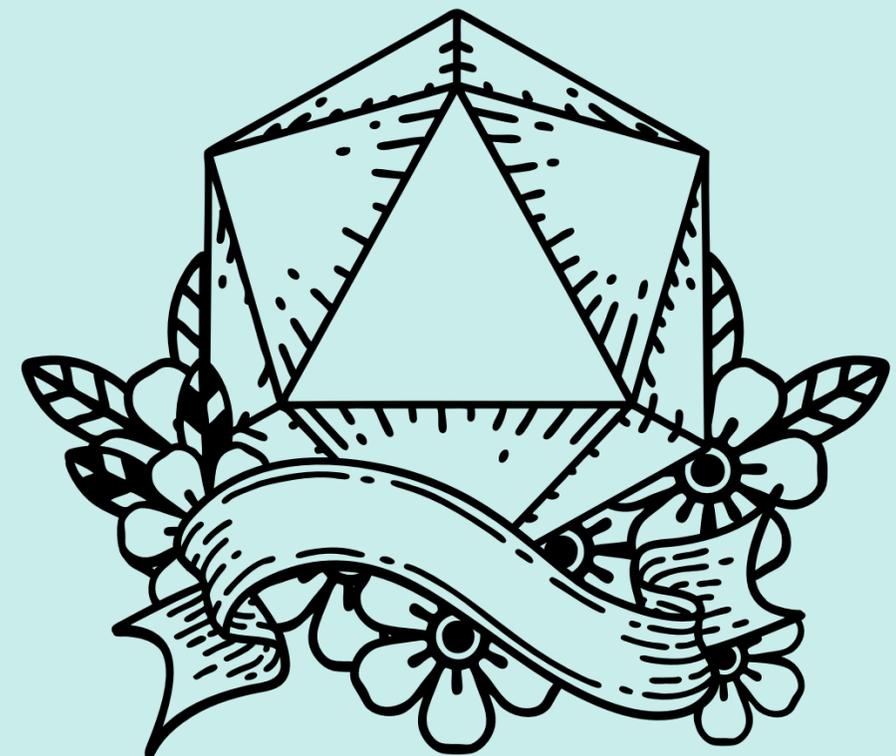


REIMAGINE, REBUILD, RESTORE

*HIA Action Project
Proposal*



Creating Space for community building, problem-solving, and self-actualization through communal storytelling.



OVERVIEW

Goals of the Program

End goal: Participants will leave the session feeling supported, their agency and selfhood recognized, and with tools for resilience.

01

Structured Safe Space

- Everyone takes part in setting boundaries, expectations, and goals.
- Provides a safety net to explore tough concepts and allows for vulnerability and trust

02

Self-Actualization

- The class places participants in the driver's seat, in that character decisions are up to them and them alone and provides opportunities to practice this and how to protect it.

03

Communal Storytelling

- Provides opportunities to create something in community, allowing participants to feel part of something more.
- Practice in problem-solving, communication, and teambuilding skills.

Location

- Current plan is Eddie Warrior Correctional Facility
- One class of 5 people

Game Play Options

- New Story Every Week -Story is contained in one session and new players can jump in whenever
- Overarching story - same people every week, each session builds on the previous one

Necessary Resources

- Access into prisons, permission to run class
- Currently Incarcerated Persons to take the class
- A game to play that wardens/chaplains would not find demonic
- Time to research, prepare, travel, and facilitate once each week

Ideal Resources

- Volunteers to assist in facilitation or sub as a Game Leader
- Grant so that I could take some time off to focus on the project

Class Structure

1

Class Starts: Breathing or Grounding Exercise

2

Check-In: Review Safety Tools and Ground Rules, Recap what happened in the last class

3

Start the game: The leader narrates a situation, Participants narrate how they want their character to react. The player rolls dice to see if their action works and then narrates what happens next.

4

Wrap up and reflect: Journal reflection prompts (i.e. What surprised you about the character, What do you want to try next time, what are your characters goals?)

Example Prompts:

- Somewhere deep in the tangled woods there lies an ancient sword that holds the soul of a long-lost warrior. **What legend have you heard about them?**
- At this point in our travels, I uncover a truth that I was not ready to learn. **What is it?**

Proposed

September-December:
Prepping the Program

January - April:
Pilot the Class

May - June:
Wrap up and Assess

Timeline

- Approval, Badging, Training
- Research Guidelines, Best Practices
- Find or Create the game
- Create feedback/data tools
- Gather interest and players

- Nail down a weekly schedule
- Set up a routine for check-in at the beginning of each class, feedback, and check out at the end
- Record and integrate feedback as needed

- Gather feedback, compile it into a report for HIA/PJ
- Assess whether this is something we'd like to continue

Alternative

September-October:
Prepping the Program

November - January:
Pilot the Class

February - June:
Wrap up and Assess

Questions I still Need Answers To:

Class Structure

- Which is better? A different story every week, or one big overarching story?
- How much time playing the game, and how much time journaling?

Themes

- What kinds of themes/genres are people interested in?
- Are there themes/genres that we can't touch?

Class Materials

- Are we allowed to have dice?
- What other materials are not allowed that we would have to come up with replacements?

Feedback/Surveys

- What kind of feedback and data can I gather and talk about without it becoming an IRB study or violating the rights of the participants?

COVID/lockdown Options

1. Design a game specifically made to be played in prisons/design a game specifically for Poetic Justice
2. Put together an in-depth literature review on the subject, including game how-tos, pilot curriculum, and previous attempts

BECAUSE WE LIVE IN THE WORST TIMELINE :(



Questions? Thoughts?
Feedback?

