

Community Outreach: A Case Study

Games for Life Interest Project Seminar

Introduction

In 2003, the Girl Scouts of Maumee Valley Council explored setting up a program involving games. This program initially ran in 2004 and continues in several forms currently. The program was featured in Games Quarterly Magazine (and in their 2005 Educational issue).

Benefits

- Participant demographics
- Cost perception
- Attractive/appealing subject and goal
- Follow-up opportunities
- Games as a social activity
- Creating/building community interest

Logistics

- Size of the group
- Initial resistance to new programs
- Location and resources
- Games to be run
- Games to take home
- “Private” event

Program Outline

This was envisioned as a one-day program, with a subsequent “party” followup with families.

- Introduction
- Play games!
- “What is a game?” (<http://www.costik.com/nowords.html>)
- Jobs in the game industry
- “Appropriate” games (age, physical challenges, environment)
- Make-a-game
- Follow-up event: teaching to their family

Games MUST have international roots for purposes of the interest project!

How to Organize a Program

- Girl Scouts: Contact program department
- Facility
- Cost (facility + games + time)
- Scheduling
- Games are secondary (!?)

Games to Use

- Icebreaker
- Negotiation/trading
- “Common”
- Familiar concepts or themes
- Inexpensive but not cheap
- International

Follow-Up/Long-Term Program Considerations

- “Foot in the door”
- Girl Scout membership
- Presentation and accessibility

Q&A