WEBVTT

1

00:00:00.010 --> 00:00:00.950

Anthony Iracki: Right.

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00:00:06.090 --> 00:00:07.309

Anthony Iracki: So let's

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00:00:14.940 --> 00:00:16.860

Anthony Iracki: all right. So

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00:00:18.520 --> 00:00:31.379

Anthony Iracki: sounds like we have some people who are starting to hop on and join us right now. So we're gonna go ahead and we're gonna work through some of our welcome and introductions before we get into our main

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00:00:31.690 --> 00:00:50.089

Anthony Iracki: presentation. So welcome everybody to today's webinar empowering communities to innovate public spaces through playful place making. My name is Anthony Iraqi. I'm the professional development manager with play core. I am a white male with glasses and dark hair, wearing a black shirt against a blue background.

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00:00:50.140 --> 00:01:02.720

Anthony Iracki: So we're gonna go through just some zoom interface information as we go ahead and get started, and then we are going to move quite along to an overview of core and then jump into today's presentation.

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00:01:03.590 --> 00:01:29.219

Anthony Iracki: So first and foremost for those of you that are new to zoom, or possibly haven't used zoom in quite some time. There are some controls that are available for you, and then around your screen, so the opportunity to view the whiteboard control your audio settings in the bottom left the chat area for instructions. The QA. To submit questions. If you are seeking captioning for this, there's an option there to leave and also adjust your screen.

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00:01:29.420 --> 00:01:59.119

Anthony Iracki: This is a live webinar you'd be listening to via your computer. So it's broadcast through those speakers. Make sure your speakers are turned on and your headphones are plugged in. You can verify your audio settings using the audio setting in the lower left corner of your screen. If you are having difficulty listening via your computer or speakers in your zoom, invite for the day there is a phone number to call, actually a list of phone numbers. So please reference that if you do need to dial in along with viewing this through your webcam

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00:01:59.760 --> 00:02:14.870

Anthony Iracki: captioning today is provided by Zoom. There is a CC option on your screen that allows you to mouse over. Move that box anywhere that you think will be best for you. You can enlarge the phone, adjust the display area and work through it in that capacity

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00:02:14.880 --> 00:02:19.029

Anthony Iracki: at the end. You can also view a full transcript as well, too.

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00:02:19.170 --> 00:02:46.929

Anthony Iracki: If you are submitting questions today, we do ask that. You submit these questions in the QA. Area, using the icon on the bottom of your screen. We'll have the opportunity for myself, Madeline, who's here with Playcore? Any of our speakers to answer these questions as we go through the presentation, we might answer, you live in the QA. We might designate it as something that the speakers will answer as part of the webinar at the end, or if we don't get to your question, we will share a document later on in the handouts, which will have the questions

12

00:02:46.930 --> 00:02:50.327

Anthony Iracki: answered so they can go back in and take a look at them there.

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00:02:50.900 --> 00:03:04.669

Anthony Iracki: If you do need technical assistance, please do so in the chat area ensure that you're reaching out to myself or Madeline. Or you can email core at play corecom, and we will work through it. With you in that capacity as well.

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00:03:04.790 --> 00:03:14.499

Anthony Iracki: So jumping into a little bit about play, core, and core, and who we are for those of you that are new or refresher for those of you that are joining us again from one of our previous events.

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00:03:14.520 --> 00:03:32.310

Anthony Iracki: So play core. We're a purpose driven company that develops leading research and the complete portfolio of innovative products programs and services to build healthy communities through play recreation and open spaces. And on the right there you can see some of our tenants that we stand for play in recreation, leadership, teamwork.

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00:03:32.310 --> 00:03:51.830

Anthony Iracki: responsibility, partnerships and community. And you can learn more about this at play. Corecom today's presentation is brought to you by core, our center for outreach research and education. We're gonna go over our research institute, our library, our professional development Hub and our data service lab to give you an overview of how we operate.

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00:03:52.480 --> 00:04:08.640

Anthony Iracki: So first and foremost, we have our Research Institute, which is consistent of leading experts from universities, research centers. We're committed to investigating, discovering, and translating information. Their trusted partners that publish field tested best practices across various play and recreation disciplines.

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00:04:08.690 --> 00:04:23.493

Anthony Iracki: partners, partnering with the foremost authorities to study, translate, and share this knowledge. And we are rooted in facts, not opinion. So we have our research institute that we work with, and our scholar network ensures that we are a trusted and reputable source.

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00:04:24.110 --> 00:04:40.120

Anthony Iracki: Our resource library is a collection of evidence based publications, best practice design guides, planning tools, advocacy, tools, case studies and standards based. Curriculum is fueled by research from our institute time, tested and put into practice by organizations worldwide

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00:04:40.400 --> 00:04:43.019

Anthony Iracki: our professional development. Hub

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00:04:43.080 --> 00:05:08.959

Anthony Iracki: is our world class learning system with opportunities to share knowledge and turn research into practice. We combine research and resources. We're tailing tailored learning opportunities, continuing education units. And it's developed for meaningful, engaging events. We can meet specific needs, groups, time allotments and audience interest. And you can learn more about our educational sessions, our learning objectives, and how to schedule an event by visiting education.playcore.com.

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00:05:08.990 --> 00:05:19.830

Anthony Iracki: and our data service lab is we are passionate about raising national awareness and helping local communities share their positive impact on health and wellness through our national demonstration site. Network

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00:05:19.840 --> 00:05:48.670

Anthony Iracki: sites can participate ongoing data collection receive reports measuring their impact on community vitality. Our national demonstration site network raises national awareness, helps local communities share their positive impact on health and wellness, and they exemplify evidence based best practices, support health. Related initiatives, provide meaningful ways of community stakeholders to gather data. There are 5 nds programs that help communities turn features into practice, learn more@playcore.com slash nds.

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00:05:50.070 --> 00:06:09.059

Anthony Iracki: Today we will be talking a little bit about a community vitality which is organizational structure that is grounded in evidence helps simplify impactful storytelling and identifies holistic and relevant metrics that demonstrate impact across all indicators of community vitality. Communities thrive when they are vital and whole, from individuals to the collective

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00:06:09.130 --> 00:06:33.150

Anthony Iracki: defining a vital community requires a framework that captures this multi-dimensional nature, play core, collaborated with over 40 scholars and professionals to devise a validated framework, including 7 vital indicators of vibrant, healthy communities which are listed on the wheel. On your screen. It guides and drives the daily efforts and priorities of communities nationwide. And you can ask yourself which indicators are you striving to promote and accomplish in your community

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00:06:33.230 --> 00:06:36.340

Anthony Iracki: today's presentation emphasizes public service

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00:06:36.380 --> 00:06:42.850

Anthony Iracki: and community engagement. If your community reflects these priorities and indicators, you're in the right spot.

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00:06:42.920 --> 00:07:03.849

Anthony Iracki: Public service or intersections and perceptions of the local government and public service and community engagement is active participation from community members to create strong sense of connection and nurture, creative opportunities for residents, other community vitalities, our social, emotional health, physical health and lifestyle behaviors, education, environment and diversity, equity and inclusion.

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00:07:04.570 --> 00:07:25.830

Anthony Iracki: If you are looking to receive continuing education credits today, you can do so on our dashboard education@playcore.com visit the dashboard, you'll have the opportunity to complete the place, making survey complete the quiz that comes with this, and then go ahead and download your certificate as well. And with that being said, I will hand over today's presentation

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00:07:25.910 --> 00:07:30.969

Anthony Iracki: to our speakers and allow them to introduce themselves. Now.

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00:07:32.060 --> 00:07:59.699

Joy Kuebler: Awesome. Okay? Well, we are excited to be here. And, Anthony, I have to tell you I'm so impressed every time we're here with playcore. There's just new things that you guys are talking about. So very, very excited. Particularly in this telling your impact story. And that's a huge part of what places up to. So for our participants that are here. We are really excited to share what we're up to, and how well it meshes with

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00:07:59.700 --> 00:08:12.499

Joy Kuebler: the the mission of core. So exciting. Okay, so my name is Joy, and I'm gonna just we'll get you to the introduction page next but our session today. Oh, go back for me. One more sec.

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00:08:13.340 --> 00:08:24.079

Joy Kuebler: Our session today is really looking at engagement right? It's crucial to design and planning and to having strong communities and neighborhoods.

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00:08:24.140 --> 00:08:50.679

Joy Kuebler: So every organization these days is really interested in growing how they communicate with communities. They're also interested in how the work that they're doing is tying into their commitments to justice and equity, diversity and inclusion. So we're excited that our methodology is really an innovative model of empowering communities to self, generate possibilities.

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00:08:50.950 --> 00:08:54.190

Joy Kuebler: place utilizes play as the key to this model

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00:08:54.550 --> 00:09:12.309

Joy Kuebler: play. Research shows that every human place, regardless of age, ability, culture, or language, and our place methodology leverages, a power of play and team building and organizational development principles to really lift voices and create project champions.

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00:09:12.360 --> 00:09:14.890

Joy Kuebler: build strong relationships.

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00:09:14.920 --> 00:09:35.429

Joy Kuebler: The power of play builds trust in a group, creates consensus around ideas, supports the community and designers to develop strategies, to move ideas forward. And most importantly, it's fun. So we're so excited to have fun with you today. We are also gonna learn a lot to get a lot of takeaways that you're gonna be able to put into practice immediately.

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00:09:35.460 --> 00:09:38.230

Joy Kuebler: So, Cheryl, let's go to the next slide.

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00:09:40.420 --> 00:09:43.100

Joy Kuebler: Okay, so I'm joy.

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00:09:43.360 --> 00:10:09.350

Joy Kuebler: And I today am a white woman. And I have on glasses. I have light grey hair. I'm also wearing a magenta t-shirt and a tan sweater, but in case you can see it, I'm also wearing a necklace. That, to me, reminds me of the solar eclipse that my community just experienced. We were in totality. It was amazing. I'm also a landscape architect, and I've had a design practice for more than 20 years.

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00:10:09.350 --> 00:10:15.629

Joy Kuebler: and for 10 of those years I've been developing and streamlining the use of play in community engagement

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00:10:15.750 --> 00:10:44.000

Joy Kuebler: with some very challenging audiences. So the Department of State, the Department of Conservation, as well as municipalities and private developers, and 4 years ago I decided that this methodology has been so impactful to communities, it was too important to keep with me. So I decided to open a second company with the intention of sharing this methodology with all of you. That's why we're here. I'll pass it over to Cheryl.

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00:10:44.650 --> 00:10:57.720

Cheryl Salazar: Hi, Hello, everyone, and good morning for those of you that are with me on the West Coast. I am a woman with short brown hair. I'm wearing a white shirt with a little black design with a sort of

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00:10:57.740 --> 00:11:13.919

Cheryl Salazar: neutral ish colored background. And I have spent about 20 years in municipal parks and recreation working in all sorts of different programs and facilities, from water parks to pools to

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00:11:14.420 --> 00:11:24.721

Cheryl Salazar: You know, sheds that we call facilities, sometimes in parks and recreation. So all sorts of different things with events and nonprofits

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00:11:25.270 --> 00:11:50.139

Cheryl Salazar: e engagement activities and things like that. And so about 3 and a half years ago. I met Joy on a webinar that she was delivering with Playcore the first for place, and decided that I needed to get involved. And so now we're here delivering it to you all so you can. So we can enroll you and helping us change the world.

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00:11:52.785 --> 00:11:53.740

Joy Kuebler: Wonderful.

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00:11:53.780 --> 00:11:59.080

Joy Kuebler: Okay? So our learning objectives, what are we up to today?

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00:11:59.800 --> 00:12:20.220

Joy Kuebler: So we're gonna be and identifying some Kim key components of communities through through play. So how do we look at community identity through various forms of play, fostering inclusivity and amplifying diverse diverse voices? We're also gonna discuss some social science principles and how those intertwine with play.

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00:12:20.572 --> 00:12:37.489

Joy Kuebler: We're gonna see a lot of examples of play for place making. We're gonna actually get to play today. And I think that yeah, we're gonna then be able to sh share what we've got in terms of the learning about empowering communities through play.

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00:12:39.720 --> 00:13:06.790

Cheryl Salazar: Alright. So you know I'm here to say you get the meeting that you design right. We've all been to some pretty gnarly public meetings in the past, and we all know you know, the sort of baggage that comes along with when you say public meeting right and honestly, the magic is as much, and where you're willing to stop doing the ineffective things that you're doing and where you're willing to do something new.

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00:13:06.800 --> 00:13:25.920

Cheryl Salazar: right? And that's with all of us. We've all been doing these kinds of things right for decades. We've had ineffective meetings, and we've had lots of reasons why people don't want to come out. There are too many hard to reach. Groups. People come ready for a fight right? And nobody wants to fight. That's scary. You're just trying to do your job.

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00:13:25.960 --> 00:13:32.330

Cheryl Salazar: Well, guess what you get these outcomes because you've designed your meetings to get those outcomes

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00:13:32.370 --> 00:13:42.110

Cheryl Salazar: and I get it. You. We have all been trained in our profession, not trained as facilitators. So that's why we're here.

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00:13:42.250 --> 00:13:44.780

Cheryl Salazar: Transformation needs empowerment.

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00:13:44.810 --> 00:13:53.039

Cheryl Salazar: It needs trust. It needs to be really really lead to design that impacts community and

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00:13:53.190 --> 00:13:54.160

Cheryl Salazar: has

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00:13:54.720 --> 00:13:59.129

Cheryl Salazar: a real real value to improving quality of life for people.

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00:14:00.830 --> 00:14:11.930

Joy Kuebler: Awesome. So we are gonna play right away. So do we have confirmation that Anthony has enabled that people can come off, chat and share with us.

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00:14:16.620 --> 00:14:20.600

Anthony Iracki: I am just working on that right now. If you want to kind of go over the rules of the game.

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00:14:20.790 --> 00:14:21.120

Joy Kuebler: You.

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00:14:21.120 --> 00:14:22.630

Anthony Iracki: Getting that all set up.

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00:14:22.630 --> 00:14:26.770

Joy Kuebler: Perfect. So we will go over the rules of the game. Okay

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00:14:26.830 --> 00:14:38.980

Joy Kuebler: and and we can. We'll figure out how to make it work if we need to. Okay. So the first game that we're gonna play is a game that we call community identity.

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00:14:39.080 --> 00:14:45.150

Joy Kuebler: So have in mind. We want you to be thinking about the community that you currently serve.

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00:14:45.310 --> 00:14:51.160

Joy Kuebler: Now all places have identities. Right? If we were to say like, What's the identity of Las Vegas

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00:14:51.230 --> 00:14:52.759

Joy Kuebler: people could know that.

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00:14:52.950 --> 00:14:58.760

Joy Kuebler: What's the identity of New Orleans? What's the identity of Los Angeles or

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00:14:58.860 --> 00:15:15.429

Joy Kuebler: Phoenix? Right? We kinda all getting the the idea of different places have different identities. So we want you to think about the community that you serve and how you think that identity might show up.

71

00:15:15.680 --> 00:15:18.089

Joy Kuebler: Now we're going to scroll through.

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00:15:18.680 --> 00:15:47.419

Joy Kuebler: And they can. Yeah, that could. Okay. So we're gonna scroll through. Some images. So we have as one of our tools. A package of cards that we call our insight cards, and on the cards our images mean everything and nothing. And on this little picture here on the left. You see a picture of when we play in person. We have these cards all on the table, and allow people to pick them up.

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00:15:47.600 --> 00:15:57.260

Joy Kuebler: and we can in virtual worlds. Today, Cheryl is going to have these images on 3 screens that we're gonna rotate through.

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00:15:57.330 --> 00:15:59.270

Joy Kuebler: And we're gonna invite you

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00:15:59.290 --> 00:16:12.999

Joy Kuebler: to pick 3 or 2 cards. We're gonna keep the game a little bit shorter today. So we're gonna pick 2 cards that for you captures the community's current identity.

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00:16:13.600 --> 00:16:18.480

Joy Kuebler: Okay? So when we've we're gonna scroll through these 3 pages of cards

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00:16:19.030 --> 00:16:24.570

Joy Kuebler: and pick one of those images that you. They are sorry. 2 2 cards

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00:16:24.960 --> 00:16:36.259

Joy Kuebler: that captures the community's current identity. And at the end we're going to have a space for maybe one to 2 people to share and tell us what cards that you picked.

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00:16:36.510 --> 00:16:37.620

Joy Kuebler: Okay?

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00:16:37.640 --> 00:16:39.830

Joy Kuebler: So Cheryl's gonna scroll.

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00:16:40.300 --> 00:16:48.999

Joy Kuebler: And you are looking at the images. And you're selecting 2 images that for you captures the community that you serve?

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00:16:49.550 --> 00:16:52.360

Joy Kuebler: What is its current identity?

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00:16:54.120 --> 00:17:00.670

Joy Kuebler: So the images on the cards mean everything and nothing. They're just meant to be little brain nudges

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00:17:01.080 --> 00:17:08.779

Joy Kuebler: to help you share. Maybe what your subconscious is thinking about. That might be harder for you to put into words.

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00:17:09.990 --> 00:17:12.839

Joy Kuebler: I'll let the cards help you

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00:17:12.900 --> 00:17:16.379

Joy Kuebler: respond by picking oop to cards

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00:17:17.420 --> 00:17:22.309

Joy Kuebler: that help you share your community's current identity.

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00:17:36.490 --> 00:17:37.480

Joy Kuebler: Alright.

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00:17:39.600 --> 00:17:40.780

Joy Kuebler: Okay.

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00:17:40.970 --> 00:17:46.559

Joy Kuebler: So so, Anthony, did we confirm, can people speak with us? Or should we use the chat.

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00:17:48.030 --> 00:17:51.602

Anthony Iracki: It's I do believe I have it set to.

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00:17:52.600 --> 00:17:58.960

Anthony Iracki: I clicked on the 3 low buttons and so attendees can chat with everyone, and panelists can chat with everyone so

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00:17:59.630 --> 00:18:01.660

Anthony Iracki: the attendees could.

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00:18:02.840 --> 00:18:06.860

Anthony Iracki: If you're able to put your comments right in the chat.

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00:18:06.860 --> 00:18:08.630

Joy Kuebler: Awesome. Alright.

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00:18:08.750 --> 00:18:12.709

Joy Kuebler: So if someone, if if you're all ready, you've picked 2 cards

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00:18:13.099 --> 00:18:18.370

Joy Kuebler: go ahead and try. Let's try coming off mute and see if we can get

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00:18:18.810 --> 00:18:29.040

Joy Kuebler: So someone to speak with us, and if you can't, then go ahead. Put your responses right in the chat. Tell us what card you picked, and a little blurb about. Why you picked it.

99

00:18:29.540 --> 00:18:31.960

Anthony Iracki: We have some coming into the chat right now, so perfect.

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00:18:31.960 --> 00:18:34.710

Joy Kuebler: Oh, awesome! Great.

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00:18:35.810 --> 00:18:46.160

Cheryl Salazar: Alright. So Patricia says that she picked the arrows and the handheld lens, and with many changes going on in our community, and we need clarity.

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00:18:46.470 --> 00:18:56.159

Joy Kuebler: Okay, so your community's current identities lots going on right? And maybe it your current identity might also need a little more clarity.

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00:18:56.870 --> 00:18:58.060

Joy Kuebler: We name.

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00:18:59.180 --> 00:19:08.270

Cheryl Salazar: Tracy says the community community members working together to clean up litter, waterways, etc, mountains, wildflowers, active youth sports.

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00:19:08.760 --> 00:19:21.499

Joy Kuebler: Awesome. So Tracy says, her community's current identity is about nature being connected to wildlife and mountains, but also really committed to community service. They're also picking up litter and working together.

106

00:19:22.680 --> 00:19:23.870

Joy Kuebler: The act.

107

00:19:24.160 --> 00:19:31.360

Cheryl Salazar: Adrian says, hands and basketball, because we work together with an invested community for active recreation.

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00:19:31.700 --> 00:19:37.489

Joy Kuebler: Awesome. Their community's identity is about working together, committed to recreation.

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00:19:38.600 --> 00:19:45.480

Cheryl Salazar: Zara says, different shades of hands and wayfinding pull, different types of people going in multiple directions.

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00:19:45.480 --> 00:19:51.169

Joy Kuebler: Awesome. So Zara's community's identity is lots of people doing lots of things.

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00:19:51.580 --> 00:19:57.509

Cheryl Salazar: Yeah, colleen, says megaphone, and gardeners good intentions with an aggressive approach.

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00:19:57.510 --> 00:20:00.594

Joy Kuebler: Alright I like. That's a really interesting identity.

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00:20:01.280 --> 00:20:02.640

Joy Kuebler: Awesome.

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00:20:03.010 --> 00:20:11.770

Cheryl Salazar: And one more. Betsy says, clean up photo and basketball community is fairly useful. Family focus, active and volunteer minded.

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00:20:11.980 --> 00:20:15.710

Joy Kuebler: Okay, identity of active and volunteer minded.

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00:20:15.960 --> 00:20:19.810

Joy Kuebler: Wonderful. Okay, this worked out really, well, okay.

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00:20:20.170 --> 00:20:30.580

Joy Kuebler: So now, we're going to introduce the second part of this game. So second part of this game is as we continue to evolve as communities.

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00:20:30.680 --> 00:20:42.989

Joy Kuebler: We might be doing a project. Maybe we have a playground project in a park. Maybe we have a waterfront development project. Maybe we've got a comprehensive plan. There's something happening, something going on in our community.

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00:20:43.120 --> 00:20:47.370

Joy Kuebler: And you all described your community's current identity.

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00:20:47.520 --> 00:20:56.760

Joy Kuebler: So now we're going to invite you to select 2 cards that capture the identity that your community might want to live into.

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00:20:56.950 --> 00:21:01.140

Joy Kuebler: It's creating a new future for a park or new future for a waterfront.

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00:21:01.630 --> 00:21:03.930

Joy Kuebler: So what oops? You're the wrong way.

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00:21:03.930 --> 00:21:04.870

Cheryl Salazar: Wrong way.

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00:21:05.830 --> 00:21:09.729

Joy Kuebler: So now we want you to pick 2 cards that represent

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00:21:10.040 --> 00:21:13.570

Joy Kuebler: what your community could be in the future.

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00:21:14.140 --> 00:21:18.430

Joy Kuebler: What identity could they evolve into in the future.

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00:21:18.730 --> 00:21:22.660

Joy Kuebler: So we're going to scroll again. You're going to pick 2 cards

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00:21:23.870 --> 00:21:30.899

Joy Kuebler: and share with us in the chat the identity that your community could grow into.

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00:21:39.280 --> 00:21:40.150

Joy Kuebler: Hey?

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00:21:46.730 --> 00:21:50.380

Joy Kuebler: Right? What's our community's future

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00:21:50.450 --> 00:21:53.710

Joy Kuebler: identity? What could they live into being?

132

00:22:07.020 --> 00:22:09.260

Joy Kuebler: Your future identity?

133

00:22:09.470 --> 00:22:11.280

Joy Kuebler: What could they live into?

134

00:22:21.109 --> 00:22:25.160

Joy Kuebler: Go ahead, add things to the chat. We have a few people already there.

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00:22:25.930 --> 00:22:28.740

Joy Kuebler: Head, add things to the chat when you're ready.

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00:22:42.360 --> 00:22:43.640

Joy Kuebler: and that's all I love

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00:22:43.970 --> 00:22:47.109

Joy Kuebler: coming in. Awesome. Alright, Cheryl, I think we're.

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00:22:47.330 --> 00:22:48.080

Cheryl Salazar: Yeah.

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00:22:48.080 --> 00:22:49.410

Joy Kuebler: Very good. Yeah.

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00:22:49.730 --> 00:22:54.380

Cheryl Salazar: Yeah. So Anne says, listening to each other in cooperation, in public spaces.

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00:22:54.380 --> 00:23:04.080

Joy Kuebler: Right awesome, listening to each other in public spaces, right? Really creating a future identity of public spaces, being space of listening.

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00:23:05.320 --> 00:23:14.529

Cheryl Salazar: Andrea says, bright colored umbrellas, street and magnifying lens, community specific identity focus, incorporating multiple voices.

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00:23:14.530 --> 00:23:21.259

Joy Kuebler: Alright, a future identity community specific focusing on our multiple voices.

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00:23:22.340 --> 00:23:22.990

Joy Kuebler: Right? Yeah.

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00:23:22.990 --> 00:23:27.850

Cheryl Salazar: Voice says, community gardens supporting neighbors, disaster, cleanup.

146

00:23:27.850 --> 00:23:32.430

Joy Kuebler: Alright. So a future identity of neighbors really supporting neighbors.

147

00:23:34.826 --> 00:23:40.890

Cheryl Salazar: John says, multiple hands representing the welcoming of growing diversity within the community.

148

00:23:40.890 --> 00:23:47.340

Joy Kuebler: Awesome like really creating that the identity of your community is growing in its diversity.

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00:23:49.590 --> 00:23:58.960

Cheryl Salazar: Marla says umbrellas. Many are trying to change the outlook of our community, and we're trying to create place making. Or the little girl

150

00:23:59.276 --> 00:24:06.449

Cheryl Salazar: people seeing the positive things that we're creating in our community and go out and enjoy the beauty of our town. Oh, I think this little girl right.

151

00:24:06.610 --> 00:24:06.930

Joy Kuebler: That like.

152

00:24:07.110 --> 00:24:07.290

Cheryl Salazar: Right.

153

00:24:07.290 --> 00:24:22.089

Joy Kuebler: Yes, right awesome. So creating a future identity where people are your, where you are creating place making, and that the people in the community get to have the effect of that place making, and it's enjoyment and beauty.

154

00:24:22.680 --> 00:24:28.784

Cheryl Salazar: Yeah. And then Colleen says the end of the road and graceful dance moves. The outcome could go either way.

155

00:24:29.270 --> 00:24:39.110

Joy Kuebler: Okay, so an I future identity of being open to potential dance moves as opposed to the end of the road.

156

00:24:39.810 --> 00:24:47.220

Joy Kuebler: Awesome, wonderful. Thank you everyone for playing the community identity game.

157

00:24:48.490 --> 00:24:49.590

Joy Kuebler: right?

158

00:24:51.790 --> 00:24:52.240

Cheryl Salazar: Alright!

159

00:24:52.240 --> 00:24:52.800

Joy Kuebler: So.

160

00:24:52.800 --> 00:25:09.750

Cheryl Salazar: Even though you're all from different communities. Did you hear similarities in what other people shared? You can kind of. You have a thumbs up in the chat or kind of talk about your, you know. Put some words about what your experience was in this game.

161

00:25:10.150 --> 00:25:19.129

Cheryl Salazar: Were there things that got mentioned that felt familiar to you, or you were like, Yeah, me, too, or that's my community, right?

162

00:25:20.500 --> 00:25:23.780

Cheryl Salazar: And what do you think you would hear

163

00:25:23.900 --> 00:25:27.819

Cheryl Salazar: from your community. If you were to play a game like this.

164

00:25:28.240 --> 00:25:29.090

Cheryl Salazar: Alright, we're good.

165

00:25:29.450 --> 00:25:30.220

Cheryl Salazar: What's up.

166

00:25:30.220 --> 00:25:31.868

Joy Kuebler: Yeah, I'd love to.

167

00:25:32.280 --> 00:25:32.800

Cheryl Salazar: Yeah.

168

00:25:32.800 --> 00:25:40.099

Joy Kuebler: I'd love to hear in the chat. What do you think your community would say if you showed up with a game like this

169

00:25:43.900 --> 00:25:50.640

Joy Kuebler: but your response in the chat. What do you think your community would say if you showed up to a public meeting with a game like this?

170

00:25:52.070 --> 00:25:55.269

Cheryl Salazar: Or what might happen for your community

171

00:25:55.470 --> 00:25:57.090

Cheryl Salazar: with a game like this.

172

00:26:06.310 --> 00:26:09.789

Joy Kuebler: Anyone have any thoughts on how? Oh, I like that!

173

00:26:09.940 --> 00:26:11.110

Cheryl Salazar: Hey, Michael, you know.

174

00:26:13.430 --> 00:26:19.710

Joy Kuebler: A shift in engagement would occur. It would right? We might get more multi-generational engagement.

175

00:26:21.820 --> 00:26:25.680

Cheryl Salazar: This will be a lot of fun. How diverse the group is.

176

00:26:26.570 --> 00:26:38.500

Joy Kuebler: Fun for everyone. Right? I love this well received by 40 45 to 60, depending on demographics. Oh, I like that. Wait till we play more, John. Wait till we play more.

177

00:26:39.460 --> 00:26:46.290

Cheryl Salazar: Yeah, they would say a lot of things, not what we'd imagine. It just gives them an opportunity to say, what's on their mind.

178

00:26:46.800 --> 00:26:48.000

Joy Kuebler: So I'm right.

179

00:26:48.010 --> 00:26:58.749

Joy Kuebler: And then Joyce has an interesting question. There they would ask, What are you gonna do with our answers? And will anything happen because of our answers. That is awesome. And we will get to that. Okay.

180

00:26:58.750 --> 00:27:03.440

Cheryl Salazar: It may help them put words to feelings of what they want for the community.

181

00:27:03.900 --> 00:27:16.949

Joy Kuebler: Yes, exactly exactly right. We've had a lot of experience of people like, do you like this picture or this picture and put a dot on it. But we don't often ask people about their feelings.

182

00:27:17.070 --> 00:27:30.630

Joy Kuebler: This could allow people to really share what they're feeling right, which then it helps the designers and planners actually respond to those feelings with design that helps respond to those feelings. Wonderful.

183

00:27:30.630 --> 00:27:38.999

Cheryl Salazar: Yeah. Yeah. Colleen shared that. It gets out into the room what people have brought in with them. It helps us to read the room.

184

00:27:39.440 --> 00:28:03.129

Joy Kuebler: Excellent colleen. Excellent right? People bring a whole lot of conceptions, preconceived ideas, attitudes about what's gonna be happening as part of that project. And this lets it out. People actually get to experience. They might have something. Oh, I can relate to what that other person said, or I hadn't thought of what that other person said. Wonderful, absolutely great.

185

00:28:03.700 --> 00:28:04.860

Joy Kuebler: Okay.

186

00:28:04.860 --> 00:28:05.670

Cheryl Salazar: Agency.

187

00:28:05.950 --> 00:28:11.060

Joy Kuebler: I think we're ready for Dr. Brown. Oh, do we have a poll? We have a poll. Let's do a poll.

188

00:28:12.120 --> 00:28:17.620

Joy Kuebler: Yeah, Anthony, let's do a poll. They've all been so interactive. But let's do a poll.

189

00:28:17.620 --> 00:28:18.986

Anthony Iracki: Right so.

190

00:28:20.280 --> 00:28:25.509

Anthony Iracki: and I'll back us up real quick, and I'll go ahead and launch our first poll.

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00:28:26.550 --> 00:28:28.529

Anthony Iracki: So poll number one

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00:28:28.620 --> 00:28:29.890

Anthony Iracki: relaunch

193

00:28:32.790 --> 00:28:38.599

Anthony Iracki: alright, so the poll should be live currently, and that should be up on your screen so everyone can see it.

194

00:28:38.909 --> 00:28:45.109

Joy Kuebler: And for those who might have trouble reading it. Do you think that you could facilitate a game like this

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00:28:45.460 --> 00:28:49.550

Joy Kuebler: go ahead and hit a choice. The first one is sure it would be easy.

196

00:28:49.810 --> 00:28:51.879

Joy Kuebler: absolutely. It would be fun.

197

00:28:52.620 --> 00:28:57.219

Joy Kuebler: The third one. I'm not sure how it would go over in my community.

198

00:28:57.540 --> 00:29:00.790

Joy Kuebler: The fourth question is, you mean by myself.

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00:29:01.380 --> 00:29:04.359

Joy Kuebler: and the last one is maybe, after some practice.

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00:29:05.990 --> 00:29:09.490

Joy Kuebler: awesome. Go ahead and respond to your poll.

201

00:29:14.980 --> 00:29:19.560

Joy Kuebler: and Anthony will let us know when when everyone's completed the pool.

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00:29:21.440 --> 00:29:22.340

Anthony Iracki: Right.

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00:29:24.350 --> 00:29:32.249

Anthony Iracki: Looks like the everything's kind of slowed down a little bit. We'll go ahead and end, and we'll share the results.

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00:29:32.250 --> 00:29:40.779

Joy Kuebler: Wonderful. Okay? Oh, I love that. 40% said, absolutely, it would be fun. But we are the people for you

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00:29:40.960 --> 00:30:06.019

Joy Kuebler: and 3%. So 2 people said by myself, we also are the people for you. And after some practice 14 people said that that's awesome. We are also the people for you. So if you can't have not caught on yet, right? What Cheryl and I are up to is you knowing how to do this, and feeling comfortable and confident in knowing how to do that. So we are in the right place.

206

00:30:06.710 --> 00:30:12.229

Cheryl Salazar: Those of you that feel like I'm not sure how it would go over in my community.

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00:30:13.630 --> 00:30:15.749

Cheryl Salazar: This next part is for you.

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00:30:15.990 --> 00:30:17.790

Joy Kuebler: Awesome. Okay.

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00:30:18.280 --> 00:30:43.680

Joy Kuebler: So Dr. Stuart Brown, who is a long time partner with play core, and is a good friend of ours, and is considered the grandfather of play, and this was my Aha! Moment, people, 10 years ago this was my Aha! Moment. How did we get here? All the things that Dr. Stuart Brown has been saying have been essentially about generating community.

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00:30:44.120 --> 00:30:50.849

Joy Kuebler: and it cut also captures. How professionals design professionals talk to one another, and how we talk to community.

211

00:30:50.920 --> 00:31:00.460

Joy Kuebler: So this statement in play, we can imagine and experience situations we have never encountered before and learn from them.

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00:31:00.700 --> 00:31:05.719

Joy Kuebler: We can create possibilities that have never existed, but that might in the future

213

00:31:06.390 --> 00:31:12.240

Joy Kuebler: we make new cognitive connections that find their way into our everyday lives.

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00:31:12.360 --> 00:31:18.230

Joy Kuebler: and we can learn lessons and skills without being directly at risk.

215

00:31:19.100 --> 00:31:23.489

Joy Kuebler: This is what makes engaging through play innovative.

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00:31:23.890 --> 00:31:39.059

Joy Kuebler: It is the ability to create a language of a project together as a community. It is allowing us to imagine a future right. Design is all about imagining a future that we don't have right now, but that we could

217

00:31:39.070 --> 00:32:04.990

Joy Kuebler: right. And in play we create possibilities that didn't exist before, which is essentially what design is also about so often, what holds people back is the risk, the perceived risk that this is not gonna work. This is going to be expensive. How are we gonna do this? Well, that last sentence, we learn lessons and skills without being directly at risk

218

00:32:05.100 --> 00:32:11.589

Joy Kuebler: plays innovative because we can be intimate. We meet people where they are.

219

00:32:11.730 --> 00:32:23.390

Joy Kuebler: We ask them to share with us in a way that doesn't necessarily feel put on the spot. But where people can and feel comfortable being vulnerable.

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00:32:24.450 --> 00:32:31.269

Joy Kuebler: the positive outcome is that people feel that they are heard that they can share authentically

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00:32:31.290 --> 00:32:39.289

Joy Kuebler: that they don't feel at all put upon. But they're actually willing to be at risk, and inside the game with us

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00:32:39.540 --> 00:32:42.239

Joy Kuebler: play also allows for messiness.

223

00:32:42.340 --> 00:32:48.229

Joy Kuebler: People need the opportunity to explore and pull apart a problem and then self-generate the solution.

224

00:32:48.640 --> 00:32:53.450

Joy Kuebler: Play provides the space and inquiry to come to their own conclusion.

225

00:32:54.060 --> 00:32:56.170

Joy Kuebler: We could say that this is innovative.

226

00:32:56.240 --> 00:33:04.339

Joy Kuebler: How often have you heard project leaders say that they already know what they want from the design, and they're really not interested to hear what the community has to say.

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00:33:04.640 --> 00:33:12.029

Joy Kuebler: A play shines, a light on possibilities available, and also what it might take to realize those possibilities

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00:33:12.240 --> 00:33:15.740

Joy Kuebler: inside the game, vulnerabilities can be expressed.

229

00:33:15.810 --> 00:33:18.720

Joy Kuebler: collaborative solutions can be explored.

230

00:33:18.730 --> 00:33:22.200

Joy Kuebler: and a willingness to be in action gets created.

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00:33:22.910 --> 00:33:30.150

Joy Kuebler: Now, much of what I just shared play. Scientists have identified as tangible benefits of play.

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00:33:32.860 --> 00:33:45.560

Cheryl Salazar: Yes. So this is what else happens when we are playing right? So these are the 13 benefits that play scientists have identified. And you'll notice that it says for every human being

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00:33:45.970 --> 00:33:56.090

Cheryl Salazar: that's not any subset excluded right. All of us inherently know how to play and receive these benefits when we play.

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00:33:56.200 --> 00:34:06.600

Cheryl Salazar: So while you were playing the game earlier, you were able to experience all of these 13 benefits. They were all available to you the moment you decided you're playing a game.

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00:34:06.740 --> 00:34:09.280

Cheryl Salazar: So when you were looking someone in the

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00:34:09.370 --> 00:34:22.879

Cheryl Salazar: I right, Joy or I. As we were talking to the camera, you were experiencing some attunement. You were building trust and empathy in hearing and sharing other people's answers right and sharing your answer.

237

00:34:23.458 --> 00:34:40.419

Cheryl Salazar: Imagine a contentious public meeting, right? Those of you that said, I'm not sure how this would go over in my community. Well, imagine your community being transformed through play, so that stakeholders are emotionally regulating themselves.

238

00:34:40.580 --> 00:34:45.089

Cheryl Salazar: expressing an openness to ideas showing flexibility.

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00:34:45.190 --> 00:34:55.180

Cheryl Salazar: When we play, we become collaborative problem solvers and can experience cognitive growth. And through that we're generating belonging to each other.

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00:34:55.219 --> 00:35:20.940

Cheryl Salazar: Right? So you're that community would be generating, belonging to the other individuals in the room, to the project team, to you, to municipal leadership to the designers, and they now have built trust in the process that you're creating this common language for right, and they're open to how future ideas can support the shared mission of the project they are now champions

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00:35:20.940 --> 00:35:41.390

Cheryl Salazar: of what you're up to. So whether that's creating a new park, whether that's creating a strategic plan or master plan for your community or renovating a downtown. All of those things can now be championed by this public that is experiencing these benefits of play.

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00:35:42.330 --> 00:35:49.160

Cheryl Salazar: So you'll be building empathy, openness, attunment, trust, and belonging with your

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00:35:49.540 --> 00:36:13.340

Cheryl Salazar: community to help build the future together. Right? We know that trust is a crucial element of human need in relationships. And it's at the heart of our playful place making technique which supports the development of trust between community members, municipal leaders and designers playful place, making activities by their nature ex support, exploration

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00:36:13.340 --> 00:36:27.959

Cheryl Salazar: in a setting that naturally supports emotional regulation and resilience. Engagement. Events often see people come ready for a fight and then shift through play, to be willing to explore considerations and become advocates.

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00:36:28.310 --> 00:36:40.500

Cheryl Salazar: And the most basic understanding of why community participation is needed can be understood in the idea of belonging, because belonging is a fundamental experience, and without it

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00:36:40.640 --> 00:36:43.600

Cheryl Salazar: we're all left feeling incomplete.

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00:36:43.770 --> 00:36:52.080

Cheryl Salazar: Right designers come in, and even with the best of intentions, they don't really belong without a willingness to listen, explore, and inquire.

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00:36:52.090 --> 00:37:09.640

Cheryl Salazar: and community participants may feel as though they don't belong in the process of design, saying, Well, that's what we hired you for. You're the professionals right, and individuals may feel they don't have anything to contribute, and we'll stay away from speaking and participating. But we know that that's not true.

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00:37:09.640 --> 00:37:36.529

Cheryl Salazar: They know what's best for them and what's going to impact their quality of life, and so play naturally creates a space for inquiry and exploration where ideas and contributions are openly accepted and considered and acknowledged with the design, team or municipal leaders and participants, often thanking one another for their contribution to this new shared future that they're building together.

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00:37:36.700 --> 00:37:43.940

Cheryl Salazar: This methodology actually has you generating with your community. They're moving from a space of

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00:37:44.580 --> 00:37:47.590

Cheryl Salazar: this is not for me. To this is mine.

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00:37:48.940 --> 00:37:50.430

Joy Kuebler: Awesome.

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00:37:50.800 --> 00:37:52.819

Joy Kuebler: all right. So

254

00:37:53.100 --> 00:37:54.800

Joy Kuebler: how do you do this?

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00:37:54.810 --> 00:37:57.100

Joy Kuebler: Right? What is the place? Message? So

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00:37:57.390 --> 00:38:06.970

Joy Kuebler: if you so, as we alluded to earlier right. You could keep planning the meetings that you have and keep getting the same outcomes. So let's think a little bit differently here.

257

00:38:07.320 --> 00:38:16.830

Joy Kuebler: So the first step that we use is is the space of community conversations. Now, this can be akin to what you would expect a public meeting to be.

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00:38:17.790 --> 00:38:22.129

Joy Kuebler: But how do we shift this? How do we use place in the space of a public meeting?

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00:38:22.170 --> 00:38:27.039

Joy Kuebler: Well, the first thing is that we recommend that you go where the community is already gathering.

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00:38:27.240 --> 00:38:32.649

Joy Kuebler: Maybe this public meeting, this community conversation happens at the grocery store.

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00:38:32.810 --> 00:38:38.410

Joy Kuebler: Maybe it happens at the Little League tournament, the farmer's market. Maybe the concert in the park.

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00:38:39.110 --> 00:38:47.750

Joy Kuebler: You want to create an opportunity for people to have a 2 to 3 min conversation with a wide and diverse audience.

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00:38:47.990 --> 00:38:53.579

Joy Kuebler: You're going to be learning from them what ways that their quality of life could be improved.

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00:38:53.800 --> 00:39:01.759

Joy Kuebler: what things do they love about their community, but what also things do. They might love about other communities

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00:39:01.870 --> 00:39:13.579

Joy Kuebler: what makes some space very, very memorable, that when they come back to their own community, they might say, you know if my community could be like that place, that would have it be very memorable for me.

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00:39:14.500 --> 00:39:20.389

Joy Kuebler: We might also ask them, what would it take for their community to feel loved.

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00:39:20.680 --> 00:39:34.460

Joy Kuebler: What is the space this design need to have in order for the community to express its love for a place? And likewise, what things do we need from that place so that we feel loved when we're there.

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00:39:35.530 --> 00:39:40.549

Joy Kuebler: You play a variety of games like the type of games that we're playing here today.

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00:39:41.360 --> 00:39:46.120

Joy Kuebler: So now, the next one is to get out and see the site together.

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00:39:46.150 --> 00:39:48.969

Joy Kuebler: Tour your spaces together with community

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00:39:49.040 --> 00:39:54.310

Joy Kuebler: for the designers on the call we often would do site analysis on our own.

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00:39:54.340 --> 00:40:01.779

Joy Kuebler: We'll go out, maybe not even the landscape architects and the engineers or the planners. We might even go out individually.

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00:40:02.150 --> 00:40:05.749

Joy Kuebler: Our community knows so much about their place.

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00:40:05.800 --> 00:40:11.649

Joy Kuebler: they have so much to share. So why not have that be community engagement as well?

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00:40:12.090 --> 00:40:27.089

Joy Kuebler: Now, when we get to these places, sometimes you'll hear people on the walk, or maybe municipal leaders, foundation members. People often speak about their spaces from memory, or a place of nostalgia. That is not the place that we have today.

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00:40:27.330 --> 00:40:43.510

Joy Kuebler: So bringing all of the stakeholders, the community leaders, the municipal, the municipal leaders, the public out to these spaces together offers us a chance to get very specific with the community about what's working and what's not working.

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00:40:44.230 --> 00:40:50.009

Joy Kuebler: As I said before the community knows so much about their place, and they're willing to share their insights.

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00:40:50.130 --> 00:41:00.459

Joy Kuebler: This is also an opportunity, though, that you get to lead and ask about visualizing opportunities, what potential outcomes could get created.

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00:41:00.870 --> 00:41:07.359

Joy Kuebler: You're generating that collaborative problem solving. And you're creating it right on the tour.

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00:41:09.150 --> 00:41:18.199

Joy Kuebler: Now, if it's a project. If this is project specific and you and your design team can also follow the same process. So do this at multiple scales.

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00:41:18.330 --> 00:41:30.900

Joy Kuebler: In addition to having the wide diversity of of voices on the tour. Right. The people who know about that underground utility and the people who remember kids playing in a creek.

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00:41:31.240 --> 00:41:35.070

Joy Kuebler: All of those are really great to have on your site. Analysis, tour.

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00:41:35.610 --> 00:41:36.650

Joy Kuebler: Cheryl.

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00:41:37.260 --> 00:41:53.590

Cheryl Salazar: Yes. So the next part of this is team building games. So team building games have been around in the world of organizational development for many, many years, and they're used in such a wide variety of contexts. One of the reasons why I was so drawn to

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00:41:53.994 --> 00:42:19.099

Cheryl Salazar: the methodology when joy presented it in the first webinar. I just my mind exploded with all the ways that I could sprinkle this throughout my role and the things that I was up to. And so, you know, the team building activities are really the key to building that trust empathy and fostering a genuine collaboration between all of your players.

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00:42:19.913 --> 00:42:28.339

Cheryl Salazar: Team building games are effective with every single person. Right? We talked about the 13 benefits of play earlier, but they're really

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00:42:29.560 --> 00:42:46.460

Cheryl Salazar: there to benefit everyone, and they transcend because they transcend language, culture, age and ability. Right? Everyone can play. And at every level. And you know, as you saw in the game. We're not talking about playing with like

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00:42:46.460 --> 00:43:04.289

Cheryl Salazar: toys and superheroes or things like that. Right? We're we're still getting to the benefits of play without it being centered or focused around childhood or children. And so everyone can play. And these games. And the methodology is for everyone.

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00:43:05.350 --> 00:43:16.739

Cheryl Salazar: And so the next part of it is, try it on right. You've moved through this process of visioning and creating some vision for the future that you might, you know.

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00:43:17.100 --> 00:43:40.890

Cheryl Salazar: even though you're pretty bought in with it. You might have some hesitation about or not. Sure if it's gonna work, or how the wider community is going to to feel about it, and so we invite everyone to try it on. And this is our kind of version of tactical urbanism where people have sort of in the past gone through, and maybe in the cover of night, painted cross that

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00:43:40.890 --> 00:43:56.490

Cheryl Salazar: you know the community really wants. But doesn't. That Crosswalk area doesn't quite meet the threshold for our traffic engineers to paint it out right? And so the community decides they're gonna do it, anyway. And it works. And who gets the credit

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00:43:56.740 --> 00:44:08.249

Cheryl Salazar: the municipality right? Yay, you listen to us. And so our version, you know, you don't have to do it in the cover of night. We want you to bring the community together to do it with you.

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00:44:08.607 --> 00:44:30.420

Cheryl Salazar: And this could be large scale, or you know, which is kind of outfitting the area. You might. If you're doing a transportation or street front Project, you might, you know, paint out the bump outs and the crosswalks, and, you know, extend the sidewalk to include some more greenery, or, you know, seating areas and things like that and

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00:44:30.420 --> 00:44:55.379

Cheryl Salazar: try it on. See if we like it right? See how the community responds. You might go a little bit smaller scale and use buckets or pool noodles to kind of, you know, butts around with different design. Ideas about. Where do we put trees? Where do we put our benches? Where do we put, you know our raised flower beds and things like that, and see if

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00:44:55.380 --> 00:45:10.830

Cheryl Salazar: we really like the way that that feels in this space. And so there's lots of different ways that you can do it. You can even do it inside with small props, right? Using water bottles and notebooks and Yoga mats and sticky notes to kind of

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00:45:10.970 --> 00:45:22.779

Cheryl Salazar: plot out your space and see how how different ideas. Can be tried on to get a feel for for how people might move about that space, what your experience might be.

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00:45:23.070 --> 00:45:46.969

Cheryl Salazar: And you know, when you're bringing the community in with you to explore, you're really understanding the possibilities. And you're experiencing the outcomes right? The community gets to see and feel the impacts of the decisions in real time. So all of the things that they've been choosing and deciding and visioning, they get to see it

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00:45:46.970 --> 00:45:56.779

Cheryl Salazar: come to life right in a small, low, cost way. So you don't have to, you know. Do the big, big thing you can see. See

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00:45:57.030 --> 00:46:11.350

Cheryl Salazar: what it's gonna be like and try it out it see if we like it. And this is the phase where we and the community really get to feel the possibilities as well as what the potential impacts to our quality of life are, gonna be in the future.

300

00:46:12.660 --> 00:46:15.000

Joy Kuebler: Awesome. Alright.

301

00:46:15.210 --> 00:46:20.099

Joy Kuebler: So I think we're ready to play another game. Are we ready to play another game?

302

00:46:20.710 --> 00:46:36.139

Joy Kuebler: Awesome? So thank you, everyone for submitting questions into the QA. And we'll return now to the chat for your responses to the game. So we're gonna think about that same community that we had earlier.

303

00:46:36.360 --> 00:46:43.889

Joy Kuebler: Now we identified its current identity. We thought about and imagined a potential future identity.

304

00:46:44.170 --> 00:46:46.690

Joy Kuebler: Now we're gonna kind of say, hmm.

305

00:46:46.750 --> 00:46:55.499

Joy Kuebler: what success? What would success look like? What would success for our park project or our planning project, our playground project?

306

00:46:55.920 --> 00:47:10.490

Joy Kuebler: Success maybe look like. Now, if we just kind of ask you, like as an interview, what does success look like most people are? Gonna go I have no idea, or let me think about it. Maybe I'll get back to you. Do you have a survey?

307

00:47:11.240 --> 00:47:16.480

Joy Kuebler: All of those spaces are where people have the opportunity to

308

00:47:16.590 --> 00:47:28.420

Joy Kuebler: to delay their response right? Because they're thinking mind. Their and their oral mind doesn't necessarily have an answer for that right away. They have to think about it a little bit.

309

00:47:28.630 --> 00:47:37.979

Joy Kuebler: Now. The game that we played earlier with our insight cards allowed you guys to respond very, very quickly because of those little brain nudges.

310

00:47:38.090 --> 00:47:44.750

Joy Kuebler: So we're going to use the cards again to think about what success looks like as a brain nudge.

311

00:47:44.980 --> 00:47:49.310

Joy Kuebler: Now, this game has some other layers.

312

00:47:49.340 --> 00:47:57.289

Joy Kuebler: So what does success look like? We're gonna start by asking you, what kind of thing do you think

313

00:47:57.330 --> 00:47:59.550

Joy Kuebler: that you could?

314

00:48:01.890 --> 00:48:02.970

Joy Kuebler: Sorry about that?

315

00:48:03.590 --> 00:48:10.100

Joy Kuebler: So we're thinking about the success of your project, your community program, and we're going to ask what?

316

00:48:10.160 --> 00:48:12.309

Joy Kuebler: Something you could complete

317

00:48:12.340 --> 00:48:14.950

Joy Kuebler: in 10 min

318

00:48:15.310 --> 00:48:22.010

Joy Kuebler: that could get you closer to your goal. So what would success look like in just 10 min.

319

00:48:22.640 --> 00:48:25.059

Joy Kuebler: So Cheryl's going to scroll through.

320

00:48:25.340 --> 00:48:33.309

Joy Kuebler: You're gonna think about hmm! What types of things would only take 10 min that would move our project forward.

321

00:48:33.680 --> 00:48:35.530

Joy Kuebler: and you're going to put those in the chat.

322

00:48:36.810 --> 00:48:38.740

Joy Kuebler: So Cheryl's going to scroll.

323

00:48:39.290 --> 00:48:42.200

Joy Kuebler: Let the pat the pictures work on you.

324

00:48:42.650 --> 00:48:46.840

Joy Kuebler: What are some things that we could do, that only take 10 min.

325

00:48:47.190 --> 00:48:50.029

Joy Kuebler: but that would move us towards success.

326

00:48:51.770 --> 00:48:54.990

Joy Kuebler: And these are the answers you're going to put back in the chat.

327

00:48:56.760 --> 00:49:01.929

Joy Kuebler: What types of things would look successful in 10 min?

328

00:49:02.470 --> 00:49:05.119

Joy Kuebler: Kinds of things could you do in just 10 min?

329

00:49:08.840 --> 00:49:11.760

Joy Kuebler: Chats are starting to come in awesome

330

00:49:13.160 --> 00:49:15.079

Joy Kuebler: cheryl keep scrolling.

331

00:49:16.020 --> 00:49:19.669

Joy Kuebler: What are things that we could do in 10 min

332

00:49:19.710 --> 00:49:22.340

Joy Kuebler: that would move our project forward.

333

00:49:27.280 --> 00:49:29.770

Joy Kuebler: Thinks it might only take 10 min

334

00:49:31.440 --> 00:49:33.950

Joy Kuebler: now. The next one to think about

335

00:49:34.540 --> 00:49:35.640

Joy Kuebler: would be

336

00:49:35.810 --> 00:49:38.230

Joy Kuebler: 10 days.

337

00:49:40.580 --> 00:49:44.449

Joy Kuebler: What kinds of what would success look like in 10 days?

338

00:49:46.460 --> 00:49:49.400

Joy Kuebler: What could you complete in 10 days

339

00:49:49.430 --> 00:49:51.670

Joy Kuebler: that would get you closer to your goal.

340

00:49:55.310 --> 00:50:02.229

Joy Kuebler: Oh, I'm liking these just playing and laughing as a 10 min. Success! Awesome! Yes.

341

00:50:02.620 --> 00:50:07.510

Joy Kuebler: take quick polls. Simple hand raised responses. 10 min awesome.

342

00:50:08.190 --> 00:50:09.410

Joy Kuebler: It could make

343

00:50:09.930 --> 00:50:16.079

Joy Kuebler: any one of many decisions. Yes, you could make a decision in 10 min. Awesome.

344

00:50:17.840 --> 00:50:21.959

Joy Kuebler: You could have groups drawing their ideas. Yes.

345

00:50:22.730 --> 00:50:27.030

Joy Kuebler: we could pray and laugh. Yes, that also would add to our success.

346

00:50:27.240 --> 00:50:33.050

Joy Kuebler: We could review proposals and agree on a vendor absolutely. These are things that just take 10 min.

347

00:50:33.250 --> 00:50:45.870

Joy Kuebler: Alright. So now 10 days start adding, in thing, 10 days. Okay, we have Zara saying we could bring some order and develop a strategy in 10 days. Absolutely 10 days!

348

00:50:46.960 --> 00:50:53.640

Joy Kuebler: Oh, and 10 days for the vendor. Sorry about that 10 days. So reviewing it and making the decision in 10 min. Awesome.

349

00:50:53.750 --> 00:50:58.950

Joy Kuebler: alright learning some new skills in 10 days, right? Move our projects forward.

350

00:51:00.330 --> 00:51:05.820

Joy Kuebler: We could get moving and close the space as we needed to awesome colleen.

351

00:51:05.830 --> 00:51:10.870

Joy Kuebler: Okay? So now, what would success look like in 10 weeks?

352

00:51:11.430 --> 00:51:19.800

Joy Kuebler: 10 weeks, what kinds of things would get your project moving closer to your goal in 10 weeks.

353

00:51:20.770 --> 00:51:23.379

Joy Kuebler: 10 weeks, kinds of things.

354

00:51:24.450 --> 00:51:27.310

Joy Kuebler: when move our move us closer to our goal

355

00:51:27.570 --> 00:51:30.259

Joy Kuebler: that we could get done in 10 weeks.

356

00:51:35.030 --> 00:51:40.909

Joy Kuebler: gather information find funding great 10 weeks, we might find our funding.

357

00:51:41.150 --> 00:51:46.330

Joy Kuebler: We could have our community-wide surveys and guided examples in 10 weeks.

358

00:51:47.360 --> 00:51:53.209

Joy Kuebler: Right? We could reflect on our groups preferences. And if those objectives are being met in 10 weeks.

359

00:51:53.740 --> 00:51:57.860

Joy Kuebler: groups can work with designers to create the concepts in 10 weeks awesome.

360

00:51:59.490 --> 00:52:05.490

Joy Kuebler: And we can start building in 10 weeks. The vendors materials arrive in 10 weeks.

361

00:52:07.000 --> 00:52:12.959

Joy Kuebler: Okay, working with community stakeholders. We or we bring them into the fold. In 10 weeks

362

00:52:14.190 --> 00:52:18.999

Joy Kuebler: we could create lots of Mini cartoons of possibilities that might actually be a 10 min. Ann.

363

00:52:20.350 --> 00:52:21.900

Joy Kuebler: find our funding.

364

00:52:22.800 --> 00:52:28.110

Joy Kuebler: getting our large projects in order, and start making a path toward decisions awesome.

365

00:52:28.350 --> 00:52:37.199

Joy Kuebler: We could complete construction and line up everything for the next step of design. In 10 weeks, says Colleen, awesome. All right now. 10 months.

366

00:52:37.650 --> 00:52:38.660

Joy Kuebler: What?

367

00:52:38.860 --> 00:52:43.200

Joy Kuebler: What tasks, what activities move you closer to your goal

368

00:52:43.220 --> 00:52:45.189

Joy Kuebler: that you can do in 10 months.

369

00:52:46.640 --> 00:52:47.660

Joy Kuebler: 10 months.

370

00:52:48.690 --> 00:52:50.800

Joy Kuebler: The dozer starts moving dirt.

371

00:52:52.250 --> 00:52:53.820

Joy Kuebler: Okay, 10 months.

372

00:52:54.090 --> 00:52:57.850

Joy Kuebler: I think. Renato. Yes, we get more ideas in 10 days perfect.

373

00:52:59.530 --> 00:53:08.670

Joy Kuebler: and we bring ideas to city council for approval. Tracy says, in 10 months. Yes, we go through the whole process. We are. We are poised for approval at the Council.

374

00:53:08.830 --> 00:53:13.769

Joy Kuebler: and if our project is already done because we did it. In 10 weeks we get to relax and play

375

00:53:14.680 --> 00:53:15.880

Joy Kuebler: awesome

376

00:53:16.180 --> 00:53:20.779

Joy Kuebler: right? There is growth, Zara says, in 10 months we have growth.

377

00:53:20.930 --> 00:53:26.399

Joy Kuebler: and John says we complete the construction? All right. So in 10 years.

378

00:53:26.490 --> 00:53:31.070

Joy Kuebler: what does success look like in 10 years?

379

00:53:32.000 --> 00:53:34.979

Joy Kuebler: What does success look like in 10 years?

380

00:53:38.100 --> 00:53:56.260

Joy Kuebler: Right? In 10 years we have evidence that our projects are effective. We have lasting impacts, and it's still working for the community. The community continually engages with the space. 10 years later the community's ideas are realized and enjoyed by the public 10 years.

381

00:53:56.420 --> 00:54:10.020

Joy Kuebler: We we have a sitting on the slope with our coffee. We're reflecting and getting ready to apply lessons learned as we go forward. Yes, we learn from what we just created. Over 10 years. We adjust and we create the next one.

382

00:54:10.330 --> 00:54:13.690

Joy Kuebler: We have folks that are very happy and laughing.

383

00:54:14.350 --> 00:54:21.529

Joy Kuebler: and we get ready for a new project, says Renata, because our community might have changed, and so might have their needs.

384

00:54:22.000 --> 00:54:30.830

Joy Kuebler: and Michael says our playground is still in high demand. Awesome. Let's end that round there

385

00:54:31.040 --> 00:54:33.060

Joy Kuebler: fantastic.

386

00:54:33.990 --> 00:54:37.810

Cheryl Salazar: Alright. So let's put into the chat.

387

00:54:38.010 --> 00:54:42.910

Cheryl Salazar: How did this timeline impact? How you responded?

388

00:54:43.290 --> 00:54:53.570

Cheryl Salazar: Right? We saw all kinds of different actions as moving the needle, you know. Sometimes we think about the overwhelm of what project might demand of us.

389

00:54:53.580 --> 00:55:08.419

Cheryl Salazar: and 10 min seems nothing can be done in 10 min. Right? You guys did so much in 10 min. And so thinking about all of those things right? How did the timeline impact? How you responded.

390

00:55:10.250 --> 00:55:15.550

Cheryl Salazar: Have Tracy where she says, move from ideas to reality. Yeah.

391

00:55:15.870 --> 00:55:21.399

Cheryl Salazar: right? Instead of just like, Oh, we could do that at some point that would be nice.

392

00:55:21.530 --> 00:55:24.459

Cheryl Salazar: right? Our community would love that

393

00:55:24.620 --> 00:55:26.199

Cheryl Salazar: you started to do it.

394

00:55:27.110 --> 00:55:40.810

Cheryl Salazar: The timeline helps ground the discussion. Yes, right. Keep you focused on the 10 min, the 10 days, the 10 weeks right, gives you a real timeline what you need to do and get done.

395

00:55:42.040 --> 00:55:47.019

Cheryl Salazar: Alright. Now, how do you see this game going over with your community.

396

00:55:49.230 --> 00:55:54.060

Cheryl Salazar: or maybe your, you know project small stakeholder group.

397

00:55:56.030 --> 00:55:58.130

Joy Kuebler: And you can play with everybody and.

398

00:55:58.130 --> 00:55:58.870

Cheryl Salazar: And ready.

399

00:55:59.130 --> 00:56:03.243

Cheryl Salazar: 3 pluses. I'm gonna take that as good cause. It's not 3 x's.

400

00:56:05.575 --> 00:56:07.749

Cheryl Salazar: It would be great. Yes.

401

00:56:08.690 --> 00:56:16.909

Cheryl Salazar: yeah. The community gets to then see what happens, how long things take right? They get a real.

402

00:56:17.220 --> 00:56:23.700

Cheryl Salazar: they get to identify. You know their expectations of how long some of those things take.

403

00:56:23.900 --> 00:56:31.429

Cheryl Salazar: The exercise shows the community that the size of the project can be handled if worked on continuously. Good John. Yes.

404

00:56:31.690 --> 00:56:41.509

Cheryl Salazar: right. Timeline game would show different expectations. Yes, right. Some people might have different expectations of how long something takes.

405

00:56:41.530 --> 00:56:46.890

Cheryl Salazar: And you know that's part of our job. In in communicating these things with

406

00:56:46.920 --> 00:56:56.780

Cheryl Salazar: the community as well. Order of priorities and development sharing the process with community is very beneficial as it engages people in the timeline. Yes.

407

00:56:56.880 --> 00:56:59.630

Cheryl Salazar: groundwork for future projects. Yeah.

408

00:56:59.650 --> 00:57:00.990

Joy Kuebler: Yes, yes.

409

00:57:01.660 --> 00:57:14.189

Cheryl Salazar: Alright. You're creating this relationship and this trust and this transparency with your community that carries forward to lots of future projects and initiatives.

410

00:57:15.620 --> 00:57:20.760

Joy Kuebler: Cheryl. There's one that I did not hear yet that I think it's really important to add to the mix.

411

00:57:21.490 --> 00:57:26.300

Joy Kuebler: and that one is champion building inside the community.

412

00:57:26.590 --> 00:57:52.129

Joy Kuebler: So we talked about the the group here really responded around how the community understands the expectations of the project, it kind of grounds them, and how long it takes for things to be done, and it creates priorities. But it also allows the community groups to say, Hmm, what kinds of things could we take on separate from the project's timeline or the project's budget or the project's expectations?

413

00:57:52.350 --> 00:57:54.310

Joy Kuebler: Could they create a friends group?

414

00:57:54.330 --> 00:58:00.830

Joy Kuebler: Could they create a neighborhood walking group. Could they create something that's grounded in

415

00:58:01.572 --> 00:58:19.079

Joy Kuebler: security and safety or relationship building? Could they create a whole committee that just has parties at the playground as a way to have that space be really engaged, and you'll be surprised your community will come up with responses like those as part of the scheme.

416

00:58:19.160 --> 00:58:27.600

Joy Kuebler: The the trick, then, is to allow them the space to actually see those through. Allow that that party committee can really happen.

417

00:58:28.160 --> 00:58:33.990

Joy Kuebler: and then watch how much their belonging and their relatedness to the project changes

418

00:58:36.140 --> 00:58:37.310

Joy Kuebler: awesome.

419

00:58:38.240 --> 00:58:41.999

Joy Kuebler: Okay. I think we have a poll. Do we have a poll? No, we have a poll later. Okay.

420

00:58:42.550 --> 00:58:52.300

Joy Kuebler: alright. So we kind of talked a little bit already about our outcomes. Right? Our community members find joy in this experience.

421

00:58:53.310 --> 00:59:01.160

Joy Kuebler: When was the last time that you heard or observed joy at a public meeting

422

00:59:01.320 --> 00:59:04.260

Joy Kuebler: that by itself is innovative.

423

00:59:04.700 --> 00:59:19.770

Joy Kuebler: We build, related this trust, belonging and empathy. Every game we play. So, Cheryl, I just want you to quickly tell about the activity in Westminster. What happened? What did we hear people talking about at the end of the workshop in Westminster, Colorado.

424

00:59:20.290 --> 00:59:23.670

Cheryl Salazar: Oh, are you talking about that? They were like giving each other things.

425

00:59:23.930 --> 00:59:24.435

Joy Kuebler: Cross.

426

00:59:24.940 --> 00:59:38.210

Cheryl Salazar: Oh, yes, so we had. People that had never met right had use this park, and had heard about the workshop from different places. And you know, once we were done playing in a

427

00:59:38.450 --> 00:59:40.129

Cheryl Salazar: 3 h workshop.

428

00:59:40.400 --> 00:59:41.530

Cheryl Salazar: They were

429

00:59:41.620 --> 00:59:51.260

Cheryl Salazar: so related to one another that you know they had learned details about each other's lives and things like that. And they were saying things like

430

00:59:51.490 --> 00:59:57.629

Cheryl Salazar: you should come over and get this thing out of my garage because it can really help you, and I don't use it anymore.

431

00:59:57.760 --> 01:00:21.859

Cheryl Salazar: And so they were just exchanging phone numbers and being very related. We had the translators really excited that they were able to, you know, facilitate being a part of the group for the people that they were translating, for you know they were involved and moving about the space with the people that they were translating for. And so we had

432

01:00:21.860 --> 01:00:31.079

Cheryl Salazar: speakers of English, Spanish, Hmong, all playing together in one meeting and moving about and being able to really interact.

433

01:00:31.220 --> 01:00:32.630

Cheryl Salazar: Awesome. Thank you.

434

01:00:32.630 --> 01:00:40.469

Joy Kuebler: Yeah, so and in terms of designers and planners, right? You get to. Yes, sooner you get to yes, sooner.

435

01:00:40.890 --> 01:00:48.399

Joy Kuebler: whether that's yes, with your community. It's yes, from permitting. It's yes, from funding. It is yes, from everyone you get. Yes, sooner

436

01:00:48.770 --> 01:00:56.589

Joy Kuebler: and truly innovative design comes from really delivering what is needed with your best design skills.

437

01:00:57.500 --> 01:01:03.190

Joy Kuebler: We have participants trusting one another, and they trust you so make sure that you don't squander that trust.

438

01:01:03.520 --> 01:01:09.759

Joy Kuebler: Champions are naturally grown from this process supporting your project. So give them space to support

439

01:01:10.220 --> 01:01:16.330

Joy Kuebler: the design team gets input that adds real value. How can this project impact people's lives.

440

01:01:16.740 --> 01:01:20.720

Joy Kuebler: and the community gets the project that really makes a difference.

441

01:01:22.010 --> 01:01:23.070

Joy Kuebler: Alright.

442

01:01:24.020 --> 01:01:35.359

Cheryl Salazar: So where can you use this methodology? And it's really applicable to just about anything and everything, anywhere that you are

443

01:01:35.500 --> 01:01:41.450

Cheryl Salazar: solving a problem, planning whatever project or initiative you have, it

444

01:01:41.810 --> 01:01:43.100

Cheryl Salazar: can help you there.

445

01:01:43.240 --> 01:01:53.489

Cheryl Salazar: So this methodology, because it's already coming from the world of organizational development, it inherently comes Pre packed with the ability to handle multiple layers.

446

01:01:53.540 --> 01:02:07.740

Cheryl Salazar: And so if we start at neighborhood building before we get to a project, many of you may be building the relationship to a community in a neighborhood that you serve right. You might be starting at a new agency or a new program area or a new role

447

01:02:07.740 --> 01:02:24.980

Cheryl Salazar: and the benefits of building relationships with your community really play into long term championship and stewardship. Right? So we talked about the 10 years of what success might look like. And that's people really using that space or coming forward with the idea that

448

01:02:25.280 --> 01:02:33.699

Cheryl Salazar: maybe this isn't for us anymore. Maybe we need something else, and you don't know that unless there's people willing to speak up and be part of the process.

449

01:02:34.320 --> 01:02:47.040

Cheryl Salazar: So at this level, we have the opportunity to really address quality of life, and even reconcile with the past, which is something we have heard a lot about as being a challenge to move beyond.

450

01:02:47.870 --> 01:02:56.189

Cheryl Salazar: And so by the time a project comes around, we don't really have to start from scratch in addressing those issues, we've been at work on them already.

451

01:02:56.350 --> 01:03:04.120

Cheryl Salazar: generating trust and possibility from within is inherently creating harmony and generating community as investors.

452

01:03:04.830 --> 01:03:25.030

Cheryl Salazar: So when we actually get to a real project that we're gonna build, we're able to use places and methodology to scope and program the project. We can use it on a new project or redevelopment project, or even like Brownfield redevelopment. Right? It's a resource to support your project approval and permitting process.

453

01:03:25.170 --> 01:03:45.440

Cheryl Salazar: And oftentimes what has a project fall apart is not having alignment on who takes care of this right, using this methodology to create something like a stewardship plan, inherently does everything we've already spoken about, reconciles the past, generates possibility from within creates community as investors.

454

01:03:45.440 --> 01:03:58.239

Cheryl Salazar: Right? Stewardship has been created by the community. It wasn't put upon them or assigned right. It's not just some book that you hand over to them like, here you go. Community gardens, all yours.

455

01:03:58.360 --> 01:04:01.819

Cheryl Salazar: right? They create it. They are invested in it.

456

01:04:01.950 --> 01:04:22.590

Cheryl Salazar: And as an organization you can use this methodology to address your quality of operations, right? Your quality of life within your organization. So just like the other ones, we're building trust and relatedness. But now you're looking through the lens of recruitment and Succession board, member as investor, council member as investor.

457

01:04:22.610 --> 01:04:34.459

Cheryl Salazar: and even into the realm of fundraising at every level, right looking for grants, or, you know, sweet talking, the public works director into putting some money into specific budgets.

458

01:04:35.010 --> 01:04:42.930

Cheryl Salazar: In our experience, the scale of community engagement has definitely shown real commitment on behalf of the community.

459

01:04:43.190 --> 01:04:53.170

Cheryl Salazar: We've had projects well positioned for grant applications as well as private funding, and the engagement outcomes have been the deciding factor to getting those funds

460

01:04:53.200 --> 01:04:57.690

Cheryl Salazar: right. There is no limit to where you can use play with place.

461

01:04:59.100 --> 01:05:01.160

Joy Kuebler: I think we have a poll now, right.

462

01:05:01.930 --> 01:05:02.710

Anthony Iracki: We do?

463

01:05:02.710 --> 01:05:03.420

Cheryl Salazar: Yeah.

464

01:05:03.550 --> 01:05:05.269

Anthony Iracki: Alright oops.

465

01:05:06.830 --> 01:05:10.619

Anthony Iracki: So I'm gonna go ahead and launch poll number 2.

466

01:05:12.900 --> 01:05:15.927

Anthony Iracki: Alright. So everybody should be able to see it on their screen.

467

01:05:17.010 --> 01:05:21.290

Joy Kuebler: Where do you see this as directly applicable to your work?

468

01:05:22.010 --> 01:05:38.630

Joy Kuebler: Do you see it applicable to built projects? Do you see it applicable to planning projects. Do you see it applicable to grant applications? Or do you see it as applicable to inter departmental teamwork? So where would you directly apply this work. That's what we're asking.

469

01:05:40.260 --> 01:05:44.230

Cheryl Salazar: And if we didn't give you an option that you thought of, put it in the chat

470

01:05:44.470 --> 01:05:46.310

Cheryl Salazar: and let us know what you see.

471

01:05:58.680 --> 01:06:02.110

Cheryl Salazar: Cyrus says, option e applies to all.

472

01:06:02.110 --> 01:06:04.069

Joy Kuebler: Oh, awesome. Sarah!

473

01:06:04.070 --> 01:06:04.730

Anthony Iracki: Okay.

474

01:06:04.730 --> 01:06:05.600

Joy Kuebler: Aha!

475

01:06:05.600 --> 01:06:07.554

Cheryl Salazar: That's how I saw it, too.

476

01:06:07.990 --> 01:06:09.385

Cheryl Salazar: Still, see it.

477

01:06:11.440 --> 01:06:14.620

Joy Kuebler: Wonderful. So, Anthony, how are you doing on our poll? Results.

478

01:06:14.860 --> 01:06:18.950

Anthony Iracki: We're slowing down. It's been about a minute, so we'll go ahead and share the results. Now.

479

01:06:20.180 --> 01:06:29.319

Joy Kuebler: planning projects. Awesome. Great interdependent teamwork build projects grant applications and of course, we have

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01:06:29.500 --> 01:06:32.740

Joy Kuebler: Cyrus everywhere and we've got oh, we've got a few more here.

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01:06:32.750 --> 01:06:36.030

Joy Kuebler: Okay, quick. Okay. Awesome.

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01:06:36.610 --> 01:06:39.680

Joy Kuebler: Alright. So let's get to Q&A.

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01:06:43.570 --> 01:06:46.090

Joy Kuebler: What questions do you have for us.

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01:06:46.090 --> 01:06:51.220

Anthony Iracki: Oh, I'm just gonna close out of this, close out of this and pull up the QA.

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01:06:52.160 --> 01:07:00.440

Anthony Iracki: It's like we just had a question in the QA. About the poll. But if anybody does have QA. Please feel free to put them into the QA.

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01:07:00.660 --> 01:07:03.400

Anthony Iracki: And we'll be able to ask ask directly.

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01:07:03.590 --> 01:07:04.410

Joy Kuebler: Yeah.

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01:07:06.670 --> 01:07:10.180

Joy Kuebler: Sarah says, best to drop. Thank you, Sarah. Thank you for being here.

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01:07:12.690 --> 01:07:22.870

Joy Kuebler: Alright questions that you have. I know we we kind of threw a lot at you. We certainly had a lot of space to to share a lot of information. So what kind of questions do you have?

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01:07:31.680 --> 01:07:33.220

Joy Kuebler: Wow! The questions are.

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01:07:33.220 --> 01:07:38.550

Anthony Iracki: Somebody had asked the question earlier about the play scientist.

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01:07:38.800 --> 01:07:39.790

Joy Kuebler: Oh, and that's.

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01:07:39.790 --> 01:07:45.499

Anthony Iracki: So that was some of the information that you shared. They're just curious about what that is and how to learn more about that.

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01:07:45.874 --> 01:08:06.480

Joy Kuebler: Oh, and Dr. Stuart Brown is a play scientist. So you guys hit core probably have more more connection to play scientists than any other organization that I know of. So typically they're social scientists. Or they might be psychiatrists or psychologists. They might be researchers. And they're really looking at the realm of

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01:08:06.570 --> 01:08:25.150

Joy Kuebler: behavioral science in the space of play. What does play create in terms of our behavior and in terms of our cognitive development? And they have actually found that every single, like creatures all over the planet play, even insects, have been found to play.

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01:08:25.580 --> 01:08:29.849

Joy Kuebler: So we could actually consider play our very first language

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01:08:30.000 --> 01:08:38.040

Joy Kuebler: language that transcends any sort of cultural language or aura language that we have. But he is so so powerful.

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01:08:39.260 --> 01:08:51.199

Anthony Iracki: It's very true. And we we did actually have an opportunity to meet with Dr. Stuart Brown last week. There'll be some information coming out on our end, and one of our publications, our research publication play on.

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01:08:51.620 --> 01:09:07.850

Anthony Iracki: There's evidence back that we've worked with some professors. On that as well, too. So do you take an opportunity to look through some of the links and information that we had shared earlier. Because I do where you'll find a bit more of the topics we talked about today. And then, obviously being able to contact both of you as well.

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01:09:07.850 --> 01:09:08.720

Joy Kuebler: Yeah.

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01:09:10.069 --> 01:09:12.539

Joy Kuebler: We did have a question just come through the chat.

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01:09:13.312 --> 01:09:34.509

Joy Kuebler: Patricia asks, what is the most common roadblock that you have experience or talked about when it comes to building a playground for community. Well, there's lots of roadblocks. I would say, Patricia, but often one of those is that you know, everybody has sort of an idea of what the what the mission or the intended outcome for that playground should be.

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01:09:34.699 --> 01:09:58.169

Joy Kuebler: and when we're kind of coming at it from a vacuum or from just a simple survey. I think one of the most challenges with that kind of question and response is that it's. It's one way. It's transactional, you know. It's kind of like. When we ask you questions. Without the cards it's hard to respond around. What should this playground be about? How should it serve our kids?

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01:09:58.579 --> 01:10:11.759

Joy Kuebler: And when we're asking those questions in play, the kids then actually respond at a very sophisticated level when they have the capacity to respond in play. And adults, whether that's like

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01:10:11.759 --> 01:10:40.629

Joy Kuebler: the people who maintain it, or the funders, or the people who are like the long term like, maybe it's at a school, and the the faculty are like, what is our long term commitment to this playground in play. They actually get to share their concerns as well as their potential their vision, and then create together how that playground, or how that part could actually deliver what's needed for all of those user groups.

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01:10:42.449 --> 01:10:43.049

Joy Kuebler: Yeah.

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01:10:43.050 --> 01:10:48.680

Cheryl Salazar: So Terrence would like to know your favorite example of a challenging situation or problem which would.

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01:10:48.680 --> 01:10:49.110

Joy Kuebler: In, the.

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01:10:49.110 --> 01:10:54.659

Cheryl Salazar: Effectively by play, and perhaps even turned around. A community's perception completely.

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01:10:55.096 --> 01:11:05.999

Joy Kuebler: I have the perfect response, Terrence. So we were working with a long standing community. They had, a large park, 60 acres, but

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01:11:06.000 --> 01:11:32.180

Joy Kuebler: 25 of that park was what they would consider like a natural conservation area. And but it was, imagine it has a space that had a lot of construction. Debris dumped there over generations, and trees and plants have just kind of grown up, and the deer have taken over. And so, from some people's perspective. It was a little shady, and from other people's perspective this was like the most treasured nature ever.

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01:11:32.400 --> 01:11:45.470

Joy Kuebler: So we were playing a game where we talked about we asked people their 4 magic questions, which was a game we've played on other webinars. But the first question was just like, What do you see, is holding your space back.

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01:11:45.790 --> 01:12:03.130

Joy Kuebler: And we had gotten to a young woman who was probably about 30. Now, from her perspective, what's holding her? This natural area back was that it had a lot of dumping. It had a lot of glass and broken debris, and as a young woman she often felt unsafe. There

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01:12:03.170 --> 01:12:12.630

Joy Kuebler: now, adjacent to her was a gentleman who is probably in his old later seventies, and he's been walking in that conservation area for more than 30 years.

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01:12:12.860 --> 01:12:25.319

Joy Kuebler: and he broke from the game and responded to her when she said, What's holding us back? Was this unsafe ness that had her feel uncomfortable? And he responded, That's not true.

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01:12:26.180 --> 01:12:41.120

Joy Kuebler: Well, in the game we could kind of pause the game for a second and turn to him and just say we weren't asking whether or not something was true or not. True, we were asking whether or what people felt about that space and what might be holding it back.

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01:12:41.170 --> 01:12:45.369

Joy Kuebler: Her response is that it felt unsafe to her.

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01:12:45.690 --> 01:12:52.630

Joy Kuebler: We're we were not here to debate whether anything was true or untrue. It was just sharing how their experience was.

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01:12:52.820 --> 01:12:57.720

Joy Kuebler: Now, the next question in that round of game was, What do you see could be possible?

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01:12:57.810 --> 01:13:09.769

Joy Kuebler: And what both of them determined was that the thing that they saw possible, which was the community effectively using that space and always feeling safe was something that they both wanted

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01:13:09.880 --> 01:13:25.020

Joy Kuebler: after that meeting. They were the best of friends, and saw that their intention for the space and their championship was stronger together, regardless of how one person perceived a space versus how another person perceived the space.

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01:13:26.080 --> 01:13:27.960

Joy Kuebler: So, Terrence, I hope that that

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01:13:28.810 --> 01:13:30.530

Joy Kuebler: that answers that question for you.

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01:13:33.300 --> 01:13:35.699

Joy Kuebler: Awesome. Do we have other questions.

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01:13:36.525 --> 01:13:42.739

Anthony Iracki: We don't. Currently we've got a few minutes left. I know there was some kind of closing information to get through.

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01:13:42.740 --> 01:13:43.480

Joy Kuebler: Yeah.

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01:13:43.810 --> 01:13:44.270

Anthony Iracki: Let's go.

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01:13:44.270 --> 01:14:09.569

Joy Kuebler: Go ahead and do that right. Oh, the 3. What are the other 3 magic questions? Alright. So okay. Colleen. Cheryl. Put those in the chat, and I will jump to this this next slide. So how do you get? How do you learn all this? Right. We are here to help train you and and share with you our knowledge and our experience. So we have several ways that you can participate with us.

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01:14:09.790 --> 01:14:19.779

Joy Kuebler: We offer a coaching program which starts on April nineteenth as our next day, and you still have time to get into that. And we're willing to offer you a special

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01:14:19.830 --> 01:14:47.869

Joy Kuebler: and incentive coupon code. So it's 12 h over 12 weeks. You bring your own project. So you will literally be crafting your engagement plan for your community conversations, your site analysis tours and you try it on, and you'll learn about 15 games over the course of those 12 weeks. But you also get a chance to practice everything that we have shown shown you. So you actually get to try it on yourself.

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01:14:47.930 --> 01:14:50.160

Joy Kuebler: right? Actually put it into practice

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01:14:50.480 --> 01:14:52.679

Joy Kuebler: and then share. You want to tell us about the workshops.

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01:14:53.150 --> 01:14:56.400

Cheryl Salazar: Yes. So sometimes people are like, well, that seems

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01:14:56.480 --> 01:15:13.879

Cheryl Salazar: like kind of a lot. Or how do we identify? Maybe only one or 2 people that we can send to that well, workshops is kind of a great way to get a lot of people on your team to know what this is right and be able to start exploring in that space.

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01:15:14.276 --> 01:15:19.610

Cheryl Salazar: And so you get a little bit more people, you get a little bit more sort of

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01:15:20.210 --> 01:15:42.539

Cheryl Salazar: awareness around what this is and how we might use this in our organization. So that might be where the workshop is for you. If you're like, I don't have 12 weeks, or I don't have an hour during the workday. I can sacrifice. Maybe self study is the option for you. You know, you can cruise through the material in in our place, play portal

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01:15:42.540 --> 01:15:52.310

Cheryl Salazar: at your own place. There's videos there of us playing the games. Virtually. We've got instructions on how to play the games in person, and virtually right, because

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01:15:52.390 --> 01:15:58.679

Cheryl Salazar: hybrid meetings are a thing now and then. There's also plenty of resources and

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01:15:58.690 --> 01:16:23.102

Cheryl Salazar: other tidbits and information that we go over in the 12 week program. So the difference between the self study subscription and the coaching program is through the coaching program. You're really building that muscle, and you get that practice to facilitate. And, you know, have a community right? Your other cohort members playing alongside with you, but really giving you

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01:16:23.490 --> 01:16:30.219

Cheryl Salazar: that practice in facilitating and responding and thanking people for their responses.

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01:16:30.350 --> 01:16:32.010

Cheryl Salazar: So if you have

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01:16:32.020 --> 01:17:00.660

Cheryl Salazar: a project coming up faster than you can complete the 12 weeks, and you still want to include this type of engagement, you know. Maybe consultant as trainer is is for you, and this is where Joy or I, or both of us, become part of the project team, and we start a few weeks before your deployment, and we train you up before the engagement begins, and then we're there with you on a meeting day as sort of your safety net helping you deliver the engagement.

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01:17:01.410 --> 01:17:02.320

Joy Kuebler: Awesome.

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01:17:02.850 --> 01:17:05.678

Anthony Iracki: Alright. Well, thank you so much.

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01:17:06.600 --> 01:17:07.610

Anthony Iracki: so

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01:17:09.620 --> 01:17:17.049

Anthony Iracki: so just kind of wrapping things up here on our end again steps to receiving your continuing Education credit. You will want to

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01:17:18.110 --> 01:17:28.120

Anthony Iracki: visit your dashboard. Complete the survey, complete the quiz, and then you'll have the opportunity to download, and then this is open again until April twenty-onest.

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01:17:28.290 --> 01:17:48.846

Anthony Iracki: A few things coming down the line on April 20 fifth. We have playground inspection and maintenance, preserve, protect, and promote. With Lloyd Reese. We'll have a funding webinar on the thirtieth and alternative funding webinar coming up in June, and then a webinar on nature based programs in the future. So those are still in development. So be on the lookout for those as we come down with them.

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01:17:49.170 --> 01:18:10.110

Anthony Iracki: And then, of course, our 2024 beyond the Minimums Accessibility series presented by Bill Bot. And so our next one is in May. Then we have one in August and one in November. These have a few more ceus connected to them. So if you are a certified therapy recreation specialist, somebody that's seeking Ada coordinator credits.

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01:18:10.110 --> 01:18:33.037

Anthony Iracki: Or if you know somebody that works in the aquatics area, our splish splash dive into creating accessible aquatic facilities. We are partnering with the association of aquatic professionals, offer Ceus for their designated aquatic professional as well, too. So lots of great opportunities coming down the line. If you're looking for additional resources pertaining to today's presentation in your handout to be able to find the playful place

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01:18:33.390 --> 01:18:56.576

Anthony Iracki: making publications community engagement strategies using social science and the design process again found in the handouts, tab and additional resources as well with any questions, education, newsletter, and our funding tool that goes with it. So we do want to thank all of you for joining us today. That is the end of our webinar, and we look forward to seeing all of you again in the near future. So thank you.

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01:18:56.890 --> 01:18:57.520

Joy Kuebler: So thanks.

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01:18:57.520 --> 01:18:59.640

Cheryl Salazar: Thank you, everybody for joining us.

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01:18:59.640 --> 01:19:10.399

Joy Kuebler: And just quick, Anthony. We had some people ask about the 4 magic questions. So we did put those in the chat. So if people want to scroll back up and grab those 4 magic questions before the webinar ends.

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01:19:10.750 --> 01:19:16.879

Anthony Iracki: Definitely, and we will collect any questions, and if there's a document we can put together, we'll put that into

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01:19:16.980 --> 01:19:19.679

Anthony Iracki: the eye notes. Alright. Thank you so much.

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01:19:19.910 --> 01:19:20.930

Cheryl Salazar: Thank you, and thank.

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01:19:20.930 --> 01:19:22.599

Joy Kuebler: Good thanks. Everybody.