

PRE-FESTIVAL

- ask: how do you start?
how do you end?
what do you do in the middle?
- brainstorm last minute reminders
- priorities are safety coverage, starting and ending
- relieve anxieties
- share the people that are there
- * - start with more than one game, if possible
- *- get started by playing with each other
- *- huddle with refs before
- *- the whole idea is that you're playing together and you want to get other people playing
- *- there's never enough people
- *- we've been creating a play community and now we're going to expand it

FESTIVAL

- + - trainers circulate
- + - trainers model leading one-on-one games on the side

POST-FESTIVAL

- final field clean up
- equipment gathering
- review; get as many to share as possible
- ask for anecdotes, stories

APPLICATIONS

- give people a chance to talk professionally
- group split up by general interest group with a catch all
- if enough trainers, each with a group (maybe)
- applications as a process
 - you're willing to play
 - find others willing to play
 - find an application of New Games
 - tie in people who may not be interested in play
 - so tie into their needs
 - tie in other disciplines
 - have whole institution tie in and come together
- can consider applications on two levels: specifics for your situation tied to your clientele, or the politics of implementing a new program

Strategies

- *- have session after or in conjunction with game change
- ▣ - list of questions 5W+H, post, think, write. small group share.
- ▣ - interest areas with option of mixed fields
- ▣ - small groups prepare program ideas; provides focus for group
- ▣ - need to make a strong statement that we are offering a value system and that it's transferrable
- ▣ - can be used in a curriculum rather than being the curriculum