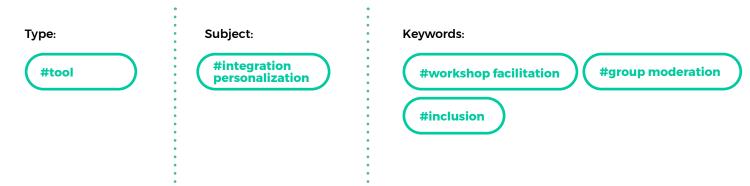
# 3.5 THE MORE YOU KNOW HOW TO BOOST **INCLU-SION AND INTEGRATION**, THE EASIER IT WILL BE FOR YOU TO SCALE AND INCREASE YOUR IMPACT.

Maybe your project is addressing a diverse group of people and aims to facilitate the integration of those groups. The meaning of 'integration' can be open to interpretation, but you should probably ask yourself the real question of what people want from the process of integration you would liketo facilitate. There are many initiatives addressing the various interpretations of integration, that unfortunately have trouble to reach many of the people they intend to help. These guidelines help running workshops that support a personalized integration in which groups of people, like refugees for example, can articulate their interests and aspirations in order to facilitate the dispensation of relevant and specific information.

These workshop guidelines enable communication in spite of language barriers, through the use of picture cards that trigger further conversation and interaction. They aim at empowering refugees and help them think about the path they want to choose to achieve integration in a new city.



### 1. Ice breaking and warm-up

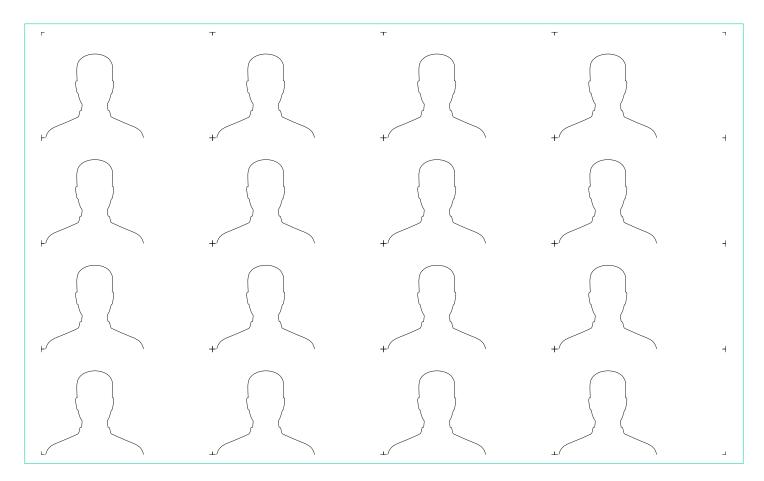
# **Name Tag Collection**

When the participants enter the venue, give them a 'name tag' in return.

# Name Tags

#### Time: 10 - 15 min.

Ask participants to write their names on this name tag and complete the profile picture by drawing themselves. The drawing can be anything that they think is the best representation of 'themselves'. This activity is just for them to have fun and relax. Once they are done, they must pin the tag to their chest.



Name Tag template sheet

# Introductions

#### Time: 10 - 15 min.

Round of introductions. Everyone introduces him/herself: name, where they come from and one story about why they love or hate the city they currently live in.

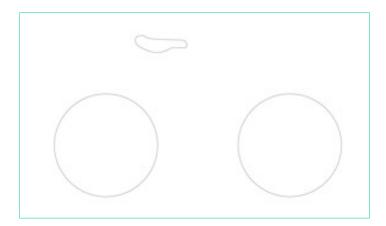
# **Corner of Comfort**

Set up three thematic posters with the labels Social work, Creative work and Technical work. Ask participants to choose a workspace at any of the three corners.

### Draw

#### Time: 15 - 20 min.

This is the last of the ice-breaking activities. Communicate to the participants that they have to complete the drawing based on their interpretation of what it is/should be in the picture. After they are done, they must sign it off with their name and pin it onto the 'common board'.



Draw activity sheet

### 2. Digging deeper

# Aspirations

#### Time: 7 - 10 min.

Give the participants a stack of 'aspiration cards' with pictures and names of various possible aspirations that one could have.

Ask them to browse through the cards for a few minutes, choose four of their aspirations for the future and place them on the 'individual board' in order of priority (1st, 2nd, 3rd and 4th). In case they have an aspiration that is not illustrated in the stack, then they can write/draw it on the blank cards that are also provided.



# **Interests/Skills**

#### Time: 7 - 10 min.

Hand out a stack of 'interest cards' to each of the participants.

Ask participants to forget about the aspirations that they had selected, then ask them to select three interest cards according to what they consider their skills and strengths.



Example of Interest Card

# Interests | Hobbies

#### Time: 10 - 15 min group.

Once the participants have selected their skills, ask them to go through the 'interest cards' once again, but this time ask them to set aside five interests that are their hobbies/ things that they like to do. They could also be something that they are interested in learning about or pursuing in the future.

# **Finding Links**

#### Time: 10 - 15 min.

Each participant's individual board should display four selected aspirations, three selected skills and five selected hobbies.Ask the participants to take a few minutes to look at their selected aspirations and interests. Now they must find links between their interests and aspirations in whatever way they see fit. They can make their own rules and based on those, connect interests to aspirations. To make these connections they must simply place the interest cards next to the aspiration cards on their individual board, thus creating their 'future map'.

# Share

#### Time: 20 - 30 min.

Once their individual boards are completed, the participants can form groups and start discussing their future maps: their choices, their chosen links, etc. Based on these visual 'future maps', they could suggest to each other relevant organisations to get in touch with or activities. During these discussions each participant must feel free to realign their interests and aspirations, if they feel it necessary. At the end of this activity, they will have their 'FINAL FUTURE MAPS'.

# 3. Consolidate

### From Tomorrow I Will...

#### Time: 7 - 10 min.

Each participant is provided with a blank card 'From Tomorrow I Will...'.

Based on these final future maps and the consequent self-reflection and conversations, ask participants to write down 3-5 things they will try to do from the next day onwards.

|   | Starting from tomorrow I will try to |
|---|--------------------------------------|
| 1 |                                      |
| 2 |                                      |
| 3 |                                      |
| 4 |                                      |
| 5 |                                      |

"From Tomorrow I Will" Card

# About: Re:boot

This is a kit that facilitates a cross cultural and personalized integration of refugees. Re:boot is a workshop kit that facilitates progressive refugee integration through a personalized and easy-toaccess information delivery system, that engages them in their integration. The kit was developed and tested in a workshop organized in November 2016 by Refugee Academy in Berlin. It was ideated and designed by Abrar Burk, a young interaction designer from India, who developed a research for his master thesis. The project included a larger ecosystem with a data collection device for the digitation of the workshop results; a mobile app for making accessible the integration events and an interaction kiosk to make the events accessible to nonsmartphone owners.

### Source:

Abrar Burk for Refugee Academy, Re:boot Workshop Kit, www.rebootberlin.com, CC BY SA

### **Related resources**

Inclusive Design Microsoft Toolkit, www.microsoft.com/en-us/design/inclusive