GSDM

AY2016 Interactive Evening Lounge – Proposal/Report

for SIP Group

Please fill out the proposal and submit **one month prior** to the IEL.
After the IEL, please fill out the report and re-submit the revised version.
The report will be posted on the "Activity report" page in the GSDM official website.
http://gsdm.u-tokyo.ac.jp/gsdm/?cat=23

Proposal

Date/Time	Thursday, 2nd March 2017, 17:50 – 20:10
Place	GSDM Student Room (Eng. Bld. 8 Room 536)
Title	Let's play a game and broaden our ethical horizons in decision-making!
Organizer	SIP Group No. 9 (Faculty member to attend: Kazuyo Hanai)

Summary	■ Outline
	This is an IEL to provide GSDM students with an opportunity to broaden their ethical horizons in decision-making and with basic knowledge of normative ethics.
	
	■ Programme
	This IEL consists of three parts.
	
	The first part: A game to train ethical eyes (75 min)
	This part is aim to broaden ethical perspective of participants in the form of a game.
	  Game flow
	  We will form groups of 4 people. These groups are required to refute seemingly moral decisions of the case cards and to bring up ethical concerns from different perspectives. By turns, players take a role of either offender or the judge. At each round, a case is randomly provided by drawing a case card from the deck. Offenders create their own "if" background and detail and cast any possible ethical objections. Each objection is anonymously posted on the Google form. The judge receives a list of the objections online and choose the three best awards: eye-opening award, logical award and humourous award. One award counts as a point for the one who created the objection. A round lasts 8 min. The number of rounds is expected to be 8. After the end of all rounds, the one who gained the best score is challenged by other players and some points of the best player might be redistributed (the scheme is to be decided).
	The second part: A brief lecture on normative ethics (20 min)
	The lecture is given by Prof. Honda.

	The third part: An exercise of working out a better solution to a case of the game (20 min) Based on the lecture and the results of the game, each group discuss and hammer out an alternative solution in which some key ethical concerns are taken into account. All the groups work on the same case. Then Prof. Honda will give some feedback on the suggestions made by the groups. **Questionnaire (10 min)** We aim to collect some feedback to polish up the game design for our session in the annual retreat. At the end of this IEL, participants are expected to answer some questions and leave some comments online. ■ Requirements for participants We ask all participants to bring their own laptops or smartphones.
Budget	(Form SIP Budget) Cardboard for case cards. 30 yen x 5 = 150 yen Travel expenses for the invitation 28830 + 13500 + 10500 = 52800 yen Total 52950 yen
Paid invited speaker (optional)	(The name, affiliation, job title, and e-mail address of the speaker, if s/he is paid) Kojiro Honda, Kanazawa medical university, associate professor, kh-honda@kanazawa-med.ac.jp

GSDM

Report

(English only)

Number of participants	17
Reporter	Haruku Shirahata
Impressions /Comments	We held an IEL on 2 March for implementation of the game with the lecture of guest speaker, Prof. Honda from Kanazawa Medical University. 17 participated in the IEL and Prof. Honda introduced ethical decision-making. SIP 12 provided the detail explanation about neglected tropical diseases. This subject is one of the cases in the game. We collected data on the players' recognition capacity in concrete situations and conducted a survey to measure educational effects. We confirmed that this game was entertaining and the number of perspective items can be an indicator of effectiveness. This IEL also elucidated some points to be improved. We introduced three evaluation criteria of "Most likely", "Humorous", "Eye-opening" for peer scoring of ideas. The devised evaluation criteria was designed to function as a guild line for exploration of potential dilemma. We employed Google Form as the answering system to make the answers anonymous and facilitate data analysis. This SIP aimed to provide a tool for GSDM students to realise trade-offs behind social issues. Although this SIP did not directly tackle social issues, the ideas and findings of this SIP can contribute to solving problems through ethically competent leaders in the future. In the course of the activities, we learnt importance of repetitive discussion on the same subject with various experts to identify the gist of education in ethics. We also noticed that gamification of this education drew attention of various researchers and practitioners and thus further development of this project may be of significance for the education outside GSDM.

3 Photos (Please paste the pictures here and submit the original files)