



THE
BRINER
INSTITUTE



GEORGE SHINN COLLEGE OF
ENTERTAINMENT & THE ARTS

DESIGN WORKSHOP

FAITH • MEDIA • CULTURE • ARTS

ROUND 1 DESIGN ASSIGNMENT – 90 MINUTES

INFLUENCING THROUGH POLICY

In this assignment you will be working as a team. The assignment has two parts:

PART 1 (80 MINUTES)

Your team's task is to start identifying ways the Institute could work in the area of policy to impact culture in positive ways. Using your team's knowledge, along with the learning's and discussions so far today, start working to identify potential activities in this area. Use the following questions to guide your discussion, and have someone serve as a scribe to record the key points of your discussion.

- What are the key opportunities for the Institute related to developing and influencing policy? What are areas in which public policy needs to be advanced that relate to culture and the entertainment, arts and media worlds?
- Who would be the key stakeholders for the Institute's policy activities? Why are these important stakeholders?
- What resources would the Institute need to be effective in the area of policy?
- What unique opportunities are there in developing and influencing policy when the Institute is housed within Lipscomb University? What challenges might this create?
- What research methods could/should the Institute utilize to answer these questions? Are there unique and distinctive research opportunities for an Institute such as the one we are considering?
- What entities or organizations could be potential partners with the Institute in the area of policy?

PART 2 (10 MINUTES)

Use the last 10 minutes of your time to summarize your work on a white board for a 5-7 minute report for the large group. Include the key highlights of your discussion, framing them as recommendations to the large group. Have someone prepared to provide your report to the group.

When you have developed your report return to the main group area for the reports and discussion.