



DESIGN WORKSHOP

FAITH • MEDIA • CULTURE • ARTS

ROUND 1 DESIGN ASSIGNMENT – 90 MINUTES

INFLUENCING THROUGH DEVELOPMENT OF LEADERS

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 develop and place leaders in positions of influence. 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.

- How could the Institute help increase the number of people of faith who are in positions of leadership and influence within the entertainment, arts and media worlds?
- Could the Institute perform a “matchmaking” or placement function of some kind to help people of faith break into the entertainment, arts and media worlds? If so, what could it look like? How would it work?
- How could the Institute play a role in connecting and supporting people in the entertainment, arts and media worlds? How could it help them succeed, advance and expand their influence?
- What challenges or barriers will likely emerge related to this component of the Institute's mission? Are there specific ways to minimize or mitigate these?

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.