



# DESIGN WORKSHOP

FAITH • MEDIA • CULTURE • ARTS

## ROUND 1 DESIGN ASSIGNMENT – 90 MINUTES

### INFLUENCING THROUGH PRODUCING

**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 think about whether the Institute's scope could or should include the production of content in the entertainment, arts and media worlds. Use the following questions to guide your discussion, and have someone serve as a scribe to record the key points of your discussion.

- As we begin defining the mission and goals of the Institute, is there an opportunity for it to play a role in developing/producing entertainment, art or media content? If yes, why should this be in the scope of the Institute's mission?
- How would such activities advance the goal of positively impacting culture?
- What would be the critical success factors for any entertainment content, works of art, or media programming developed by or with participation by the Institute?
- Are there opportunities for the Institute to partner with other organizations or entities in the development or production of entertainment, art and media content?
- What are potential barriers or challenges in this area? How could these be minimized/mitigated?

#### 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.