

PARTICIPATORY

WORKSHEET

GRADIENT

Conversation starters on participatory elements

- Interactive Elements:** Incorporate activities where participants can interact directly with the event. This could include games, live polls, Q&A sessions, or hands-on workshops.
- Personalization:** Allow participants to personalize their experience. This could be through customizable event schedules, choosing specific breakout sessions, or interactive stations where they can create something unique.
- Collaborative Activities:** Design activities that require group participation and collaboration. This could be team-building exercises, collaborative art projects, or problem-solving challenges.
- Technology Integration:** Utilize technology to enhance participation. Apps, AR/VR experiences, or social media integration can provide more ways for attendees to engage.
- Feedback Mechanisms:** Implement real-time feedback tools where participants can share their thoughts and suggestions throughout the event. This can be through digital surveys, comment walls, or live feedback sessions.
- Gamification:** Introduce game-like elements such as points, badges, or leaderboards to motivate and reward participation. This can make the experience more engaging and competitive.
- Storytelling:** Encourage participants to share their own stories or experiences related to the event theme. This

can be done through open mic sessions, story booths, or digital platforms where they can post their stories.

- Active Learning:** Instead of just presenting information, use active learning techniques such as workshops, demonstrations, and role-playing scenarios where participants can learn by doing.
- Social Interaction:** Create opportunities for participants to interact and network with each other. This can be through structured networking sessions, social lounges, or interactive icebreakers.
- Physical Participation:** Incorporate physical activities that get participants moving and physically engaged. This could be anything from dance sessions, fitness challenges, or interactive installations.

Other: _____

Possible 2-way communication systems

- Live Q&A Sessions
- Interactive Polls and Surveys
- Discussion Forums and Chat Rooms
- Social Media Platform Integration & Hashtags
- Feedback Kiosks and Stations
- Interactive Workshops and Breakout Sessions
- Real-Time Voting and Decision-Making
- Interactive Presentations
- Participant-Led Sessions
- Networking Activities
- Augmented Reality (AR) & Digital
- Other: _____