

PlayDecide: PADMACS Facilitator's instructions

Overview

- These instructions describe how to run a session of the PlayDecide: PADMACS discussion game.
- We recommend that there is 1 facilitator per group of up to 8 players.
- The game takes place across three distinct phases: **1) Setup and information, 2) Discussion, and 3) Reflection.**
- PlayDecide:PADMACS can be played as a full game lasting 90 minutes, or a quick game lasting 40 minutes.

Preparation

Materials and structure of the game

- Read through these instructions and become familiarised with the game concepts and flow.
- Make sure that all materials from the PlayDecide game kit are available:
 - **Placemats** (one for each participant)
 - **Guidelines sheets** (one for each participant)
 - **Reflection sheets** to record participant feedback from the game (one for each participant)
 - **Story cards** featuring short scenarios based on real-world experiences of practitioners and patients (one set of cards for each group of participants)
 - **Issue cards** highlighting issues relevant to practitioners and patients in the application of assisted decision-making (one set of cards for each group of participants)
 - **Info cards** featuring brief information points relevant to the topic of assisted decision-making and the Assisted Decision-Making (Capacity) Act 2015 (one set of cards for each group of participants)
- Before playing the game, choose whether to use all five themes (Sharing information, control & power, resources, environment, and communication) or only one theme for each group of players. This will generally depend on the number of players/facilitators, and the amount of time available. A full game can last up to 90 minutes, whereas a quick game can be played in 40 minutes.

Setup

- Set up tables and chairs to allow small groups of up to 8 players to converse without being disturbed by other groups.
- Lay out a placemat, guideline sheet, and feedback sheet for each participant.
- Set up the cards according to whether you will play a full game or a quick game:

- **If playing a full game (when there is ~90 min available):** Lay out all of the story cards, issue cards, and info cards in the centre of the table. (**OR** Lay out the story cards relevant to one theme, plus the linked issue cards, and all of the info cards.) Players will then freely select 1 story card, find the 2 linked issue cards, and freely select 2 info cards.
- **If playing a quick game (for shorter sessions of ~40min):** Same as above, but players select only 1 of each card. (**OR** Place one story card, one linked issue card, and one info card onto each player's placemat.)

Session outline

Introduction

- 1) Welcome participants and emphasise that these discussions are considered private and will not be shared outside of this game session.
- 2) Outline the purpose of the game: "This PADMACS game session is designed as an educational tool to allow in-depth discussions of assisted decision-making in the acute care setting. Players can learn more about issues relevant to assisted decision-making, and discuss with colleagues the situations that may arise, and factors that could influence the application of assisted decision-making." **Emphasise to the players that this game is designed to foster discussions and act as a learning experience. It is NOT a test of their knowledge.**
- 3) Explain that participants should discuss issues freely but refrain from interrupting each other.
- 4) Outline the three-part structure of the game: Players will first read their cards and gather information, then undertake a structured discussion around the issues arising by first focusing on the content of the cards themselves, then subsequently bringing their own experience and knowledge into the discussion. They will then consider their own position around what they have learned about ADM, and how they might use it in their daily practice.

Game session

- 1) Allow players to select story cards, issue cards and info cards. (*Full game - allow 5-10 minutes; Quick Game - allow 5 minutes.*)
- 2) Ask the participants to read through the guidelines sheet and the information about the Assisted Decision-Making (Capacity) Act 2015 on the placemat. (*Full Game - allow 5-10 minutes; Quick Game - allow 5 minutes.*)
- 3) Ask one participant to summarise their story, issue, and info cards **in their own words**. Commence the discussion by choosing a topic or issue that arose during the summary and ask the group for their thoughts or perspectives on that topic or issue. If playing a

session using a single theme, try to keep the discussion generally focused on that theme. Some examples of open-ended questions to promote discussions might be:

- a) *What are the key issues here?*
- b) *what are the parts of the story that link to this theme*
- c) *How could the central character in the story overcome the challenge or issue at hand?*
- d) *What other perspectives are implied in that story?*

Repeat this step for as many of the participants' cards as time allows, aiming to cover everyone. (*Full Game: allow up to 30 minutes, Quick Game: allow up to 10 minutes.*)

NOTE: During the discussions, be mindful of the group's interactions to make sure everyone's perspective can be heard. For example, if one player dominates the discussion, gently break the flow by asking if other players have had similar experiences and ask them to expand on their points.

- 4) Continue the discussion by asking an open-ended question to draw out the knowledge and experiences of the players. *Full Game: allow up to 20 minutes, Quick Game: allow up to 10 minutes.* Some example questions might be:
 - a) Has anyone had a similar experience to this?
 - b) How could similar situations be resolved, from your experience?

5) When there are around 5-10 minutes remaining in the session, draw discussions to a close and ask participants to focus on their reflection sheets. Ask them to consider the discussions they have had, and their own experiences, then ask them to fill out their reflection sheets considering the questions. After they have filled out the reflection sheets, ask if anyone would like to share their reflections with the group. (*Full Game - allow 5-10 minutes; Quick Game - allow 5-10 minutes.*)