Activity Design

Theme & Relevance

- What current digital issue or trend does your activity address (e.g., AI, data privacy, online behavior)?

- How is your theme relevant to the daily lives of your target group?

Target Group Deep Dive

- What do your participants already know about this topic?

- What misconceptions or challenges do they usually have?

- What learning style do they respond to best — competition, collaboration, creativity?

Learning Objectives Clarification

- What should they know, feel, or be able to do by the end?

- Are the objectives specific and measurable?

- Which competence areas are you targeting?

Stations & Flow

- Is the order of tasks logical and engaging?

- Do the stations increase in complexity or variety?

- How do teams know where to go next?

Task Types

- Are tasks interactive (e.g., drag & drop, audio clue, real-world search)?

- Can you include different media: video, images, polls?

- Can one of the stations include co-creation (e.g., team-generated meme, collage)?

Materials & Setup

- What must be printed/prepared in advance?

- Do you need a backup in case of internet failure?

- Can this be run outdoors, indoors, or both?

Reflection & Wrap-Up

- What's the best way to reflect: discussion, journaling, visual map?

- Will they receive digital badges or certificates?

- Can they suggest future themes or edits to improve the game?

Technical & Tool Prompts

- Which of tools could fit your concept best?

- How will you test it before running it with your group?

- Could your concept work both offline and online?