IMPACT
A **TLT** EXPERIENCE
DECK

Facilitator Guide

Action Cards (27)

Reflection Questions (15)

Uses & Gratifications (12)

Technology Cards (33)

Character Cards (31)

Instruction Cards (9)

A solid circle indicates the card is from an expansion deck.

Julia (ju - lee - ah) ← Name (Phonetic Pronunciation)

she/her ← Pronouns

5 ← Age

Occupation → 💼 Kindergartner

Current Location → 📍 Vienna, Austria

Family Fact → 👥 German and Hungarian parents

Personality Trait → ℹ️ Loves giraffes and smartphones

Tsani (sah - nee)
he/him
9

- 3rd Grader
- Blood 148, Alberta, Canada
- Twin, no other siblings
- Learning Blackfoot alphabet

Yaba (yah - bah)
she/they
14

- High School Student
- Accra, Ghana
- 5 siblings
- Calling to be a pastor

Charlotte (shar - lot)
she/her
15

- High School Student
- Melbourne, Australia
- Lives with mothers
- High school basketball star

Eileen (ai - leen)
they/them
19

- University Student
- London, England
- Blended family
- Studying global politics

Doug (dug)
he/him
20

- Pizza Delivery Person
- New York City
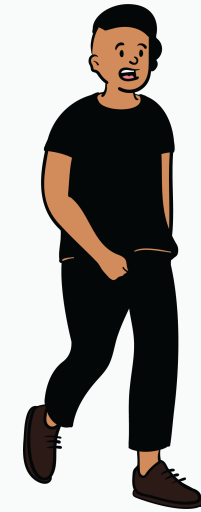- On all the dating apps
- Plays guitar in a band

Chung (chung)
he/him
22

- Elementary Teacher
- Shanghai, China
- Strong family bonds
- Avid dragon dancer

Steph (stef)
xe/xem
23

- Coal Miner
- Gillette, Wyoming
- Lives with girlfriend
- Loves animals

Tyler (tie - ler)
he/him
27

- Artist
- Santiago, Chile
- Parent of 3
- Loves different cultures

Nari (nah - ree)
they/them
28

- Nurse
- Busan, South Korea
- Caring for elderly parents
- Enjoys kayaking and camping

Hyun-shik (yoon - sheek)
she/her
30
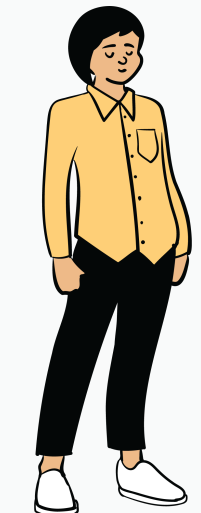
- Stockbroker
- Seoul, South Korea
- Co-parenting 1 toddler with ex
- Taekwondo enthusiast

Leo (lee - oh)
he/him
32
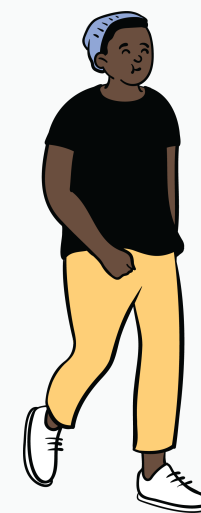
- Retail Worker
- Seattle, Washington
- Nuclear family
- Hobbyist programmer

Joyce (joyss)
she/her
35
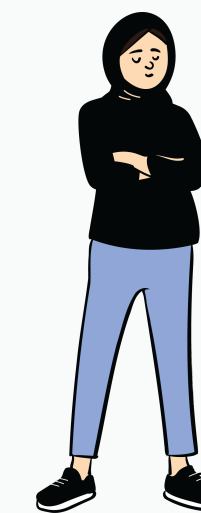
- Unemployed
- Chicago, Illinois
- Single parent of 3
- Lost job in last recession

Subira (soo - beer - ah)
she/her
38

- Journalist
- Nairobi, Kenya
- Parent of 2 (age 4 & 14)
- Avid runner and cyclist

Jefry (jef - ree)
he/they
43

- Farmer
- Huancayo, Peru
- Parent of 7
- Expert loom weaver

Martha (mar - tha)
she/her
45

- Rural Physician
- Indiana, USA
- Parent of 2 teenagers
- Creates and sells soaps

Noam (nohm)
xe/xem
48

- Hair Stylist
- Tel Aviv, Israel
- Foster parent of 3 kids
- Loves the beach and rare cars

Tama (tah - mah)
he/him
51
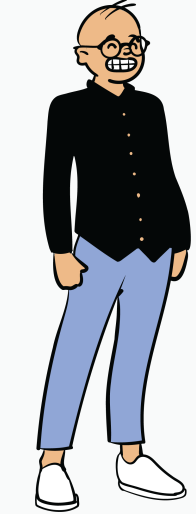
- Shop Owner
- Christchurch, New Zealand
- Neighborhood parent
- Eco-activist & Maori activist

Craig (krayg)
he/him
54
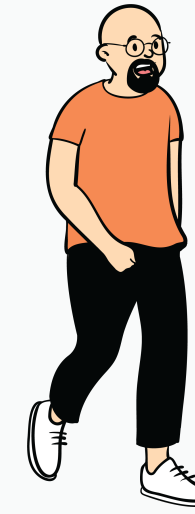
- Electrician
- Ocean City, Maryland
- Parent of 2 teenagers
- Bilingual, theatre actor

Poonam (pooh - nahm)
she/they
59
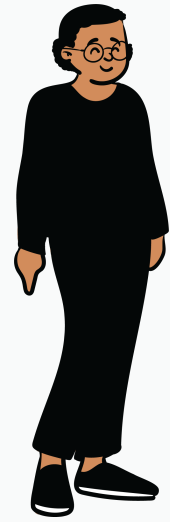
- Government Ministry Attorney
- Delhi, India
- Grandmother of 3 UK citizens
- Local LGBTQ rights ally

Andrew (an - droo)
he/him
62

- Café Barista
- Toronto, Canada
- No living family
- Down Syndrome activist

Oscar (ah - skur)
he/him
63

- Retired US Military Personnel
- Denver, Colorado
- Widower with 6 adult kids
- Enjoys woodworking

Anna (awn - nah)
they/them
65

- College Professor
- Raleigh, North Carolina
- Parent to 2 adopted kids
- Travels annually to a new place

Gabriela (gab - ree - el - ah)
she/her
68

- Physician
- Havana, Cuba
- Lives with best friend
- Former Olympic medalist

Toula (too - lah)
she/her
72
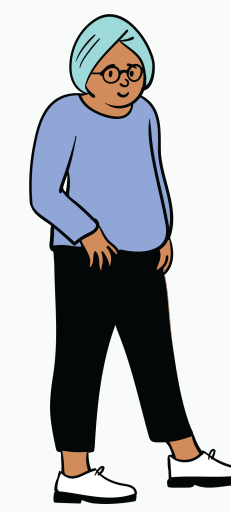
- Tour Operator
- Athens, Greece
- Extended family home
- Art historian and collector

Daniel (dan - yuhl)
he/they
73

- Mystery Writer
- Burlington, Vermont
- Avowed bachelor
- Attended Woodstock, vegan

Gary (gare - ee)
he/him
75
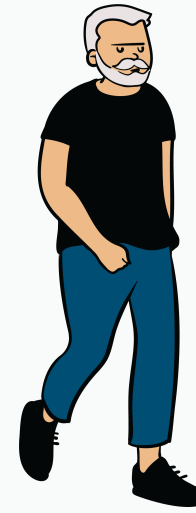
- Retired Steel Mill Worker
- Orlando, Florida
- Raising grandchildren
- Active in local politics

Maha (mah - hah)
she/her
79
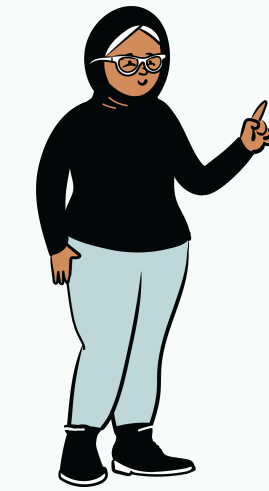
- Housewife
- Makkah, Saudi Arabia
- Grandmother
- Loves to travel and train birds

Edgar (ehd - gahr)
he/him
83
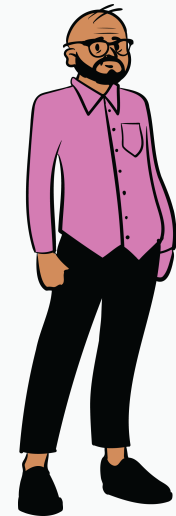
- Angel Investor
- Bryn Mawr, Pennsylvania
- Grandfather of 13
- Competitive cyclist, NSGA

Brian (bry - un)
he/him
87
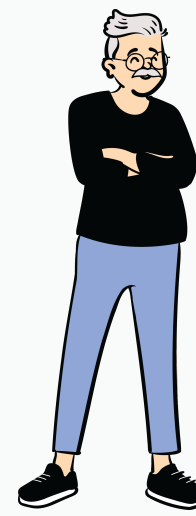
- Retired IT Consultant
- Dublin, Ireland
- Chosen family of friends
- Amateur crime solver & blogger

Fernanda (fir - nan - dah)
she/her
90

- Retired TV Personality
- São Paulo, Brazil
- Great-grandmother of 27
- Family spread across Americas

(Advanced) Robotics

Combination of sophisticated programming and powerful hardware

Utilizes smart sensor technology to interact with real world

Enables manufacturing factories to run without human oversight around the clock

360º Video Camera

Records video in a sphere for playback on a computer, mobile, or headset

Reproduces a scene as it happens in all directions at a specific point in time

Enables the viewer to observe places in immersive detail for greater understanding

3D Printer
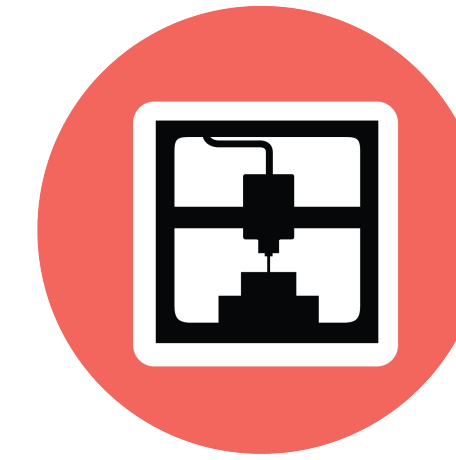
Produces physical representations of digital 3D models

Leverages additive manufacturing (new layers built on prior layers)

Key component of rapid prototyping in product design and testing

3D Scanner

Professional imaging tool for
constructing digital 3D
models

Uses software to stitch
multitudes of images into
detailed textures

Used for reconstructing crime
scenes, historical artifacts,
real estate, & much more

Action Camera

A camera designed to record
while being immersed in an
activity

Usually compact and waterproof
with burst, time-lapse, and
slow-motion modes included

Typical cameras are usually
worn on the body or attached
to gear

Artificial Intelligence
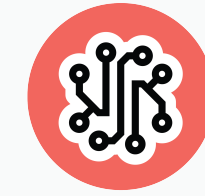
Systems or machines that
mimic human intelligence

Can iteratively improve itself
based on the information it
collects

Examples include machine
learning, robotics, natural
language processing,
chatbots, & more

Autonomous Vehicles

Vehicles that sense their
environment to travel safely
with little or no driver input

Integrates a wide variety of
sensors, including radar, lidar,
sonar, GPS, and odometry

Also known as a self-driving
car, driverless car, or robo-car

Blockchain
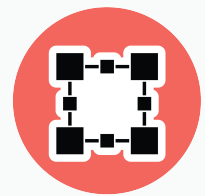
A decentralized, distributed
ledger that records the
ownership of a digital asset

Includes a database that stores
encrypted blocks of data that is
unable to be modified

Chains blocks of data together
to form a chronological
single-source-of-truth

Bots
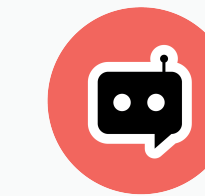
A software application that
runs automated tasks over the
Internet

Typically performs tasks that
are simple and repetitive

Can often do tasks much
faster than humans can

CNC Machine
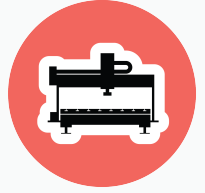
Computer Numerical Control machine

A high-precision tool that is computer-controlled

Makes repeated, accurate movements

Computer Robotic Kits
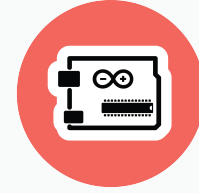
Creation of robotic devices that can move and react to sensory inputs

Utilizes code to translate inputs into reactions

Can be used for complex output designs and specific reactionary functions

Data Mining

The process of extracting, analyzing, and discovering patterns in large data sets

Does not actually mine data, but the purpose is on discovering patterns

These patterns are often used in machine learning

Drone

A small, unmanned aircraft controlled by a remote controller or smartphone

Usually outfitted with cameras and/or scanners

Can also be programmed to fly without an operator

DSLR Camera

High-end, digital camera with interchangeable lenses and other accessories

Many can record video, providing a cinematic look

Uses a mirror to reflect, or direct, the incoming light towards the viewfinder

Electric Scooter

Commonly outfitted with two wheels, an electric motor, and a standing platform

Requires frequent electric charges; does not need gasoline

Classified as a form of micro-mobility; is popular in metro areas for fast travel

Extended Reality (VR, AR, MR)

Extended reality encompasses all forms of content experienced via wearable headsets

VR replaces reality with a generated alternate while AR enhances reality with digital info

Mixed reality adds generated content to reality in a sophisticated, blended manner

Eye Tracking

The process of measuring the point of gaze or the motion of an eye relative to the head

Sensor technology that allows a computer device to know where a person is looking

Allows for unique insights into human behavior and facilitates natural user interfaces

Internet of Things (IoT)

A growing network of physical objects all connected via the internet

Usually embedded with sensors, software, and other technologies used to share information

Most devices store and exchange data with users via apps

Machine Learning

Algorithms that enable computers to learn patterns from data

Allows data-driven decisions to be made

Popular end-goal examples include personalized recommendations

Natural Language Processing

AI research investigating computer processing of languages for performing useful tasks

Algorithms that allow for the parsing and understanding of human language

Also allows for the creation or synthesis of written texts

Paper & Pencil

Communication tool

Can be used to illustrate, speak, or share ideas

One of the oldest forms of technology

Portable Energy Tech

Mobile electricity generation units used to directly power or recharge equipment

Can provide emergency power to home or business devices or extra power to personal gear

Examples are portable battery packs, solar powered chargers, & alternative fuel generators

Post-it Notes
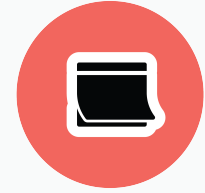
Simple, paper squares that typically have adhesive on the back

Can adhere to most surfaces for a limited time

Used for brainstorming, remembering things, or to cover entire rooms

Prototyping Tools
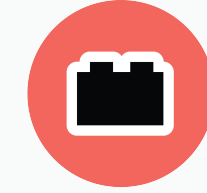
Simple building tools that allow rapid iterating of ideas

Allows users to create functioning ideas that can be later translated to final inventions

Lego®, Makey Makey, and littleBits are popular examples

Proximity Tech

Sensors that have the ability to detect nearby objects without touching them

Can be used to trigger other outputs, signals, or notifications

Common use cases are automatic doors, vehicle backup cameras, and museum tours

Smart Mirror

A two-way mirror with a digital display behind the glass

Displays information in the form of widgets, such as weather, time, and news updates

Can often use AR to enhance the user's own image

Smart Speaker

An internet-enabled speaker that is controlled by spoken commands

Used for streaming audio content, relaying information, & communicating with other devices

Usually includes an integrated virtual assistant that offers interactive actions

Smartwatch

Wearable technology that provides real-time info and notifications

Monitors health and biometric data and enables personal reporting

Offers lower distraction alternatives to receiving digital updates

Solar Panels
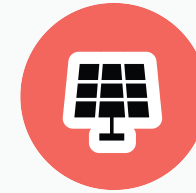
Panels of sensors that absorb the sun's energy and converts it into electricity or heat

Can be used to decrease carbon footprint and provide electricity in secluded areas

Popular, consumer example is rooftop solar energy

Tablet with Smart Stylus

Tablet computer with multi-touch screen

Smart stylus offers detailed drawing and note-taking capabilities

Usually includes high-end camera that can take pictures and video

Telepresence Robot
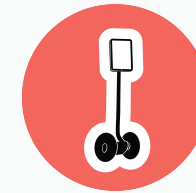
Enables audio/video communication from a distance

User can log on and access the robot from anywhere in the world with internet

Allows the user to have a physical presence in another location

XR Development

Often requires advanced coding skills to generate virtual worlds or objects

Allows creation of custom experiences tailored to users' experiences or occupations

Commonly overlaps with game development skillsets

XR Headset
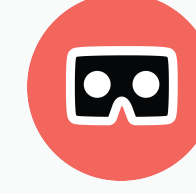
Enables consumption of 360º video, virtual, augmented, and mixed reality content

Standalone headsets do not require a connection to a computer, while higher-end units do

Often connected to app stores where developers can distribute immersive content

There are two types of action cards: Reflection Questions and Uses & Gratifications.

Reflection questions encourage exploratory conversation amongst players. There is no right or wrong answer to the reflection question cards.

Reflection Question

Does [technology] overshadow, mask, or otherwise draw the focus away from [character]'s job duties?

Information Seeking

Looking for information pertaining to things/concepts/entities

What product or service can you create using [technology] that would allow [character] to fulfill their need for information seeking?

Uses and Gratifications are from the entrepreneurship expansion. These cards encourage players to pitch a product or service that best fulfills the need stated on the card. Thesecards also include a voting mechanic, that enables players to score points.

Reflection Question

Does [technology] overshadow, mask, or otherwise draw the focus away from [character]'s job duties?

Reflection Question

Does [technology] replace, or does it aid, [character]? What are the effects of this?

Reflection Question

Could [technology] be utilized by [character] in both appropriate and empowering ways?

Reflection Question

How can [character] use [technology] to improve their occupation? Their day-to-day life?

Reflection Question

What are some pitfalls for [character] in using [technology] in their occupation?

Reflection Question

As [technology] is increasingly used by those like [character], what is the impact on society?

Reflection Question

What are [technology]'s effects on the health of the planet and of [character]?

Reflection Question

What might be lost or who might be displaced in [character]'s community with the widespread adoption of [technology]?

Reflection Question

How could [technology] affect [character]'s personal life?

Reflection Question

Would [character] be fearful of their role/world being disrupted by [technology]? What is your reasoning?

Reflection Question

How could [technology] foster/suppress [character]'s local and distant family relationships?

Reflection Question

What are the ethical implications of [character] adopting [technology]?

Reflection Question

How could [technology] build (or tear down) community bridges for [character]?

Reflection Question

Could [technology] have an impact on the globalization of [character's] career?

Globalization is defined as the connection of different parts of the world resulting in the expansion of international, cultural, economic, and political activities. It is the movement and integration of goods and people among different countries.

Reflection Question

What does [technology] allow [character] to ignore? How could this be used to enhance [character]'s [career]?

Information Seeking

Looking for information pertaining to things/concepts/entities

What product or service can you create using [technology] that would allow [character] to fulfill their need for information seeking?

Social Surveillance

Keeping track of friends, relatives, or people you know

What product or service can you create using [technology] that would allow [character] to fulfill their need for social surveillance?

Entertainment

Pursuing an activity for the sake of enjoyment

What product or service can you create using [technology] that would allow [character] to fulfill their need for entertainment?

Escape/Diversion

Attempting to divert the mind from tedious or serious concerns

What product or service can you create using [technology] that would allow [character] to fulfill their need for escape/diversion?

Social Competition

Experiencing the thrill of competing with others

What product or service can you create using [technology] that would allow [character] to fulfill their need for social competition?

Challenge

Challenging oneself; testing one's abilities

What product or service can you create using [technology] that would allow [character] to fulfill their need for challenge?

Self-Documentation

Noting and keeping track of information about oneself/one's opinions

What product or service can you create using [technology] that would allow [character] to fulfill their need for self-documentation?

Self-Expression

Expressing one's feelings, thoughts, or ideas

What product or service can you create using [technology] that would allow [character] to fulfill their need for self-expression?

Social Interaction

Interacting with other people or social groups

What product or service can you create using [technology] that would allow [character] to fulfill their need for social interaction?

Time Managment

Keeping track and managing time

What product or service can you create using [technology] that would allow [character] to fulfill their need for time management?

Distributed Cognition

Using technology or services to reduce one's mental load

What product or service can you create using [technology] that would allow [character] to fulfill their need for distributed cognition?

Content Creation

Generating new content for various purposes

What product or service can you create using [technology] that would allow [character] to fulfill their need for content creation?

Card Categories
Character

The blue cards represent fictional characters from real locations around the world. Each character card includes name, phonetic pronunciation, pronouns, and age in the top-right corner. The bottom-left corner includes four elements: occupation, current location, family dynamic, and a personal fact(s).

Card Categories
Technology

The red cards represent technologies. These technologies range from emerging to current, to as old as paper and pencil. Each technology includes a small image/icon of that technology and three (3) short definitions of what it is. These definitions are meant to provide a high-level overview of what the technology is, but should not act as a complete definition. To learn more about the technologies and their uses, we encourage you to do your own research.

Card Categories
Action

The green cards represent discussion prompts. Each action card includes a [character] and a [technology] blank. Cards with no solid, green circles in the top, left-hand corner are reflection questions. Cards with solid, green circles in the top, left-hand corners indicate expansion cards. For further explanation on expansion action cards, reference the expansion instruction cards.

Basic Instructions
Step 1

Shuffle cards into three piles; draw cards.

Separate the deck colors into three smaller decks: blue character cards, red technology cards, and green action cards. Shuffle piles. Select one (1) card from each pile.

Basic Instructions
Step 2

Read your cards and complete the action card prompt.

Use the **character card** and **technology card** to fill in the respected blanks on the **action card**. If you aren't familiar with a **technology** or any information on the **character card**, please feel free to do some research and learn more about it.

Basic Instructions
Step 3

Discuss the completed action card.

There is no right or wrong answer to the **action cards** – the goal is to think about your interpretation and have exploratory conversations with the other players.

Expansions

What The Deck is designed to be scaled and integrated with expansion decks. Expansion cards are marked with small, solid circles in the top, left-hand corners of the cards. If there is one circle, it is from Expansion #1. Two circles indicate Expansion #2 and so on. If there is no circle, it is from the original deck. It is recommended that you leave the **character** and **technology** expansion cards in the deck for any variation you play. However, you should separate the **action cards** into their respective expansion packs. Each expansion will include a description and rule variation card to further expand on how it integrates and interacts with What The Deck.

Expansion #1
Entrepreneurship Overview

The "entrepreneurship expansion" adds new character and technology cards, as well as Uses and Gratification **action cards**. This includes a different way to play What The Deck. The new action cards present a scenario where players must create a product or service that encompasses the selected **technology**. This product or service should allow the **character** to fulfill the need associated with the Use or Gratification defined on the **action card**.

Expansion #1
Entrepreneurship Rules

Players are challenged to come up with the best pitch or idea, defined by the **action card** prompt. After each player or group has their idea, players will take turns pitching their ideas to the rest of the class, or group of players. Players will then vote on the pitch/idea that best addresses the need. The best idea wins one point. At the end of the game, the team or player with the most points wins. The number of rounds should be determined before play begins, or by the facilitator.