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**UNIVERSITÄT
BERN**

Workshop 6

Factuality

- A 90 minute crash course on structural inequality in America

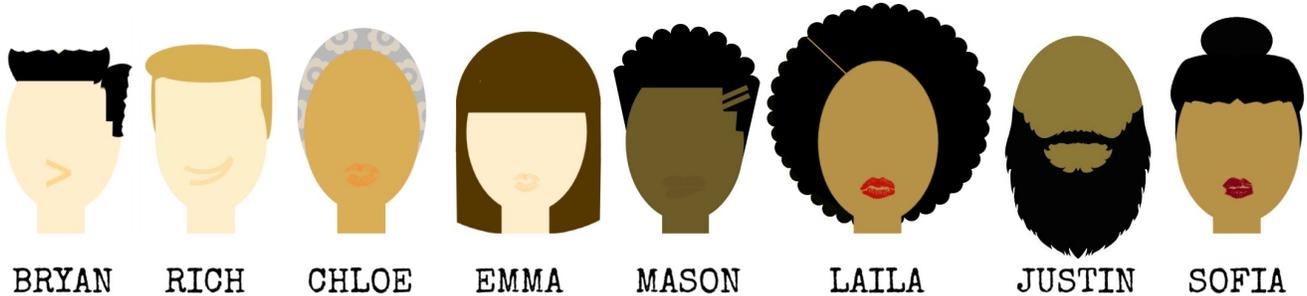
Workshop Chair:

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see below

FACTUALITY®

A 90 MINUTE CRASH COURSE ON STRUCTURAL INEQUALITY IN AMERICA



WORKSHOP PROPOSAL

FACTUALITY is a **facilitated dialogue, crash course, and board game**, all in one, that simulates structural inequality, in America. Participants assume the identities of the characters above, encountering a series of fact based advantages & limitations based on the intersection of their race, gender, sexual orientation, faith, and class.

FACTUALITY evokes empathy, increases cultural competence, & enhances self-awareness.

FACTUALITY is played with eight characters that belong to the following racial groups: Asian, White, African American, and Latinx. There are male and female characters, LGBTQ characters, Muslim, and Jewish characters. Each character encounters a series of fact based advantages and limitations based on the intersection of their race, gender, sexual orientation, faith, and class.

Participants are required to pick a character that differs from their own identity and are then engaged in a facilitated conversation and simulation via board game.

UNPACKS 12 INTERSECTING TOPICS

racial discrimination	(mental) health disparities	education inequity	gender discrimination
religious discrimination	race & gender pay gaps	environmental injustice	sexual orientation discrimination
redlining & gentrification	incarceration & bail disparities	(dis)ability	intersectionality

LEARNING OBJECTIVES

- Participants will become acquainted with the intricacies of inequality's intentionally structured foundation and its crippling cyclical nature.
- Participants will be able to dismantle the various preconceived biases associated with various marginalized groups.
- Participants will leave self-aware and can (begin to) contribute to inclusive rhetoric regarding the dissolution of structural inequality.

WORKSHOP TIMELINE

- 10 Minutes: Introduction, Game Guidelines
- 50 Minutes: Game play/experiential learning and discussion
- 10 Minutes: Standard FACTUALITY wrap up and transition into discussion
- 15 Minutes: Small and large discussion groups
- 5 Minutes: Closing

Game supplies will be provided to accommodate all attendees.

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