

Scope

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Scope is an innovative feedback tool in the form of a deck of cards that adds a playful component to feedback sessions. It can be adapted to different situations and used to facilitate feedback sessions of projects from different disciplines and contexts.

Scope facilitates the complex art of giving valuable feedback that secures fewer blind angles and better decision-making in projects. It creates a strong scope and outline of what to do next. It is common to find it hard to give appropriate and useful feedback, and to come up with ideas that can help others improve their work. *Scope* is a tool that will facilitate this.



You will be able to choose a character card to role-play between the 12 archetypes and give feedback based on that new perspective; or to choose an object card, which indicates the main focus to follow while giving feedback.

Pdf and luxury print version of the cards will be available soon.

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The tool was designed at Design School Kolding under the supervision of Associate Professor Sune Klok Gudiksen and in collaboration with four students from the second year in the Design for Play Master's programme: Paula Barci, Malavika Gupta, Sara Plavan, and Lidia Ruiz Díaz.



Through methods rooted in role-playing and Jungian psychology, the *Scope* cards give you a new perspective, unlocking new ways to give advice and improve projects. Example of use are in design and innovation projects where potentials and directions have to be assessed and evaluated before moving to the next stage. The cards and facilitation through these enable 360-degree perspectives on the content at hand.

Contact



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