Identification of functionally active genomic features relevant to phenotypic diversity and plasticity in cattle

Deliverable 8.4

Democs Game on Cattle Breeding (Pilot version)

Grant agreement no°: 815668

Due submission date

2020-12-31

Actual submission date

2021-02-27

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Confidential No

DOCUMENT CONTROL SHEET

Deliverable name	Democs Game on Cattle Breeding (pilot version)
Deliverable number	8.4
Partners providing input to this Deliverable	Direct input from WP8 partners; additional insights from BovReg partners in WPs 4, 5, 6 and 7, interviewed as part of task T8.1
Draft final version circulated by lead party to: On date	All partners Sent in two parts on 29/08/2020 and 9/9/2020
Approved by (on date)	FBN as Coordinator (2021-02-27)
Work package no	8
Dissemination level	Confidential, only for members of the consortium (including the Commission Services) and participants in test games.

REVISION HISTORY

Version number	Version date	Document name	Lead partner
D8.4	2021-02-25	BovReg deliverable 8.4 v1	Edinethics
D8.4	2021-02-26	BovReg deliverable 8.4 v2	Edinethics

Changes with respect to the DoA (Description of Action)

In the Grant Agreement deliverable D8.4 was to be "Democs game, boxed and downloadable forms". A pilot version has been successfully created, as planned in T8.2, but Covid-19 restrictions prevailing for the past year have prevented the face-to-face beta testing of the pilot game with sample groups of publics, which is a necessary requirement before the finalised, boxed and downloadable version can be created. Given the Covid restrictions, the pilot version of the game is presented as D8.4, with the title suitably amended.

Dissemination and uptake

The present pilot version is not for public distribution at this point in time, since the content of the game is not finalised. The intention when restrictions are lifted sufficiently is to play the game with a small number of groups who will be asked to provide feedback on the

content, balance and understanability of the game. Partners within BovReg may aid us in this process, depending on restrictions in their countries.

Once the final game has been produced, it is specifically intended for playing with groups of publics. This is an important intergal part of BovReg's intended dissemination in T9.3 and T9.4, in so far as these will be possible if restrictions remain ongoing. It will therefore be made available for consultation at the BovReg website and disseminated through partners. It is produced in English and will also be translated into Finnish (using skills within WP8 and WP9). Other partners are being encouraged to translate it and play it in their languages, since with publics playing and discussing in one's 'mother tongue' is far more effective than in English. The analysis in T8.2 of the outcomes from playing the games with publics is expected to provide valuable qualitative data on public views on genomic selection in cattle and related issues.

1. Summary of results (n/a)

2. Introduction

Task 8.2 in WP8 of the BovReg project on the functional genomics of cattle breeding is to create and play a Democs card game to explain cattle breeding and genomics, and to explore ethical questions about breeding priorities and practices, with small groups of publics in different European countries. The Democs card game is a tool for discussion aimed at informal grassroots groups of 6-8 people. It uses different sets of cards to enable people with no previous knowledge to learn about new technologies and discuss their ethical and social implications. The concept was first developed in 2002 on human embryonic stem cells, and has now been developed in numerous games on a wide range of issues and many languages. The cards have been written in a detailed iterative process drawing upon the technical, ethical and Democs game expertise within WP8 team, and with many useful insights from other BovReg partners.

Story cards introduce the subject through case studies of people involved, Information Cards provide necessary factual information and Issue Cards present ethical issues and varied viewpoints. Players choose which issues to discuss and frame their own views, built up from the suite of cards. The outputs are group opinion statements, written on Cluster Cards, based on the cards the group members have chosen to discuss, and individual votes by each player on priorities and questions in cattle breeding, with their reasons in their own words. The game is intended to be used without experts or facilitation. One person acts as 'dealer', who has read the instructions but knows no more than anyone else about the issues to be discussed. The 'expert' is the cards.

3. Core report

In Period 1, the game has been created up to the pilot phase of the game. Within this Period 1, it was also planned to carry out an essential part of the game creation, which is to beta test the pilot game with sample groups, asking for feedback in order then to refine the cards and the content. The game would then be finalised and produced as printed and boxed sets and also as a version available to be downloaded and printed by users. In the Grant Agreement for WP8, Deliverable D8.4 was this completed game. The game would then be available for playing with publics during the remainder of the BovReg project.

Covid-19 restrictions have however prevented any beta testing of the game. The very concept of the game is that groups of 6-8 people meet round a table on which the cards are played and discussed by the group. Such close face-to-face interaction has been prevented by the Covid-19 restrictions in the UK and many EU countries since March 2020. Since it would have broken the law to test the game, the completion of the planned deliverable D8.4 of the printed boxed game is not therefore possible while Covid restrictions on public meeting remain. The deliverable D8.4 is therefore submitted as the present pilot version in electronic form, as the set of attached zipped files. The possibility of developing a version of the pilot game playable on-line has been considered and some preliminary work done to explore its feasibility. To take it further would, however, require additional work and budgetary resources beyond that envisaged in T8.2 in the Grant Agreement.

It should be noted that at this pilot stage the cards are only in a fairly simple format, since changes are anticipated from the beta testing. The design, graphics and pictures are all provisional. Once the content of the cards, grids and instruction manual is finalised after beta testing, the materials will be sent to a professional designer for design and layout, and printed as the final boxed games. For the purposes of this uploading this deliverable, the 8 Story Cards are gathered into two PDF files, and the 35 Information and 36 Issue Cards are in a single Excel spreadsheet. In use, each card can be made into a separate file if necessary.

The list of files is as follows :

BovReg Democs Instructions Pilot 03.pdf
BovReg Democs Story Cards 1-4 Sept 2020 single text pink-2.pdf
BovReg Democs Story Cards 5-8 Sept 2020 single text pink-2.pdf
BovReg Democs-Info and Issue cards 08.xlsx
BovReg Voting Grids 04.docx
Feedback Form-03 for pilot BovReg game.docx
Generic Cluster cards-02.docx
Generic Yellow cards 8 A7.pdf
Generic Blank cards 8 A7.pdf

4. Conclusions

The pilot version of the Democs card game on cattle breeding has been created and is uploaded as revised deliverable D8.4. Once Covid restrictions are lifted sufficiently the pilot game will be tested face-to-face with a small number of groups, who will be asked to provide feedback on the content, balance and understandability. Based on this feedback, the game will be finalised, designed and printed as a box sets and in downloadable form, for playing with groups of publics during the remainder of the project, as an important part of BovReg's dissemination in T9.3 and T9.4. The outcomes will be analysed in deliverable D8.7 in M48.

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