

Hats & Glasses

Created by Game Designers as an activity for the *FIRST* Robotics Competition at Home Challenge: Game Design Competition



The Activity:

Main Takeaways:

- 1) Understand the differences you see in your role versus your perspective
- 2) Communicate with teammates

Hats: Your Responsibilities

- What "roles" do you bring to the table?
 - Think about what roles you feel responsible to represent on your team.
 - What do you want people to "trust" you with when you wear this hat?
 - "Hats" are likely tied to your position on your team.
 - These are things you are responsible for on your team.

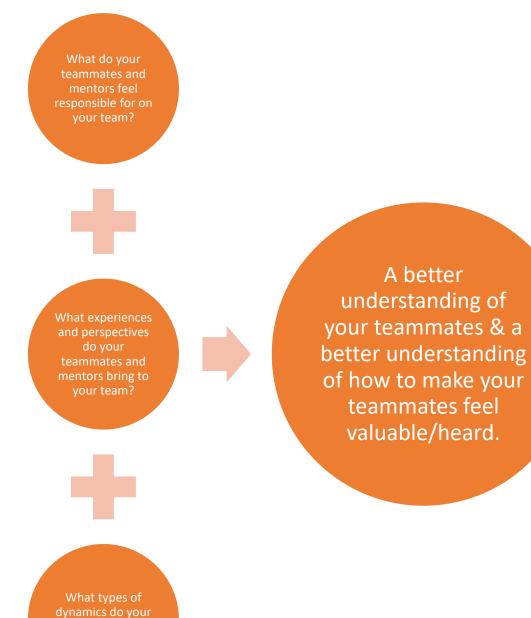
Glasses: Your Experiences

- What "perspectives" do you bring to the table?
 - Think about what perspectives (gained from experiences) you use to form your opinions.
 - These could be things that you feel passionately about but may not be ultimately responsible for on your team.

Sunglasses:

What type of dynamics do you dislike?

The Hopeful Outcome



teammates and mentors dislike?

Ground Rules – Generating Content Examples

1. Be honest with yourself

- Hats & Glasses are not the same thing:
 - Hats roles you are responsible for
 - Glasses perspectives you have

2. Be thorough

- Try to use this opportunity to explain your background to your teammates
- Include at least 1 hat, 1 glasses, & 1 sunglasses

Ground Rules – Sharing Content Examples

- 1. Assume positive intent
- 2. Be open-minded
- 3. Trust that teammates have thought about the activity & their responses
- 4. Understand that people may have the same hat or glasses to you, but it doesn't mean you will have the same opinion.

Examples of Hats and Glasses

Hats Examples – roles on your team

- Team Captain/President/CEO
- Lead Mentor
- Outreach Mentor
- Scout
- Award Submitter
- Electrical Team Member
- Programmer
- Spirit Captain

Glasses Examples – life experiences

- Work experiences
- Hobby experiences
- Education (including specific classes)
- Personal life (being a sibling, parent, spouse, etc.)

Sunglasses Examples – dynamics you dislike

- When people raise their voice
- When someone says they will do something, but they don't do it
- When people are late

Kelly Carlson (student example)







Hats: My Responsibilities

- Team Captain
 - People can trust that I will do everything to make sure the team is successful
 - Ensure all members feel their contributions are valued
 - Work with mentors & other student leads to ensure our team is set up for success
- Award Submitter/Lead & Chairman's Presenter
 - People can trust that I am aware of deadlines and award submission criteria
 - Ensure our team is educated and prepared to talk to judges
- Outreach/Business/Fundraising Lead
 - Work with mentors and teammates to set up outreach opportunities that focus on promoting FIRST/my team
 - Work with mentors and teammates to set up outreach fundraising opportunities of various scales to ensure our team is meeting our financial goals
 - · Maintain the business plan
 - Act as the club liaison to showcase our team (TV production, yearbook, student council, etc)
- Robot Builder
 - Work with our build team lead to ensure our robot is complete and ready for competition
- Glasses: My Perspectives
 - FRC experiences experiences include Drive Team member, wiring the robot, mechanical design for the robot, shop organization, public speaking, and roles listed above
 - Club liaison I work with multiple clubs to showcase our team (TV production, yearbook, student council, theater, dance team)
 - Female One of only a few females on the team
 - Event volunteer volunteer at FLL and FTC events, this allows me to make connections with people in other programs
- Sunglasses: Dynamic's I Don't Like
 - Don't like saying "it's always been like this" I want to work to make my team better which might mean changing how things "have always been done"

Kelly Carlson (mentor example)







- Hats: My Responsibilities
 - FLL Mentor (middle school age team members)
 - Provide guidance on how to prioritize missions & understand programming logic
 - Assist with all aspects of the project
 - Ensure all students are safe, engaged, feel valued, and are learning new skills
 - FTC Mentor (high school age team members)
 - Provide guidance on strategy & mechanical elements of the robot
 - Assist with documentation & record keeping
 - Ensure all students are safe, engaged, feel valued, and are learning new skills
 - Ensure team is set up for success at events so I can focus on being an event volunteer
 - FRC Mentor (high school age team members)
 - Provide guidance on CAD, mechanical elements of the robot & field build
 - Provided non-technical guidance (spirit, creativity, awards)
 - Ensure all students are safe, engaged, feel valued, and are learning new skills
- Glasses: My Perspectives
 - FRC alumni (2011 2014) roles included Drive Team, Team Captain, Mechanical Build, Awards, Fundraising/Business Lead,
 Outreach Lead
 - FRC, FLL, and FTC Mentor mentored multiple FIRST teams in all of the programs
 - FTA/Field Reset/Game Announcer/Master of Ceremonies experience in these roles have given me an understanding of the "behind the scenes" of events
 - FRC Scholarship Recipient I understand how important this program is for kids who are using it to get long-term opportunities
 - WPI alumni Mechanical Engineering college degree
 - Multiple Work/Club Experiences I have worked at multiple companies and have been part of multiple student organizations, so I have seen various types of organizational structures and have good examples of what does/doesn't work.
 - Female Female in engineering has made me think about being the "odd one out". This perspective helps me think about diversity & inclusion, and the importance of being a role model to students.
- Sunglasses: Dynamic's I Don't Like
 - Don't like when plans aren't communicated I like to know the plan (meeting days/times/expectations) so I can be as helpful to the team(s) as possible

Kelly Carlson (work example)







Hats: My Responsibilities

- Mechanical Engineering "Subject Matter Expert"
 - People can trust my engineering knowledge and knowledge of design feasibility
 - Advocate for Mechanical Engineering Team specifically feasibility, cost, ease of assembly, assembly robustness
- Field-Build Teacher, FTA Teacher, Field Supervisor Support, Event Support
 - People can trust that I am thinking about "how are we going to teach volunteers about X"
 - People can trust that if I say it should be okay for volunteers it's because I know I am one of the people responsible for making it okay
 - People can trust that if something fails during the season, I will work to find a solution to fix the issue
- Game Design Committee Lead
 - People can trust I am thinking of the full game design process (from concept through Einstein)
 - People can trust that I am thinking about how this game gets discussed with other departments (marketing, Frank, game animation, etc.)

Glasses: My Perspectives

- FRC alumni (2011 2014) roles included Drive Team, Team Captain, Mechanical Build, Awards, Fundraising/Business Lead, Outreach Lead
- FRC Scholarship Recipient I understand how important this program is for kids who are using it to get long-term opportunities
- WPI alumni College education was largely project based. I was very involved on campus and gained a lot of leadership and marketing skills. I have a mechanical engineering/mechanical design degree.
- Creative Work Experience I have creative work experience from working at Disney Imagineering. I tend to think "let's not say no until it's proven impossible". I've done a bit of work with compromising creative vs. physics to find innovative solutions
- Female Female in engineering has made me think about being the "odd one out". This perspective helps me think about diversity & inclusion
- FRC, FLL, and FTC Mentor mentored while in high school (FLL/FTC) teams with very small budgets & had no prior knowledge of FTC/FLL. Mentored after college a team in Florida (Mechanical). Mentor my old team remotely (and occasionally in person) with field builds, scholarships, and awards.
- FTA/Field Reset experience in these roles and working on training material for roles
- Planner I thrive on having plans/long term goals/timelines

Sunglasses: Dynamic's I Don't Like

• Don't like when things get "loud" – my communication style is to shut down when people get loud