



Canadian Drug
Policy Coalition

Coalition canadienne
des politiques
sur les drogues



SIMON FRASER
UNIVERSITY
ENGAGING THE WORLD

Interactive Board Game Designer – Part-Time, Short-Term Project Position

The Canadian Drug Policy Coalition (CDPC) is working towards moving the conversation in Canada from “should we regulate currently illegal drugs?” to “how would we regulate these drugs?” To this end, we are continuing to develop models to further discussion about how Canada might regulate substances like heroin, cocaine and LSD. Over the next year, we will be taking advantage of opportunities to workshop different forms of these models with various audiences in order to get feedback on what Canadians think about different regulatory systems for drugs and what format works best to gather this information from different size and make-up of groups. Ultimately, we are aiming for a digital gamified version of the models to gather input from tens of thousands of Canadians.

We are seeking a talented, design-focused individual to help us prepare for a World Café-style workshop in Quebec in late November. The Interactive Board Game Designer will help us to articulate and design an easy-to-learn and play board game that will help to illustrate the principles of legal regulation of drugs.

CDPC is a national coalition at Simon Fraser University (SFU) in Vancouver, British Columbia, that promotes a drug policy for Canada based on principles of public health, human rights, evidence and social inclusion. CDPC fosters public education, dialogue and action on public policy as it relates to reducing harms and maximizing benefits related to substance use in our communities and promotes policies that improve the health and well-being of people who use substances in Canada and internationally.

Responsibilities

- Works with CDPC’s Director of Policy to understand basic policies about legal regulation of drugs.
- Collaborates with CDPC staff team to articulate and visualize a board game to illustrate some key points about the legal regulation of drugs.
- Produces preliminary design(s) of board game as necessary for feedback from the CDPC staff team.
- Revises design(s) as needed based on feedback from CDPC team.
- Produces six final versions of board game to be used/tested in World Café-style workshop (for each of opioids, stimulants, and psychedelic drugs in both English and French).
- Works with CDPC staff team to outline how the success of the game can best be measured.
- Works with translator to produce French versions of games.
- Functions with high degree of autonomy while able to work in a team setting.
- Other duties as assigned.
- This position reports to the Director of Policy at CDPC.

Knowledge, Skills and Abilities Required:

- Demonstrable training and/or skill in design work applicable to this project
- Ability to work independently and as part of a team.

- Ability to creatively translate concepts into easy-to-grasp visual components suitable for this project.
- Very good written and verbal English communication skills.
- Basic understanding of illegal substances is desirable.
- Knowledge of written French an asset.

Project Parameters

- World Café style means that participants (up to 10 per table) have a very short period to learn and understand what the game entails, and then only about 15 minutes to play the game each round before moving to a second and third table to repeat the activity with different substances.
- Board game must be easy to learn, intuitive, interesting, fun, and educational.
- If possible – and based on how well the exercise works – this board game may be adapted to a digital version in the future (outside of the scope of this contract).
- Design must be flexible and adaptable to allow for revision and improvement.
- For the Quebec workshop, the game will be translated into French.

Work may be done remotely with limited in person or digital communication with our staff team based at Simon Fraser University, Harbour Centre, Vancouver, BC or entirely on location at SFU.

Contract Position: approximately 4 to 8 weeks, depending on pace of work.

Depending on interest and availability of funding, designer may be invited to participate in the Quebec workshop in November.

Compensation: \$3,400 – fixed rate based on 170 hours at \$20 per hour.

Contact: Please send cover letter, resume, links to at least three original design samples, and three references to bernstei@sfu.ca

Application Deadline: August 23, 2019

Start Date: Immediately