



**LET'S TALK
ABOUT MOBILITY**



INSTRUCTIONS



Hardly anything permeates our everyday lives as much as mobility does. But what do we actually mean by mobility? And how can we talk specifically about what moves us in this context?

BWIM's conversation cards *Let's Talk about Mobility* are a quick way to start a conversation with many or with few people in different situations. The cards can be used in various ways: As a conversation starter or to introduce new perspectives and new aspects into an ongoing discussion.

We already compiled some ideas for using the cards below. Certainly there will be many more. We are happy to receive feedback and new ideas at info@bw-im.de.

We wish you
HAPPY CONNECTING!

© 2024 BWIM

LET'S TALK ABOUT MOBILITY



PLAYING GUIDE

Pictograms



STORY CAFÉ

What exactly moves the group you are in? What view do you have on mobility? The cards can be used to share stories, find common ground, and discover new aspects. Whether in a direct exchange with individual citizens or during a workshop with experts – the pictograms invite people to imagine specific situations and share personal stories.

Participants can either draw a card from the deck face down or deliberately choose a specific pictogram. A variation would be to use a fixed number of selected cards (e.g. three) for the entire group.

In a group of people unknown to each other, it is recommended to start by forming groups of 2 to create a more natural conversation situation.

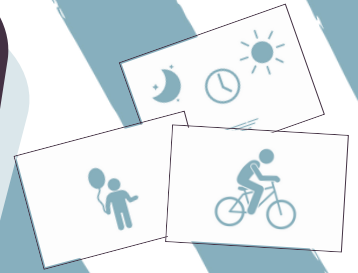
Variation:

Combine the cards from set 2 *Meta Questions* with the cards from set 1 *Pictograms*. First discuss a meta question from your perspective and then draw a pictogram card to further discuss the topic through the eyes of a specific target group. The rest of the game can be based on the play method “*In the shoes of...*”.

© 2024 BWIM



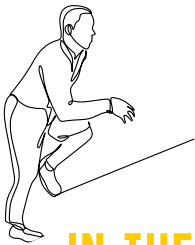
LET'S TALK ABOUT MOBILITY



BWIM

PLAYING GUIDE

Pictograms



IN THE SHOES OF...

When we look at or evaluate specific situations, we usually draw on our own experiences and existing knowledge. But how does another person perceive this situation?

The pictogram cards make it possible to put yourself in other people's shoes and thus introduce new perspectives into the conversation, whether it be on familiar or unfamiliar situations.

Use the cards to look at a situation specifically from a certain person's point of view. What do you notice? What new insights have you gained? What surprises you? Discuss your observations with the group.

© 2024 BWIM



LET'S TALK ABOUT MOBILITY

Wie kann man nicht mobil sein?

Ist Mobilität individuell?

Ist Mobilität politisch?

BWIM

PLAYING GUIDE

Meta Questions

FROM ME TO WE

Form subgroups of maximum 5 participants. Together, find at least one question to which you would give a similar answer, but also at least one question where you have very different opinions or experiences.

Join the large group again. Present your card and your answers, and have the participants form a line in the room, with the opposing ends of the line representing “full approval” and “no approval”. The final line-up invites further discussions about the topic in question.

Variation:

If you want to discuss specific aspects, select a set of 3-5 questions and have people meet in small groups accordingly. Please note: this variation only works for questions with clear answers.

© 2024 BWIM

LET'S TALK ABOUT MOBILITY

Wie kann man nicht mobil sein?

Ist Mobilität individuell?

Ist Mobilität politisch?

BWIM

PLAYING GUIDE

Meta Questions



SPEEDDATING

Two people share a set of cards. First, person 1 draws a card and answers the question posed, while person 2 listens. Then person 2 draws another card and person 1 listens. In the third round, the two discuss what they have heard, ask questions, record unexpected facts, and discover similarities.

© 2024 BWIM



LET'S TALK ABOUT MOBILITY

Wie kann man nicht mobil sein?

Ist Mobilität individuell?

Ist Mobilität politisch?

BWIM

PLAYING GUIDE

Meta Questions



CHECK-IN / CHECK-OUT

This option is particularly suitable for teams working in the field of mobility or a related domain. New perspectives and insights can be gained through the questions asked.

Take 15 minutes at the beginning or end of your team meeting, draw a question and let each participant answer it individually for 3 minutes. Then present the individual answers and take note of what was surprising or unexpected.

© 2024 BWIM



LET'S TALK ABOUT MOBILITY

Wie kann man nicht mobil sein?

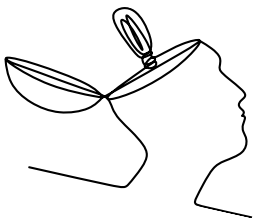
Ist Mobilität individuell?

Ist Mobilität politisch?

BWIM

PLAYING GUIDE

Meta Questions



THINKING HEADS 1/2

Combine the cards from set 2 *Meta Questions* with the cards from set 1 *Pictograms*.

Each person draws a persona card, looks at it and places it face down in front of them. Then a question card is being drawn. During the discussion, the participants take on the “role” of their persona and contribute their perspective, without giving away their persona. Discuss the question for 10-15 minutes. It can be helpful to appoint a moderator to facilitate the discussion.

After the discussion, all participants take a guess as to which perspective the others have argued from. Examine which statements led to these assumptions and what you generally noticed in the discussion. Review as well how everyone felt in the role of their persona and what was surprising, touching or disruptive.

Variation:

This game is also suitable for larger groups. Divide the group into up to 5 subgroups, with each group representing one persona. After selecting a

© 2024 BWIM



LET'S TALK ABOUT MOBILITY

Wie kann man nicht mobil sein?

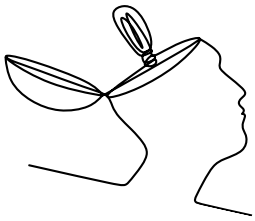
Ist Mobilität individuell?

Ist Mobilität politisch?

BWIM

PLAYING GUIDE

Meta Questions



THINKING HEADS 2/2

question, each group has 10 minutes to agree on their roles and positions. Each group then sends one representative into the discussion, while the other participants observe what is happening. Afterwards the observations are discussed by the whole group.

It is also possible that the group members change roles during the discussion, similar to a fishbowl concept, and contribute their respective perspectives.

© 2024 BWIM

