

Activity 3.5: Institutional barriers to community-engaged research

PARTICIPANT-LED ACTIVITY

Duration: 30-60 minutes (with 60-90 minutes preparation time for participant facilitators)

Aims:

- To practice designing and delivering group activities
- To practice eliciting community knowledge and perspectives
- To facilitate knowledge sharing about, and critical engagement with, the barriers to community engagement in university-based AI research
- To facilitate group evaluation of this activity

Requirements:

Note: as a participant-led session, this activity will require preparation time.

It is helpful for participant facilitators to have a key contact from the delivery team to consult with if needed.

Other requirements will depend on the selected activity (see below).

Activities:

Preparation

We know that there are many barriers to community-engaged research in universities, and that these differ across institutions, disciplines, and individual positionalities. Understanding these is a necessary precondition of tackling them.

In your group, devise a short participatory activity or facilitated discussion aimed at supporting participants to share their knowledge about these barriers.

You may also like to include a process of analysis (e.g., categorising barriers by type/scale/urgency) and/or brainstorm possible solutions. This could be done as a whole group or in small groups and using any participatory tool/approach you like! There are some suggestions in the resource section below.

Remember to take into consideration any specificities of the space and group, with particular attention to access and inclusion.

As a group plan the delivery of the activity, including roles, materials, and timings.

Delivery

You will deliver this activity during Session 3.

Please include the following components:

- 1) Introduce the activity: what are you trying to achieve?
- 2) Run the activity

Optional follow-on activity:

This activity can be followed by facilitated reflection on the experience of delivering the activity and feedback from other participants.

Resources:

Potential methods/resources for this activity include:

- Brainstorming: [43 brainstorming techniques and games for creating new ideas | SessionLab](#)
- Card writing and sorting: [Card Writing and Sorting | Participatory Methods](#)
- Miro: [Free Online Brainstorming Tool For Creative Teams | Miro](#)