The Mind Reader

Your product analyzes user emotions or thoughts—what could go wrong?

How does your product interpret emotional or behavioral data, and could it misinterpret?

What risks arise if students feel judged by the system?

How could misuse of emotional data harm trust between institutions and students?

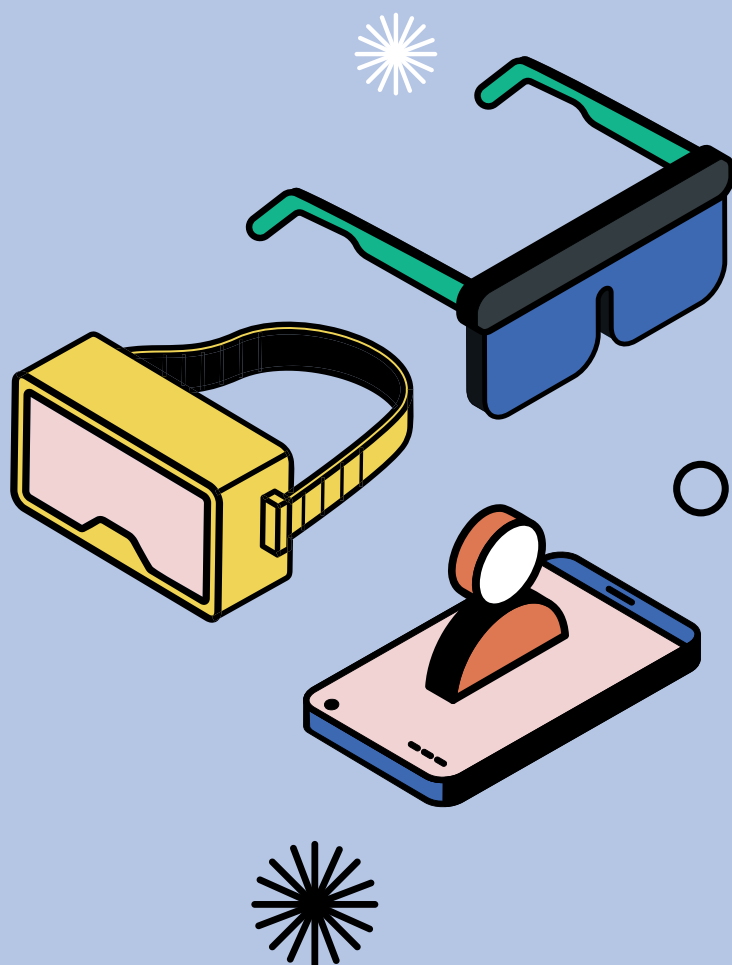**Keywords:** emotional data, trust, psychological safety

Polder
Perspectives XR

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Perspectives XR.
Host Instruction Sheet.

Polder Perspectives XR

Host Instruction Sheet

This guide supports you in leading a session of Polder Perspectives XR—a workshop game designed to bring ethical reflection and public value discussions into the heart of XR innovation in education. No need to be an expert in eXtended Reality technologies or ethics—your role is to guide time, structure, and dialogue.

TIME NEEDED

- Recommended: 1.5 to 2 hours for groups of around 10 players.
- If more teams are involved (up to 25 players), plan for additional time or shorten parts accordingly.
- Be sure to include a 5–10 minute break when energy dips or midway through the concept phase.
- Always leave at least 15 minutes at the end for open discussion and reflection.

ROOM SETUP

- If possible, arrange the space with separate tables, each hosting a company of 4–5 players.
- Each group will act as a fictional XR company.
- Ensure that printed materials and pens are available for each group. All materials can be downloaded in advance.

BONUS MATERIALS

- Use the Learner Slide for students or audiences with little XR experience.
- Use the Decision-Making Sheet for advanced groups, such as policymakers or strategy advisors.

INTRODUCING THE GAME

Context: Why Are We Playing This Game?

Start with the intro slides in the slide deck to explain:

- XR technologies are growing quickly in education, raising ethical challenges and new responsibilities.
- This game is about thinking critically and creatively about XR, using public values as a guide.
- Make it personal - Share your own curiosity or concern about XR to build connection and urgency.

GAME PHASES

1. Personal Values Phase

- Hand out Player Profile Sheets to everyone.
- Ask players to think about which values they believe are most important when XR is used in education.
- Encourage use of value banks (e.g. the SURF Waardenwijzer or the Public Value Compass) for inspiration.
- After 5 minutes, players put this sheet aside. It will be used again later during evaluation.

2. Forming Groups

- Divide participants into teams of 4–5 people. Each group becomes a fictional XR company.
- Hand out 1 Company Card per team and give them time to read and discuss their company identity.
- This helps them build a shared creative mindset.

3. Assigning Roles

- Give each player a Role Card from their company.
- Players should read their card and introduce themselves to the team in character.
- The roles help shape internal dynamics, bringing diverse perspectives into the discussion.

4. Introducing the Assignment

- Present a shared Assignment slide to all teams.
- This assignment reflects a real-world XR challenge in education.
- If you have a specific topic (e.g., healthcare, avatars, sustainability), feel free to swap in a different assignment.
- Tell the teams they'll be working to pitch a solution for this assignment.

5. Your Concept Canvas

- Distribute the Concept Canvas to each team.
- Teams use this to develop their XR solution by brainstorming how their company would respond to the assignment.
- This phase usually takes 15–30 minutes, depending on group energy and time.
  - A good reminder is that while many players really enjoy developing concepts and filling out the canvas, the focus of the game is to have value based and ethical discussions. Having the best 'solution' is not the goal of the game or even neccesarily a win condition. As the host, you will want to encourage them to ideate and brainstorm a solution rather quickly.

6. Introducing Ethical Lens Cards

- Midway through the concept development, hand each group an Ethical Lens Card.
- These cards offer ethical dilemmas or value conflicts related to XR.
  - For role-playing, it can be fun to offer the ethical lens cards as messages from 'the client' that there are 'concerns' and worries that need to be acknowledged in their concept designs.
- Offer the ethical lens cards as tools to sharpen the concept or challenge assumptions. Encourage teams to adapt or justify their ideas.
  - If players get discouraged, remind them that there's no "correct" answer—just good reasoning and discussion.

PITCH & EVALUATION PHASE

7. Pitching the Solutions

- Company A pitches their XR concept to Company B.
- While listening, Company B team members step out of character and return to their Personal Profile Sheets.

8. Evaluating the Pitch

- Each player evaluates the pitch based on how well it aligns with their top 3 personal values (scale of 1–5).
- Optionally, players can ask a question based on their own Ethical Lens Card to test the pitch's depth.

→ You may at this point want to give players a break of five to ten minutes before announcing a winner and doing a reflection round.

9. Scoring & Feedback

- Collect the scores and average the values per team. The company with the highest alignment wins.
- Encourage a short feedback round after each pitch to reflect on what worked and what didn't.

WRAPPING UP

- Leave space at the end to reflect on how the conversation went, what insights emerged, and how these reflections might shape future work with XR in participants' institutions.

- Ask:
  - What surprised you?
  - How were values weighed or negotiated during the game? Why?
  - Would you change your own real-world XR approach after today?

Moving
education.