Improve Phase Summary

Compassion Games: New and Improved

We are grateful to OpenIDEO and the GHR Foundation for visioning and putting forth the BridgeBuilder Challenge. It’s a gift to work together to design and innovate for the global good. Thank you! The following summarizes the Compassion Games participation in the "Improve Phase." We highlight the changes we’ve made so far and our plans for the next three years. We see a great fit with OpenIDEO/GHR and share how we think we meet the criteria and offer a few possibilities for how we might grow together.

The Power of Feedback

Participating in the OpenIDEO BridgeBuilder Challenge empowered us to solicit and integrate feedback in a way that has already improved and will continue to improve the Games for our Players and Partners as well as the Leadership Team that organizes the Games.

The Games are grassroots and community-driven. We routinely welcome and ask for beneficiary feedback via informal conference calls and face-to-face meetings with participants and other beneficiaries. In 2017, we instituted an online “chat” feature on our website to receive and respond to feedback in real-time.

In this past month as part of the OpenIDEO process, we challenged ourselves to receive feedback from sources we had not previously heard from or who had no previous experience with the Compassion Games. This opened up a variety of perspectives and comments that will inspire, transform and guide the participants as well as the Compassion Games Leadership team to expand our creativity and respond to new ideas.

During the Feedback Phases of the Challenge, we received over 100 meaningful comments. We summarized them in a document and cataloged them for review, and shared selected ones via social media to attract more feedback. For us, the feedback phases became much more than soliciting suggestions. The feedback opened our hearts and minds to appreciate what the Games have come to be and offered key insights and pathways for the Games to expand and grow. Consequently, we now see the need for having a more formal feedback loop in place as a basis for ongoing improvements and enhancements.
The input we received in the Feedback phases has affirmed that the Compassion Games engages communities all over the globe while building bridges across cultural, national and generational divides. The Games inspire individuals and groups to take on collective action and community service, making a difference in local communities, in a new and exciting way. One Expert said:

“This is a really interesting model, which has clearly already built considerable scale. Well done! Impressive both for numbers involved and their global spread. I haven’t seen anything at this scale before quite like this!”

In other comments, people wanted the Compassion Games to be of the same importance, global prominence and participation as the Olympics. We feel that this feedback supports our goal of bringing the Compassion Games to scale to serve 100 million people within the next 3 years.

To help us in expanding the Games, the beneficiary and expert feedback also identified areas in which we could improve. Based on the input, we are planning many changes to our Game Design Framework and Global Community Platform. Through an inclusive design approach, we will address accessibility and usability issues by including multiple languages, support for players with various abilities, and create ways for players that do not have internet access to be able to report. We will also enable participants to connect with each other and share their stories on the Compassion Report Map via social media.

As we make improvements, we will gather feedback, learn, and continue to restructure the Games, so they become easier and easier for people to understand, play, and share. We will embrace “design thinking” strategies and share “design thinking” resources via our website. We aim to develop the Games so that players and teams gain personal and collective benefit from participating, see the value of compassionate action in their communities, and connect with each other to amplify and synchronize the collective impact.
What Makes The Compassion Games Unique?

By playing in “Coopetitions” players challenge each other to strive together to positively impact people and communities. The Compassion Games breakthrough came in 2012 when Mayor Greg Fischer of Louisville, Kentucky challenged the City of Seattle saying that Louisville was “the most compassionate city in the world and would be so till proven otherwise.” This friendly challenge was the creative spark that started the Compassion Games: Survival of the Kindest. We discovered that by reframing a “friendly-competition” into a “Coopetition” we could ignite cooperative spirit, enthusiasm, engagement, and participation among family members, friends, neighbors, businesses, organizations, and people around the globe.

Competitive altruism – competing to do good – means you compete with each other and not against each other. During a Coopetition players elevate each other’s efforts by collectively reporting their events and activities on a shared Compassion Report Map. In addition to describing their events and activities, there are Compassion Impact Measures that are tallied and shared on a scoreboard ranked alphabetically. No one can lose the Compassion Games and anyone can play. The more people play, the more people win!

Another thing that makes the Compassion Games unique is that they work on any scale. How people play is determined by each player and team so it promotes personal and organizational agency. The Games can be modified to be meaningful in any cultural context and setting. The platform is nimble and has evolved over time as feedback is received and we continually respond to the needs of the participants. For example participants have requested Compassion Games that focus on compassion to pets, or compassion to people with food allergies, etc.
Taking the Games to Scale

The feedback also revealed that the strategic challenge and opportunity we face is to scale the impact of the Games and discover and learn in the process:

- How do we exponentially increase the number of players and partners participating in the games?
- How do we powerfully structure engagement with the Games so players and partners can improve the quality of life in their communities?

As design thinking suggests, we can think of time as a circle instead of a line. So in place of a timeline imagine a circle that has cycles with three phases: (1) Innovate (2) Learn (3) Scale up. Each Coopetition completes one of these “Innovate – Learn – Scale up” cycles.

Our research on “taking innovations to scale” suggests three different approaches to reaching scale:

1. **Expansion**: doing more of and getting better at what we’re already doing.
2. **Replicating/Adapting**: empowering others to embrace and adapt the Games to suit their unique environment.
3. **Collaboration**: forming strategic partnerships to reach the mainstream and serve the greatest number of people.

We have strategies for each of these approaches referenced in our strategic plan and mentioned below.

**Big Hairy Audacious Goal (BHAG)**

As a unifying focal point, we have set a Big Hairy Audacious Goal (BHAG) of **Serving 100 Million People** through the Compassion Games by the end of 2020. This is our “scale goal”. As of April 1, 2017, we have served over 5 million people. We only count the numbers that players report on the Compassion Report Map.

To reach our BHAG, we intend to ignite a “self-replicating participatory campaign”. We don’t know exactly how to do this, at least not yet! Creating a viral campaign seems mysterious, unpredictable, accidental, and random. Nevertheless, we are determined to discover the conditions necessary to promote and strengthen new narratives of community power through the lens and experience of compassion and take the Games to scale!
Why This Matters

The Compassion Games addresses the social isolation, disconnection, fear, and loss of civility and hope that so many people are feeling right now. A mentor, partner, and participant in the Compassion Games is Dr. James Doty, founder of Stanford’s CCARE (Center for Compassion Altruism Research and Education). When asked about the impact of the Compassion Games on creating cultures of compassion around the world he said:

“As a species, humans are finely attuned to the emotional states of others. The survival of our species, literally from birth, is one in which others of our species intervene, support and care when they sense we are in need, in pain or are suffering. It is our default mode. And it is when we demonstrate this reality that our physiology functions at its best and it is also when we are most happy. It is what allows each of us to thrive and is what gives meaning and purpose. Fundamentally, this defines compassion and its power for the giver and the receiver.” Dr. James Doty

Through cooperative compassionate action we find common ground to live well together in a diverse world and to collaborate effectively to address the complex local and global challenges we face. Here are a few stories that show the kind of impact the Games have already had.

Stories of Impact

Over the past 5 years, communities around the world have utilized the Compassion Games platform to catalyze social change and social good in profoundly unique and inspiring ways. The following stories were selected from an archive of reports submitted by teams that highlight the depth and breadth of this impact. Explore the Global Compassion Report Map to view a more complete list of reports and stories.

Play for Peace in Conflict Zones

How do you teach youth peace-building skills in conflict zones in war-torn countries throughout the world? In this short video the Executive Director of Play for Peace, Sarah Gough, describes their relationship with Compassion Games and how they are doing just that.

A Play for Peace Club in India during Earth Week, for example, reported that children in slums had never seen a tree before. Through inspiration of a Compassion Games Daily Mission, one youth reported that “she had never hugged a tree before, and now she knows the beauty and connection she felt and she started to cry.”
A great benefit for Play for Peace has been the renewed connection between their clubs worldwide by playing the Compassion Games, which is exciting and energizing for its members. Discover how Play for Peace participates in the Compassion Games by using “cooperative play” in over 20 countries, including India, Senegal, Nepal, Sudan, Vietnam, South Korea, Guatemala, Mexico, Canada, and more!

**Women’s Prison & Gang-Affected High School Have Compassionate Uprising**

How do you use Compassion Games to change the divisive culture of a women’s prison? Could that success be replicated to address a high school affected with the highest concentration of gang activity in Los Angeles?

One of the most innovative applications of the Compassion Games was in a women’s correctional facility in California where the Compassion Games have been played for three years. In 2014, over 10,000 acts of kindness were reported and there was an unprecedented 11 days without a single act of violence. This led to a [Master Thesis](#) being written on the Games in Prisons. The Games return to the prison in 2017.

At Roybal High School in Los Angeles, the Games were then used to help gang-affected youth begin to open up and find compassion to be a strength rather than a weakness. The Games were used to help students humanize family members who had been incarcerated, resolve personal shame, and learn that educating oneself was one of the greatest acts of self-compassion.

Find out how Lia Mandelbaum brought the Compassion Games successfully into some of the most unlikeliest of environments with inspiring results. Listen to an interview with Lia and read this remarkable story [here](#).

**Doctors Teaming Up to Serve Refugees**

How does Compassionate United Arab Emirates (UAE) respond to the refugee crisis?

A team of Emirati doctors participated in the Compassion Games by traveling to Greece to provide medical services to Syrian refugees. The team consisted of specialists in emergency and internal medicine, gynecology, pediatrics, dermatology, ophthalmology, and many others. The Emirates Red Crescent Secretary, General Dr. Mohammed Atiq Al Falahi, described the initiative as a “unique step to mitigate risks facing the refugees and to support the efforts made by Greece to provide better living conditions to thousands of refugees who defied difficult conditions to reach there.”
This is but one example of team Compassionate UAE utilizing the Games to amplify their engagement around sensitive and urgent issues. View the Compassion Report Map to view over 110 reports that Compassionate UAE has posted. It is no wonder that the UAE has become the leading donor to causes around the world.

Painting Out Hate at an Islamic Center

How does a community respond when an ignorant act of hate is intended to spoil a sacred place and harmony between faiths? The Partnership for Compassionate Louisville was participating in the Compassion Games and planning to award the Islamic Center of Louisville with the first ever Compassion Bench for its commitment to interfaith harmony and compassion. Days before the ceremony, however, hate speech in red graffiti appeared on the walls of the Islamic Center. In response, thousands of people from all backgrounds in the community showed up to support the Islamic Center. Youth restored the walls and awarded the Center with the Compassion Bench with renewed commitment and strength. Read the story here.

Cities League: Compassionate Silicon Valley Challenges the World

How can cities grow their prosperity and compassion, sharing their “best practices” for addressing complex and interwoven challenges within and across cities?

There are over 350 Compassionate Cities around the world that have affirmed the Charter for Compassion. Many have participated in the Compassion Games since it’s inception. We are now forming a Cities League. This League will introduce a more advanced form of play that will enable multi-stakeholder teams to share stories of best practices with each other as well as use additional metrics, including social progress indicators to measure their strength over time. You can read about the Cities League here.

The Compassionate Silicon Valley organizing committee has established cross sector links with businesses, faith communities, NGO’s, and government agencies and is committed to become the first “compassionate county” in the world. The directors of the Santa Clara County Board of Supervisors have issued a proclamation and directed Compassionate Silicon Valley and the Silicon Valley Interreligious Council to engage with the fifteen cities in the county to affirm the Charter for Compassion and participate in the Compassion Games. Three cities have already signed up including San Jose, the largest city in Silicon Valley.
In addition to the reports on the Compassion Report Map we write stories and publish profiles of Champions of Compassion who may be playing in a Compassion Relay and featured in one of the Daily Missions. The participants and the stories serve to highlight the universal nature of compassion and the cross-cultural and intergenerational participation in the Games. Champions included Stevie Wonder, 92nd Street Y, 9/11 Day, Parliament of World Religions, LUSH Handmade Cosmetics and many others.

Our Roadmap to 2020

This section introduces our three year plan including upcoming events, a summary of the next three years and a high-level description of changes we'll make to the platform as part of our strategic plan.

Building Authentic Relationships through the Games

Our roadmap to scaling up includes building and deepening relationships with players and partners while we extend and enhance our network platform and practices. One of the featured “Ways to Play” that connects players and partners is the Compassion Relay that organizes a team of Champions of Compassion. Here’s a screenshot of a map of the Compassion Relay Team passing the Compassion Torch during the Giving Games.

A full Compassion Games yearly season, from September through April, includes five seasonal and thematic global coopetitions that are in tune with the cycles of nature and global events, e.g. World Water Day, International Human Rights Day.
We will organize at least 15 (5 per year) coopetitions between now and September 2020. Each coopetition is an opportunity to innovate, learn and scale up as we explore different scaling up strategies and approaches.

Over the next three years there are also major events taking place that culminate in 2020. The Olympic Games are in Tokyo in 2020 and the International Day of Peace will be anchored there. Then in October, 2020 the World Expo opens in Dubai.

The Three Year Roadmap includes these “tentpole events” (i.e. the pinnacle of buzz) as well as the steady growth of the Compassion Games Leagues as another approach to increasing the capacity to improve the quality of life within the participating communities.

Our Three Year Roadmap is accessible via a Trello board. Here is the link.
Game Design Framework and Global Community Platform

As we increase the number of players and partners, we will advance the “Game Design Framework and Global Community Platform” that provides an integrated set of services to all the network participants. The platform connects a growing number of touchpoints and communication channels including our website, email list, social media sites, apps, event maps, and Impact and Story Maps. The platform will evolve to include greater functionality as well as peer to peer communication to empower the players and partners to learn from each other and share the discoveries and experiences that come from improving the quality of life within our communities. The platform we are building is a Deep Social Network, as spelled out in this document.

Approaches for Reaching Scale

Best practices on taking innovation to scale include “pathways” and “drivers”. Each “pathway” is a sequence of steps, and “drivers” are the forces that push the scaling-up forward such as a new idea or model, an external catalyst, incentives, and visionary leadership. Our three year plan includes different pathways and drivers to move us closer to the threshold needed to take the Games to scale.

Groups of Teams Form Leagues

A key pathway and model are the “Leagues of Teams.” We are starting with the “Cities League,” and will be applying what we learn to launch other Leagues such as a Youth and Schools League, Business League, Women and Giris League, etc. Each year we will expand the number of Leagues and the number of teams participating within each existing League. Leagues are “communities of practice” and the shared context will enable groups of teams to deepen their play and learn from each other.

Collaboration Leads to Deep Partnership with UNIFY

As a result of our participation with OpenIDEO we are collaborating at a new level with our strategic partner, UNIFY who, among other great things, holds the Guinness World Record, with Deepak Chopra, for the largest Global Synchronized Meditation. Our partnership will connect globally synchronized meditations and events with locally organized community service and compassionate action. The relationship with Unify greatly expands our capacity to serve with media, technology, and reach. UNIFY has had weeks with 190,000,000 views on Facebook.
Events and Timeframes In the Works

**June 21, 2017 – September 24, 2017**
UNIFY and Compassion Games are co-producing the World Peace and Global Unity Campaign that includes the September Global Unity Compassion Games: Building Bridges. The Campaign and Games are an opportunity to collaborate across divides, synchronize our shared intentions and gamify our compassionate action globally. The Campaign will launch on June 21, reach a peak on September 21, the International Day of Peace, and culminate with a World Peace Weekend taking place on September 23 and September 24.

The purpose of the campaign is to catalyze and quantify the shared impact of globally synchronized activities, and events focused on peace, compassionate action, and community service. We will reach millions of people. Campaign participants connect globally synchronized events to compassionate action in local communities around the world. We synchronize globally and organize locally.

During the World Peace and Global Unity Campaign, we will unify +2,500 locations around the world engaging in peace activities and meditations. We will link them to organize compassionate acts and service projects locally and have these results reported and shared via the Compassion Report Map.

Also, in the September, 2017 we launch the Cities League. The goal of the League is to unite individuals and teams from leading organizations in cities around the world to engage in a “coopetition” i.e. friendly competition that brings people together to learn about each other and do good deeds in a global expression of action for a better tomorrow. We look forward to inviting the OpenIDEO Chapters to participate in the Cities League of the Compassion Games.

**2018**
There are two other major gatherings that we’re involved in planning. In 2018 the Parliament of World Religions takes place in Toronto and the Commonwealth Games take place in Australia. Compassionate Australia is partnering with the Commonwealth Games to integrate community service related events and activities via the Compassion Games.

**2020 to 2030**
The Olympic Games are in Tokyo during the Summer of 2020 ending on August 9. We are planning a major World Peace and Global Unity event to take place September 21st 2020 including a Global Moment of Peace as part of the September 2020 Global Unity Compassion Games. Our intention is to reach our scale goal – 100 million people served – by having this event take us over the threshold. Once we reach 2020 we learn,
innovate and scale-up for 2030 and calibrating again with Transforming Our World: the 2030 Agenda for Sustainable Development.

What we do between now and then will build momentum towards the goal of reaching some threshold number of people that tips the population of the planet towards a just and sustainable future. We are committed to doing everything we can to reach that threshold. “In the end, everyone will know that everyone did it.”

Going Mainstream

We are reaching out to well-known influencers who can help bring the Games to the masses while we feature them as Champions of Compassion. Here are a few examples of pathways we are pursuing:

- The Cities League teams are connecting local high profile individuals e.g. sports athletes, musicians and artists, government officials, business leaders, educators, as well as faith and interfaith leaders. The “Calls to Play Compassion Games”, i.e. Public Service Announcements coming from these well-known individuals may attract mainstream attention.

- The US TV Talk Show Host challenge is a way to play in the Games that connects the armies of followers associated with these talk show hosts. A luminary and close partner, Gary Zukav, who has appeared on Oprah 36 times, has offered to be an ambassador to Oprah Winfrey.

Funding Strategies

For the past 5 years, the Compassion Games have been sustained on grass-roots ruggedness. We currently have some funding through donors, sponsors, and clients. Donations come from individuals and foundations. Sponsorships come from businesses and government agencies. Earned income comes from clients who hire us to bring the Games in-house. We do not have a stable source of funding at this time and this greatly limits our capabilities. We have limited funds for staffing and operations. Most of what we do goes without financial compensation, and, thus, we submit our application for GHR funding at this critical juncture in our evolution. We pursue funds to sustain our base and support our global expansion efforts, through our Campaigns/Coopetitions such as the World Peace and Global Unity Campaign that we’re organizing for September. Our goal is to have a reliable base of core funding for the next three years that will allow us to build our fundraising capacity and scale up with strength and confidence.
Partnerships for Reaching Scale

Our roadmap includes expanding the breadth and depth of different forms of Partnerships with businesses, non-governmental organizations, government, communities, and individuals. Our mix of partners balances resource profiles, experience, size, reach, stakeholders, and motivations. As we translate the Games into different languages we expand our partnerships, for example through the Indigenous-led Four Worlds International in 2018 we will expand the Compassion Games to Latin and Central America.

Our Key Partners are Four Worlds, Charter for Compassion and UNIFY. In addition to the coalitions, organizations, agencies, groups, and individuals that are Players in the Games; Partners include Luminaries, Sponsors, and Supporters. Such as Dr. Jane Goodall, Dr. Abdulaziz bin Rashid Al Nuami (Green Sheikh), Hereditary Chief Phil Lane Jr., Stevie Wonder, Michael Beckwith from the Agape International Spiritual Center, Points of Light, United Nations, United Religions Initiative, CCARE, United Earth, and many more. We are interested in GHR Foundation, and OpenIDEO becoming long-term partners as well.

To harness the power of the connections with partners and players we maintain a database with visual maps to help comprehend the network of relationships with thousands of entities. Here is a current snapshot of the supporters, luminaries and organizers participating in the upcoming World Peace and Global Unity Campaign.
Fit with Challenge Criteria

Throughout the BridgeBuilder challenge, the brief and criteria have fueled our enthusiasm; it is just not that often that we hear people calling for radical new ways to address the complex challenges of our time at the intersection of peace, prosperity and the planet! Here’s why we think we’re an ideal fit:

The unprecedented suffering of our human family calls for a global response. Technological advances are profoundly connecting, altering and disrupting our social lives and communities. More than ever we need to turn empathy into effective action, and we see compassion as the bridge and power-source of social innovation. Compassion is universal and not tied to any particular philosophy, religion or ideology. Many faith traditions emphasize “dethroning oneself from the center of the universe” and embracing authentic service and community engagement as a way to a happier and healthier life.

The Compassion Games reaches people across all ages, cultures, and boundaries providing clarity with a compelling message of hope, peace, and joy. The Compassion Games are free to anyone, anywhere, who wants to play. The results are measurable, and we can build upon the shared measures through an extensible platform already in place. The Games are feasible to organize, and as we grow, we will benefit from the economies of scale.

There are six long term impacts and benefits to participating in the Games:

<table>
<thead>
<tr>
<th>Catalyst to ignite engagement</th>
<th>The Compassion Games reframe play and competition by turning “competitive altruism” and “friendly-competition” into “coopetition” amongst and between different teams to create excitement and motivate interest in participating.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amplifier of what’s already working</td>
<td>The Compassion Games can strengthen and amplify what is already working in a community. Weaving together existing events and activities from different groups and organizations catalyzes a shared collective impact. The Compassion Games also inspires new events and activities that build upon existing efforts.</td>
</tr>
<tr>
<td>Framework and baseline for measuring compassion strength</td>
<td>The Compassion Games measure community service through the number of volunteers, hours of service, monies raised for local causes, and numbers of people served. Results create a baseline for building a team’s compassion impact and value over time, strengthening our individual and collective “compassion muscles”.</td>
</tr>
<tr>
<td>Engaging environment for reflection and learning</td>
<td>The Compassion Games offer a means for engagement and reflection which transfers the experiences from the Games to the real world. Composing and sharing Compassion Reports that include these reflections helps players build the skills needed to act more effectively and compassionately with ourselves and our communities.</td>
</tr>
</tbody>
</table>
The Compassion Games offer an open-source, “Do-It-Ourselves” creative platform. The Games tap into a growing capacity and desire to engage with compassion in ways that go beyond theory and passive consumption. The Games are open, participatory, peer-driven, and a thriving example of open-source collaboration.

The Compassion Games are part of an international compassion movement that inspires participation in something greater than oneself. The Compassion Games help us to understand, connect, and learn from each other while co-creating a global culture of kindness and caring.

Compassion Games As Bridge Builders

When we define compassion we speak of three dimensions; (1) compassion for oneself, (2) compassion for others, and (3) compassion for the planet. A holistic approach to bringing compassion into our lives, our communities and all life on earth leads to better outcomes and builds bridges to peace, prosperity and the planet.

- **Bridge to Peace:** For there to be peace amongst us we will have to coexist in a way that deeply respects our differences and honors our unique histories, cultures, backgrounds, and nationalities. The Games connect world peace, inner peace and compassionate action. We have Coopetitions and Campaigns focused on peace and peace-building. When it comes to Compassion, “Peace Starts Here”.

- **Bridge to Prosperity:** Cities and their mayors are engines of prosperity and innovation. Compassion Games Teams build bridges to enable community resilience and good fortune to prosper where people live, work, play and serve. Businesses, government agencies, non-governmental agencies, and communities form multi-sector Teams, partnering for sustainability and a caring economics for improving the quality of life, both now and in the future. We provide Compassion Impact Measures to bridge prosperity with the economic value of caring for people and for nature.

- **Bridge to Planet:** Compassion “sustains sustainability” and maintains the ecological processes on which life depends, while satisfying the needs of all stakeholders. “Green Compassion” for our planet focuses on protecting and restoring our sacred Mother Earth. Our Chairperson, Hereditary Chief Phil Lane Jr., is also the Chairman of the Indigenous-led Four Worlds International. With their Global Indigenous Network we build bridges connecting cultural worldviews, bridging the dominant Western linear, win-lose, scientific worldview with that of Indigenous cultures with a holistic, harmonious, balanced and spiritual perspective.
The Compassion Games uniquely weaves these three bridges together with an emphasis on community engagement and collaboration. The open, participatory, collaborative platform and network backbone is the scaffolding that enables communities to embrace the Games and build out their own local expression that is then synchronized and shared globally.

The Games are highly desirable. Throughout the past five years, the Compassion Games have been played in over 40 different countries with 500,000+ volunteer players serving over 5 million people. Reported contributions to local and global causes has reached over $80,000,000.

The Compassion Games Leadership Team and its partners have the passion, experience, and capacity to grow and scale the Games. We maintain a strategic plan and budget that enables us to innovate, learn, and expand over the next three years.

Our vision is to support communities engaging in synchronized “collective impact” strategies and goals; igniting the spark of participation through coopetition and having compassionate action be “the story of today’s humanity,” aligning with and supporting the “revolution of tenderness” talked about in the recent TED Talk by Pope Francis.

“Through the darkness of today’s conflicts, each and every one of us can become a bright candle, a reminder that light will overcome darkness and never the other way around.” His Holiness, Pope Francis
Possibilities With OpenIDEO and GHR

We are growing quickly through collaborations with strategic partners like UNIFY, Charter for Compassion, Four Worlds, Play for Peace, Points of Light, URI, Parliament of World Religions, Fetzer Institute, Seat of the Soul, and many others.

We hope to partner further with the OpenIDEO, GHR Foundation, expert advisors, and the cohort of BridgeBuilder Challenge projects. To quickly grow the number of teams and players in the Compassion Games, it’s ideal to work with coalitions and alliances like OpenIDEO that aggregate potential players and teams.

We see potential for collaboration with the OpenIDEO City Chapters and Challenges. For example, we would love to learn from the OpenIDEO “Disability and Inclusion” Challenge participants about the best ways to make the Compassion Games accessible for people with a variety of abilities.

The Compassion Games are extremely flexible and all-inclusive. The Compassion Games can be a great platform to connect, unify, and amplify the many great groups and organizations participating with OpenIDEO. Also, we’d love to encourage the many remarkable projects and organizers that surface through the OpenIDEO Challenges to participate in the Games. Here’s an example:

Thank you for this opportunity to grow and improve the Compassion Games through this Challenge. We have obtained important feedback via the Beneficiary and Expert Feedback Phases and will continue to benefit from this experience for years to come. When we initially learned of the Challenge and read the brief, we knew we had to apply. This Challenge is the question that prompted the Games to exist in the first place and drives our passion. From students challenging one another to bring compassion into schools, to people in prisons aching for an excuse to show kindness to one another, the Games have surprised the world at their ability to creatively adapt to any community who wants to embrace and play them. The time has come for us to scale the Compassion Games and connect people everywhere through the bridge of compassion. We would very much appreciate and welcome your partnership, funding and support for us to expand our work and impact. Game on! Game on!

Thank you for your comment.
## Appendix

Links to Resources in this Document:

<table>
<thead>
<tr>
<th>Resource Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Beneficiary Feedback Document</strong></td>
<td>This is the document that summarizes the feedback we got from our beneficiaries.</td>
</tr>
<tr>
<td><strong>Blog and Stories</strong></td>
<td>This is the section on our website that has stories and profiles of champions of compassion.</td>
</tr>
<tr>
<td><strong>Catalog of Highlighted Comments</strong></td>
<td>These are slides that contain highlighted comments on our project that came in via the OpenIDEO website.</td>
</tr>
<tr>
<td><strong>Cities League Design Document</strong></td>
<td>This is the document that spells out the design for the Cities League.</td>
</tr>
<tr>
<td><strong>Compassion Games Budget</strong></td>
<td>This is our 2017 – 2020 adaptive budget that is forever unfolding.</td>
</tr>
<tr>
<td><strong>Compassion Games Strategic Plan</strong></td>
<td>This is our 2017 – 2020 adaptive strategic plan that is forever unfolding.</td>
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<tr>
<td><strong>Compassion Relay</strong></td>
<td>This is a website page with description of the Compassion Relay and links to past Daily Missions.</td>
</tr>
<tr>
<td><strong>Compassion Report Map</strong></td>
<td>This is the Compassion Games Compassion Report Map where players post reports and visitors explore acts of kindness and compassion.</td>
</tr>
<tr>
<td><strong>Daily Missions</strong></td>
<td>This is a page that describes and links to previous daily missions from coopetitions.</td>
</tr>
<tr>
<td><strong>Deep Social Networks</strong></td>
<td>This is an article written by Phil Lane Jr. and Jon Ramer in 2009 that integrates the “16 guiding principles for building a peaceful and harmonious world” and the vision of a “digital fourth way” through deep social networks for building trust and producing results.</td>
</tr>
<tr>
<td><strong>Mayor Greg Fischer Call to Play</strong></td>
<td>This is a video of Mayor Greg Fischer making a call to play in the Global Unity games in 2016.</td>
</tr>
<tr>
<td><strong>OpenIDEO Idea</strong></td>
<td>This is the Compassion Games idea submitted for this challenge.</td>
</tr>
<tr>
<td><strong>Taking Innovation to Scale</strong></td>
<td>This report summarizes the best practices for taking innovations to scale.</td>
</tr>
<tr>
<td><strong>User Experience Map</strong></td>
<td>This is the User Experience Map in slides that we shared with beneficiaries.</td>
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<tr>
<td><strong>User Experience Video</strong></td>
<td>This is a video of the User Experience Map that we shared with beneficiaries.</td>
</tr>
<tr>
<td><strong>World Peace and Global Unity Campaign</strong></td>
<td>This is the strategic plan for the upcoming World Peace and Global Unity Campaign.</td>
</tr>
</tbody>
</table>