Here is a video of this User Experience Map.
The Compassion Games is participating in the OpenIDEO BridgeBuilder Challenge!

How might we address urgent global challenges at the intersections of peace, prosperity, and planet in radically new ways?
Our idea is: Compassion Games: Survival of the Kindest

Describe your idea with one concise sentence:

The Compassion Games is a community engagement experience that invites people around the world to challenge one another to inspire and carry out acts of compassion that better our lives, our communities, and all life on Earth.
Draw & Describe the Ideal User:

Name: Sarah
Age: 35
Profession: Teacher
Any Other Key Characteristics:
Motivated, engaged in her community

Concisely Describe What is Happening:
Sarah teaches at a school with a high concentration of gang activity. The students have difficult hardships and showing compassion can be risky and perceived as a weakness.
Step 1: A Challenge/Invitation “Call to Play” is Made

Sarah may hear the “Call to Play” in the Compassion Games from a family member, friend, co-worker, student, congregant, or on social or mainstream media. In this case, while listening to her favorite radio podcast they mention the Compassion Games challenge issued to her city from a Mayor in another city. She decides to find out what this is about.
Step 2: Commits to Play and Organizes a Team

Sarah visits our website, sees how the Compassion Games fits, and accesses resources to help plan the school’s participation. She introduces the idea at her school and the student government forms a committee to bring the Games to the school and organize Teams. The Teams develop specific service projects and acts of compassion to do during the Games.
Step 3: Play Your Hearts Out!

The day of their service project comes and the students in the school play their hearts out, capturing photos, and counting the number of volunteers, hours of service, people served, and monies raised. In addition, each day of the Games, Agents of Compassion receive daily Missions to inspire their participation.
Step 4: Report and Reflect on Impact

Sarah visits the Compassion Report Map. She reads Reports from Players all over the world. She submits reports for the Teams at the school about the student’s service projects and acts of kindness. The numbers for the Players at the schools appear on the Scoreboard map.
Step 5: Share and Celebrate the Outcomes

Sarah and the Players share with others what they did during the Games including the Reports on the Map. They gather to celebrate the outcomes and impact they made. They agree to participate in the Games again and to double the number of volunteers next time! Game on!
• We have been meeting face to face as well as online with many current and potential beneficiaries.

• We have summarized the feedback we received and put it all in this document.