**The American
Institute
of Architects**

Build the Block

Host Instructions: In-Person

Facilitators

You will need one architect per group. Each group can range from 3–10 players (in addition to the architect), but we recommend keeping groups at 6–7 for optimal game play.

Facilitators will have to be trained on the game and their responsibilities beforehand. Once their participation is confirmed, share the instruction manual with them and direct them to the training webinar. Ask the facilitators to arrive at the event at least one hour before the lab to give them ample time to scroll through the game, become familiar with the materials, and ask any last-minute questions.

Materials

You will need one electronic device per group. A tablet is recommended, but the web-based game will work on phones and laptops. Desktop computers work too, but this will affect the configuration of the room as groups must be within reach of their electronic device. For devices with screens in landscape (like desktop computers and laptops), we recommend adjusting the browser size into a vertical rectangle for optimal display.

If you're using different kinds of devices, make sure you have the appropriate cables and/or adapters for each device for the final presentations.

We recommend providing name tags and notepads for participants. We have branded Build the Block notepads available for purchase here.
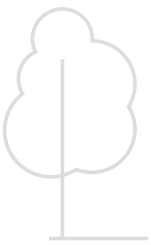
You must also provide sketching materials. We recommend the following:

- » Print out of empty lot image (2 per group)
- » Graph paper (2 sheets per person)
- » Tracing paper (2 sheets per person)
- » Pencils (1 per person)
- » Assorted colored markers (1 pack per group)

Lastly, we recommend having one printed instruction manual at each group for the facilitators to reference throughout the game.

Set-up
Arrive to your event approximately two hours early. Set up the tables in groups, and place the materials on each table. Test your A/V connections to ensure the technology will work for your kick-off presentation and the final reports.

When the facilitators arrive, dedicate approximately 30 minutes to reviewing their responsibilities and answering questions.

When participants arrive, ensure there is an even distribution of diverse perspectives in each group. Ask students to switch groups if necessary.

Kick-off
Allow a couple minutes for everyone to get situated. Then, give the kick-off presentation, which gives participants an overview of the game.

During gameplay
Make yourself available for questions and troubleshooting technology throughout the game. Walk around the room and ensure groups are sticking to the recommended time for each section, as stated in the instruction manual. If groups are running behind, tell the facilitator to move on to the next section.

Uploading photos of sketches is often the trickiest part of the game, so make sure teams are handling this section correctly. For specific directions on this section, please reference the instruction manual.

Final reports
Once everyone is finished, allow teams 2–3 minutes each to present their projects to the larger group. If possible, each team should connect their device to a screen so the group can see their sketches, inspiration, and community needs.

Be prepared to help each team connect their device as well as manage the device while they're presenting.

Recommended run of show
Total time: 90 minutes
0–5 minutes: Players get situated in their groups
5–10 minutes: Welcome and kick-off presentation
10–75/80 minutes: Play game
75/80–90 minutes: Final reports