Discussions that promote a socially-just and equity-minded understanding of privilege, marginalization, and access can be fraught with complications. *Equity, Diversity, and Inclusion* uses two games as training tools to facilitate conversations about race, religion, and socioeconomic status in a safe space and promotes self-guided exploration of social issues. The first game is a team-based board game that incorporates census data and real-world scenarios. Teams with set budgets, job issues, and school situations compete during 2 to 3 simulations. The game helps individuals develop empathy and understanding by simulating the lived experience of under resourced people. The second game is an intersectionality card game used to demonstrate how privilege and marginalization impact different races, religions, locations, socioeconomic classes and more. The games have generated widespread interest, with the inventor having visited twenty-five universities, a medical facility, and a technology company to facilitate the training.

- Facilitates self-guided exploration of complex social issues.
- Uses simulation to expose players to the experiences of under-resourced people.
- Provides diversity training to promote socially-just and equity-minded understanding of privilege, access, and marginalization.

**Recent Publications**


**Inventor Profile**

Nicole R. Robinson, Ph.D., Associate Vice President for Equity and Diversity

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**Technology Summary**

Training tool designed to facilitate discussions about privilege, marginalization, and access in a safe, interactive setting.

**Features and Benefits**

- Facilitates self-guided exploration of complex social issues.
- Uses simulation to expose players to the experiences of under-resourced people.
- Provides diversity training to promote socially-just and equity-minded understanding of privilege, access, and marginalization.

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