



Activity N°17: Let's play like in a newsroom!

Role play
France

Key words: *Choice / Role play / Diversity*



Target groups:

- Journalism students
- Professional journalists

Duration: 60 minutes

Context: Various issues arise on an editorial board: what are the arguments that justify media coverage of a given aspect of diversity? For what reasons are decisions taken? How can we participate in decisions? *Shall we pretend we're on the editorial board?* This activity, based on role play, is designed to get participants discussing the factors that promote or hamper the inclusion of diversity in editorial practices.

Objectives:

- **To raise awareness of the choice and decision-making dimension**
- **To practise putting forward arguments about editorial decisions regarding diversity**
- **To discuss the factors that promote or hamper the inclusion of diversity in editorial practices**

Equipment: A list of the different roles of members of an editorial board (and their accessories if required): editor, journalists from the different sections, copy editors, photo editors, etc.

Media Resources: Issues emerging from reports on diversity (facts, angles, target groups, etc), whether real or thought up by participants

Organisation:

Class configuration	Time in minutes	Sequence of activities
GR	5'	Introduce the activity by giving each participant a (specific or random) role.
IND	10'	Ask participants to think out in advance the arguments they may need in order to fulfil their role (submitting story ideas, arguments to defend proposals, etc).
GR	20'	Start the editorial board meeting. Ensure that all members play the roles assigned to them.
GR	25'	Debrief on the role-play exercise (content, roles, etc). Discuss the factors that facilitate or hamper the inclusion of diversity in editorial practices (arguments, attitudes, positions, etc).

Suggested follow-up activities:

This is the final activity in the **Games and humour** Unit.

Journalism's our job Unit: Activity n°16. Checklist