Design Research with Under 17-year-old Maori Students
(part of the research for the Service Delivery Strategy to the Maori Customer Group development)

Making Your Way – the game

In the development of a Service Delivery Strategy for Maori Customers a comprehensive research project was undertaken. In researching the experiences, attitudes and behaviours of young people the project team decided the ethnographically-based interview approach used with other participants might not be engaging for students or illicit useful information.

Based on the Game of Life concept, the 'Making your Way' game was invented and used in April 2005 as a way to discover what under 17-year-old Maori students knew about financial management and associated services through exploring their current experiences (personal, family, community) and expected/potential future life experiences.

Developing the game

The steps on the board relate to two aspects of finances impacted by regulatory requirements and/or benefits:

- Study – specifically paying for it
- Earning income – covering earning income – as an employee or small business, changes in income and the effect on social benefits

Both of these areas have elements that are specific to Maori in respect of community, cultural and ethnic institutions (e.g. Iwi (tribe-based) scholarships, tribal land inheritance).

Equipment

Making Your Way gameboard
(plus a players piece for each player)

Chocolate coins
(to collect as reward and encourage competition)

Dice that goes no higher than three
(to limit moves and to encourage discussion)

Question/Prompt/Fact Sheet

People: Three players per game plus one interviewer

Playing the game

The purpose of the game (from the player's perspective) is to have the most money at the end.

- Land on **purple**, collect a coin
  (Purple = regulatory specific questions)
- Land on **blue**, collect a dollar coin
  (Blue = good fortune, financially related questions)

As the player makes a move the interviewer prompts discussion (using Question/Prompt/Fact sheet) with all the players in terms of what they think, would do, might use in relation to where they've landed.

To Start

First choose either:

Study
- Take out a student loan

Work
- Start your own business
- Get a job

Then → Roll the dice to begin *'making your way'…*