

# Scenario Cards – The Gaming Club

**Purpose:** To help students compare how default settings influence participation, fairness, and ethical choice.

## “Join If You Choose To”

### **Scenario:**

- Your school is starting a new After-School Gaming Club.
- Anyone who wants to join must sign a permission slip.
- Only students who actively choose to participate will be added to the club list.
- If you forget to sign up, you are not included.
- The teachers like this system because it shows clear consent.
- Everyone who joins is there because they wanted to be.

### **Key Features:**

- Students must take an action to join
- Participation requires permission
- Teachers know everyone has actively chosen to be part of the club
- The default setting is NOT in the club



# Scenario Cards – The Gaming Club

**Purpose:** To help students compare how default settings influence participation, fairness, and ethical choice.

## “You’re In... Unless You Leave”

### **Scenario:**

- Your school is trialling a new system for the After-School Gaming Club.
- This time, every student is placed on the club list automatically.
- If you do NOT want to be part of it, you need to hand in a form to opt out.
- If you forget, you stay on the list because the default is participation.
- The teachers like this system because it includes more students, but some people say it feels too automatic.

### **Key Features:**

- Students are automatically included
- You must take action to leave
- Participation increases because of the default setting
- Some students feel included; others feel it assumes too much

