

The Future of Good Decisions

Methexis Park
Live Action Role Play

Call for Participants

What's happening?

The Future of Good Decisions project is seeking expressions of interest for participation in a live action role play (LARP).

A LARP is a form of game where participants play characters and interact to pursue goals within a fictional setting. There are no lines to learn, and no plot you need to follow - it's all improvised.

The Methexis Park LARP will model a participatory co-design approach to human-AI decision-system design and evaluation.

Calling interested researchers and practitioners from any field, and government and civil society staff!

We are seeking a wide range of expertise and perspectives, to explore the problems, design principles, technical, legal and political issues confronting AI system design in government.

Who gets to design a decision-making system granting access to a green space?

Join us to explore (more than) human-centric participatory design, and the search for new resonant evaluative frameworks. You don't need comprehensive knowledge to play, just your own perspective!

More information
<http://gooddecisions.uk>
futureofgooddecisions@kent.ac.uk

Express interest now
tinyurl.com/FGDLarp



What scenario will we play?

A city grants green space permits...

In an alternative present, a local government is instructed to issue permits to a range of users of Methexis Park, a blue and green space in high demand from local populations

They turn to automated decisions...

Permit decisions involve complex variables and competing priorities. The government aims to automate issuance, crowd numbers, and access

... for contested use of a smart environment.

The environment will be a 'smart space', equipped with sensors monitoring ecosystem and species health. This ecological priority potentially conflicts with the needs of local human users

... but first they must devise a truly participatory design process!

The government is trialling a new kind of democratic process, knowing it will be controversial. They issue an open call for system design experts and potential users to submit their concerns, debate system features, and collectively produce a system design.



What does the LARP involve?

There will be three gameplay phases; two online (asynchronous) and an optional in-person summit

1. Government issues brief. Participants make short, standardised submissions outlining issues for consideration (May-June 2026, online)
2. Participants discuss system design parameters and their interaction (July-August 2026, online)
3. Select participants meet in person for the 'decision system design summit', 21-22 September 2026, London (UK)

What is the time commitment?

Participants will need a minimum of 4 hours during each of the two online play phases. Some people will play as a process reporter/observer or a technical consultant, requiring an additional 2 hours per period.

There is scope to spend more time in-game, depending on your role, availability, and level of interest.

Those who participate in the optional in-person decision system design summit in London will commit to two full days and one evening in-character, 21-22 September 2026.

About the Future of Good Decisions project

A UKRI-funded research project aiming to discover new approaches to the ethical design and evaluation of human-AI decision-making in government.

This interdisciplinary collaborative project led by Dr Connal Parsley (Kent Law School) draws on critical AI studies, participatory AI, public law, legal theory, creative methods and the philosophy of technology, among other fields.

The project uses multiple methods to explore risks and possibilities, model design approaches, and new evaluation criteria and processes.

What can I bring to the LARP?

Most participants will play as an individual or group responding to the fictional government call.

We strongly encourage you to play a version of your own interests and expertise! Whatever you care about in the scenario, we want you to bring into the collaborative design process – in whatever way you find interesting or important.

⇒ You can also play a special technical advisor, process observer, a member of the central government group, or administrative staff. You can indicate this on the EOI webform. Please get in touch with us if you would like to discuss!

Scenario themes and expertise

The scenario will raise a core set of themes, but the gameplay, discussion and ultimate system design will move with the expertise and interests of the participants, in interaction. Themes may include:

- Responsible and Ethical AI, participatory AI, the politics of algorithmic machine learning technologies, human and non-human agency, 'good' decisions
- Democratic process, deliberation, expertise, disagreement, dissensus, deliberation, the benefits and limits of participatory co-design
- System oversight, review and monitoring, design documentation, trust, transparency, decision reviewability, systemic review, design processes and public law, ongoing evaluation
- Regulation, standards, fairness, values
- Resourcing, cost, efficiency, in-house design and ownership, political economy, government enterprise, outsourcing, procurement
- Smart environments, sensors, maintenance, reliability, data collection, data storage and access, trust and permissioning, data ownership
- More than human decision-making, ecologies, environmental value, humans, equality and inequality, the public, the commons
- Surveillance, facial recognition, privacy, security, government power, sovereign AI, social contract

Express interest by 24.04.2026

tinyurl.com/FGDIarp

