

## The Panel Club: *Don't raise your voice – Improve your argument!*\*

### Format Description

Format	The Panel Club
Objective	To facilitate lively and edgy discussions of burning implementation questions that go across science and practice.
Content	The panel club gives room to discuss <i>big implementation topics</i> directly related to different stakeholders. They don't allow for easy answers because they involve competing values and interests, cause disagreements and require comprehensive reflection. Examples can be: Implementation dilemmas, De-Implementation, or Evidence-based Policy – to name just a few.
Structure	<p>An EIE2020 panel club lasts <b>75 minutes</b> and consists of <b>seven elements</b>:</p> <ul style="list-style-type: none"> <li>- Welcome – introduce format and topic (moderator - 5 mins)</li> <li>- Panellist introductions (moderator - 3 mins)</li> <li>- Kick-off: Moderator-curated questions directed to selected panellists (moderator - 12 mins)</li> <li>- Discussion with the audience (all – 45 mins)</li> <li>- Summary (moderator – 5 mins)</li> <li>- Thank you/administrative remarks (moderator - 3 mins)</li> </ul> <p>The above is an illustration of the intended weighting of different elements. You are welcome to develop your own panel format as long as you adhere to the extensive interactivity element of a panel</p>
Central elements	<ul style="list-style-type: none"> <li>- A panel is a <b>diverse group of 3-5 panellists</b> representing different implementation roles, disciplines, sectors, countries, knowledge and experience</li> <li>- The moderator is an <b>active facilitator</b> of the room and “owns” the panel club. This requires               <ul style="list-style-type: none"> <li>o Not wasting time on introductions. Keep it brief and use no more than 3 minutes in total.</li> <li>o Having prepared 3-4 key issues / questions to discuss. Know what you want to cover and how to break it down for your audience.</li> <li>o Applying critical thinking. Don't make your panel a “love fest” - promote debate and challenge both panellists and the audience.</li> <li>o Continuously gauging the room. Keep the audience engaged, let the debate run when appropriate and move on when it's time (forcing panellists to keep it short when needed)</li> </ul> </li> <li>- Most of the time, there should be an <b>active debate and interaction</b> with the audience in the room. This may require the use of <b>interactive meeting technology</b> such as <a href="#">Mentimeter</a>, <a href="#">Live Insights</a>, <a href="#">Loquiz</a>, a <a href="#">Catchbox</a> etc.</li> <li>- Panels are <b>PowerPoint / Prezi free</b> – instead, the free debate will be in focus</li> <li>- The <b>set-up of rooms will be “debate friendly”</b> with panellists being located in the centre of the room and on the same level as the audience</li> </ul>
<b>Submission Process</b>	<ul style="list-style-type: none"> <li>• Please use the PC Submission Template for submitting your wicked problem - provided on our website. Only submissions using this template will be accepted for review.</li> <li>• Only one panel submission per presenter will be accepted.</li> </ul>

\* Desmond Tutu