

## **Zombie Attack!**

Conference Outline

AASLH – Friday, September 19, 2014 – 2:00-3:15 p.m. (1 ¼ hour)

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Set-up: Each table gets 5 sets of Zombie Attack cards:

- 1) Scenario Cards
- 2) Role Cards
- 3) 3 Skills Cards
- 4) Precious Cards
- 5) 1 Simple Action Cards

Each table needs paper and a couple of writing implements. Building Knower has to draw floor plan of museum and Scribe needs to document disaster.

Head table: Has been ordered without chairs. It's for the door prizes and handouts.

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Randomly assign people to tables as they enter. Try to have 8 people per table.

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### **1. Intro – Ice Breakers (30 minutes)**

- a. Introduce ourselves. Describe how we got the idea
- b. Let people know they can tweet or FB the session
- c. Mike - Provide the context (The Siberian Super-Virus), Description of zombies
- d. Ice Breakers
  - i. Intros – Each person at table provides introduction, what they do, their museum
  - ii. 3 Skills Card – What 3 skills do you have outside museum work that could be useful in a zombie attack?
  - iii. Precious Card – What 3 things would you save from your museum? If you had to start over with your museum, what 3 collections items would you want?
  - iv. Pick a Museum – Of the museums represented at your table, pick the one you think would be most easily defensible in a zombie attack. What makes the museum easy to defend? What makes it a great place to enhance your survival? The person representing the chosen museum becomes the Building Knower. Give Building Knower card to this person. Building Knower needs to draw a floor plan of building. Include exterior details as needed.
  - v. Assign Roles – Assign the rest of the roles around the table randomly, using Zombie Attack Role Cards. No one gets to choose a role.  
Roles: Building Knower, Decider, Hysteric, Museum Neighbor, Scribe, Afflicted One, Opposer, Innocent Youth

Note: You are NOT related to each other for the purposes of this scenario. Also, your family is out of the picture for this, so no need to worry about them.

## 2. Scenarios (25 minutes)

Each table has 8 scenario cards, shuffled randomly. Presenters will cue tables as to when they can select a new card. In order to get through all 8, need to select one every 3 minutes. Groups can keep discussing a scenario when a new card is chosen; however they have to consider the new scenario, too, just like a real-life disaster. The scenarios are cumulative.

Scenarios: Hunger, Breach, Power Outage, Collection Threatened, Turned, Medical Emergency, Fire, Flood

## 3. Wrap Up (20 minutes)

- a. Public discussion of entire group
  - i. Ask each table: Which item did you pick as Precious given that this item was meant to help humanity recover from this disaster? (What items makes us us?) Why did you pick it?
  - ii. Which scenario was the most difficult?
  - iii. How many of you think humanity could survive and recover from this disaster? Is it worth saving Precious?
  - iv. 1 Simple Action Cards - Which simple action have you chosen to accomplish when you return to your museum?
- b. Handouts (Zombie culture, resources for disaster planning) – Available online – Attendees can take home cards.
- c. Door prizes - 8 (Use Role Cards)