20:1 Programs

Interactive Tabling and Street Outreach

Interactive Tabling:

20:1 provides interactive tabling to the general student body at Binghamton University. This consists of the use of a spinning game wheel for the 20:1 Sexual Assault Prevention Program (The Consent Wheel) and a magnetic dart board (Step Up Dart Game) for the 20:1 Bystander Intervention Program.

How the game is played: A student either spins the wheel or throws a dart. There is a question associated with the number that they land on. Questions are about sexual consent or bystander intervention. Many of the question are situations such as, “Your roommate is with a person who is clearly very intoxicated. He/she asks you to vacate the room for the night so they can bring this person home with them. What would you do?” These questions are designed to create dialog between the student and the peer educator. Once there is meaningful dialog, the student receives a prize. All of our prizes either have a consent or bystander message on them.

Interactive tabling is typically provided at big campus events. 20:1 has also created “game nights” in the residential communities to reach different populations, using the same interactive games.
Street Outreach:

Street Outreach programming provides outreach to the general student population, but in a different way than interactive tabling. While interactive tabling is at big campus events, street outreach is where our 20:1 peer interns go into the dining halls and restaurants to engage students in dialog about consent and bystander intervention through the use of a game. The peers approach a group of students in the dining areas and invite them to roll big dice. The number rolled corresponds with a question. The 20:1 peers then engage in meaningful dialog with the whole group at the table. Prizes are also given during street outreach that have consent and bystander intervention messages. This is done at prime time, lunch/dinner hour on campus.
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