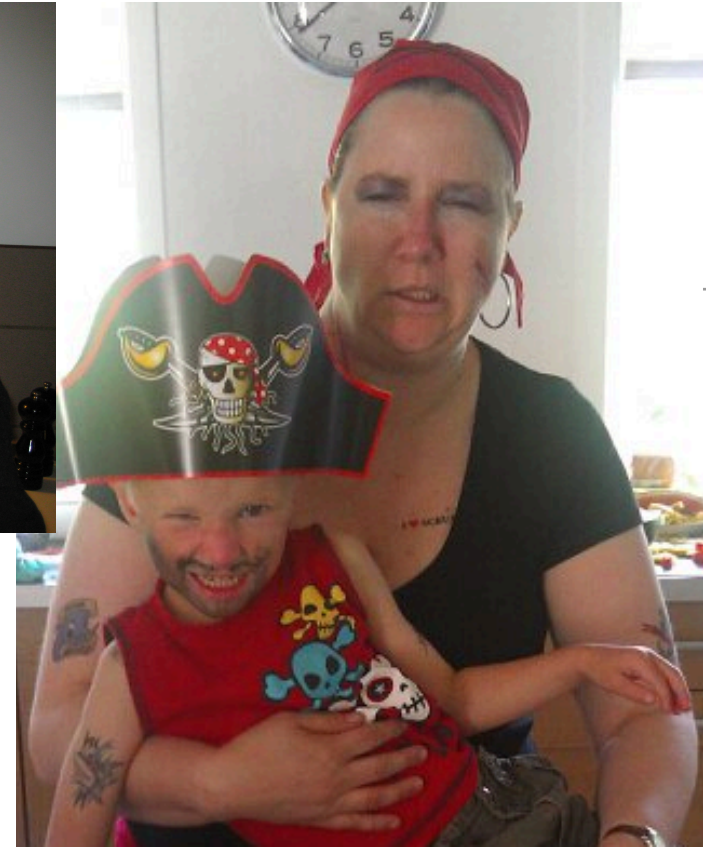# Agile Games

Goto night 22nd of May 2013
Gitte Klitgaard Hansen
Agile Coach

# Agenda

- Who am I?

- Why am I interested in agile games?

- Traditional use of games

- Agile games
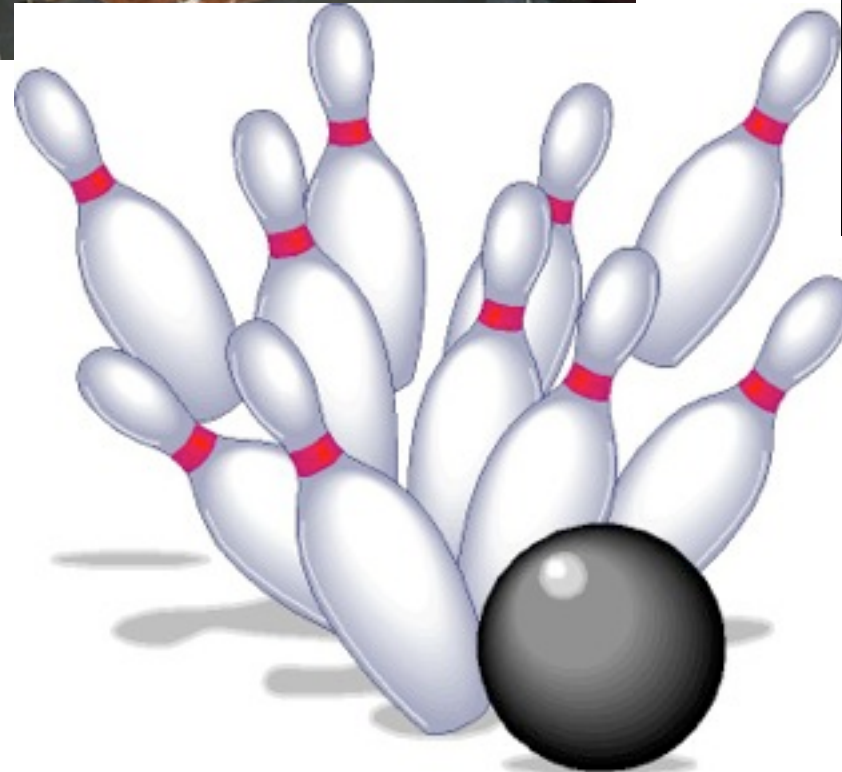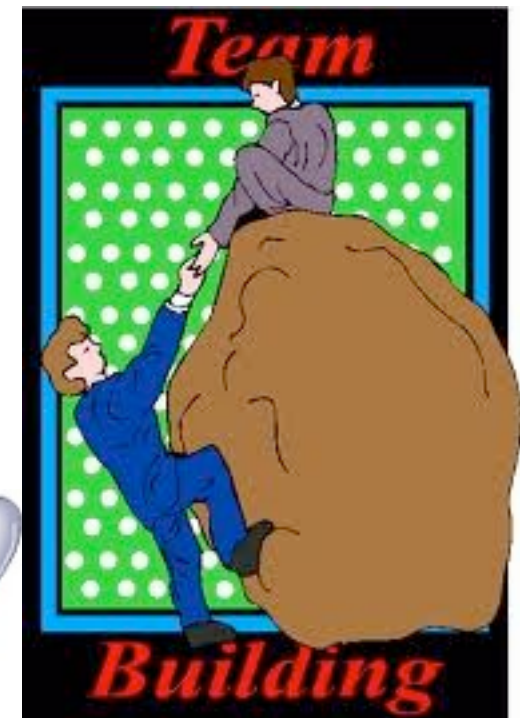
- Designing a game

- Examples of games

# Why am I interested in agile games?

- Started with training

  - "I hear and I forget. I see and I remember. I do and I understand." Confusious

  - "Tell me and I forget, teach me and I may remember, involve me and I learn." Benjamin Franklin

- Play4agile 2012

  - Unconference in Germany

- Because it works :)

# Gaming traditionally

- Teambuilding

- A bit of learning
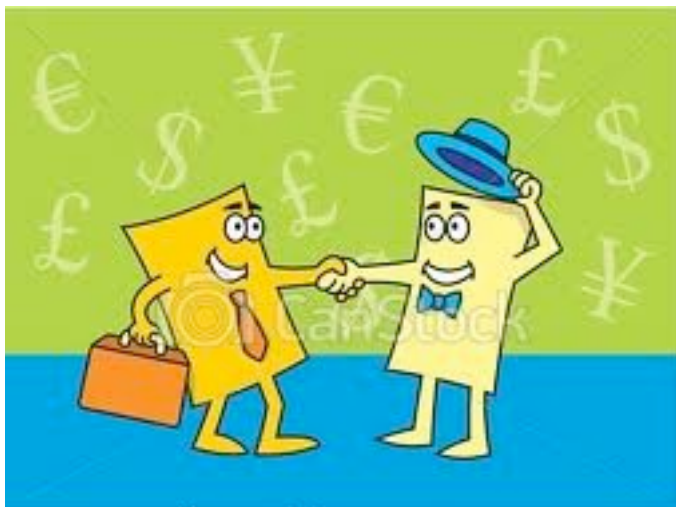
# Name Game

- Four volunteers :D

# Now

- CBS
  - http://www.cbs.dk/cbs-news-da/21/undervisning-bedre-spil
- Recycling
- Foursquare
- Everywhere

# Agile Games

- Types

  - Energizer

  - Opening

  - Closing

  - Exploring

  - Simulations
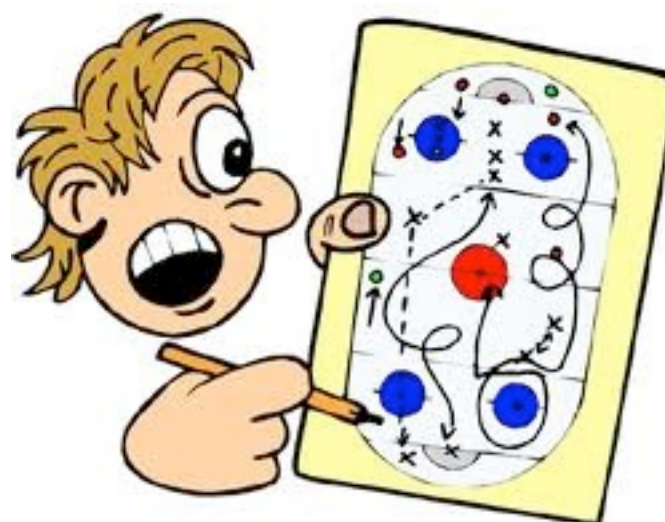
# Agile Games

- Purposes:

  - New ideas

  - Conflict resolution

  - Agreement

  - Tough decisions

  - Unraveling complexity

  - Planning

  - Retrospectives

  - Learning

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# Worker - Boss - part 1

- Rules

    - Pair up - one worker, one boss

    - Worker only does what he is told

    - Worker reports back after 20 steps

    - Boss has following commands: Stop, Start, Right, Left, Forward, Backward

    - No stepping outside the boarders

    - After 60 steps, sit down

# Worker - Boss - part 2

- Rules

  - Everyone on his own

  - No stepping outside the boarders
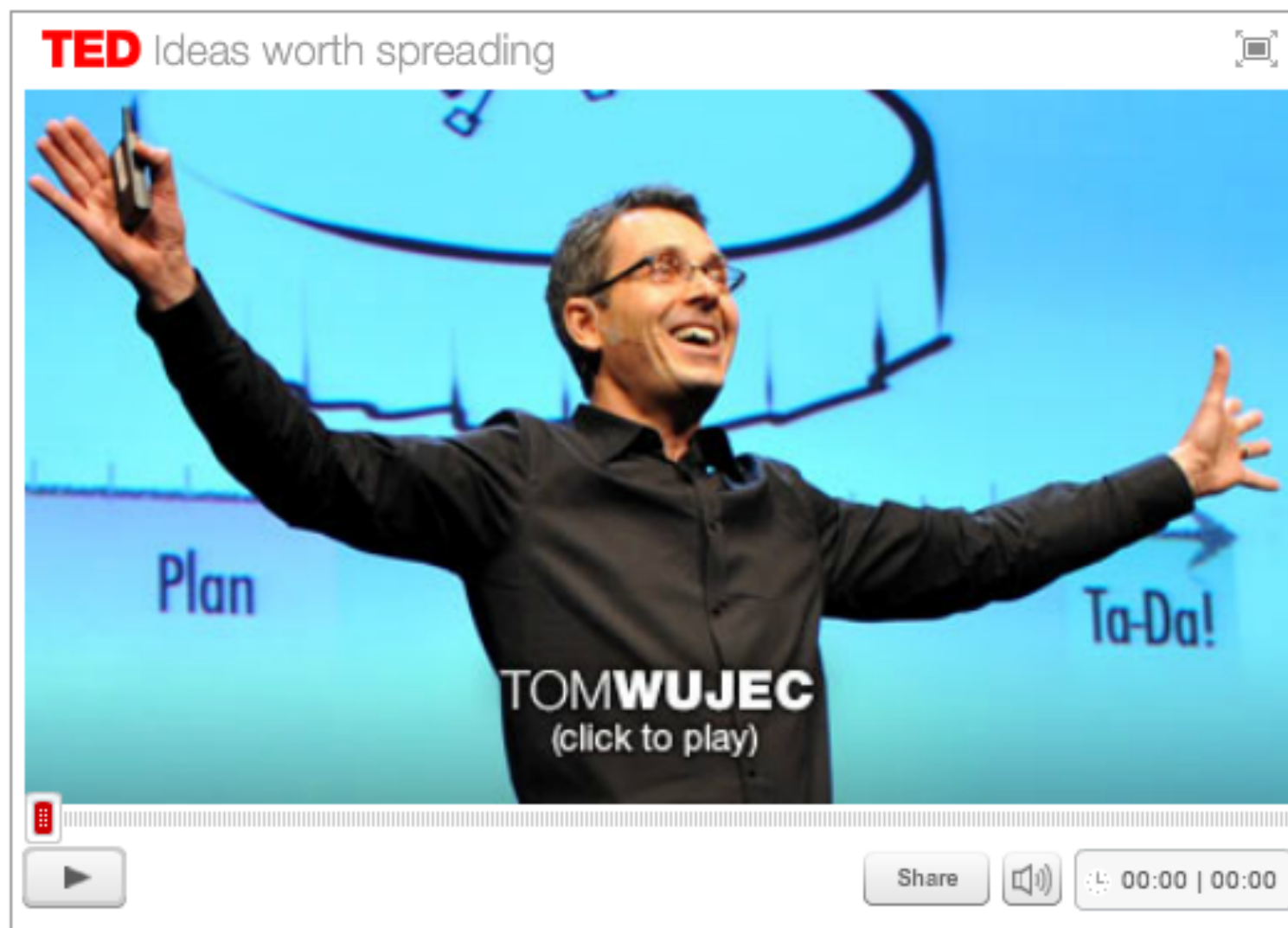
  - After 60 steps, sit down I

# The Marshmellow Challenge



The Marshmallow Challenge

20 sticks of spaghetti  +  one yard tape  +  one yard string  + one marshmallow

1. **Build the Tallest Freestanding Structure**: The winning team is the one that has the tallest structure measured from the table top surface to the top of the marshmallow. That means the structure cannot be suspended from a higher structure, like a chair, ceiling or chandelier.

2. The Entire Marshmallow Must be on Top: The entire marshmallow needs to be on the top of the structure. Cutting or eating part of the marshmallow disqualifies the team.

3. Use as Much or as Little of the Kit: The team can use as many or as few of the 20 spaghetti sticks, as much or as little of the string or tape. The team cannot use the paper bag as part of their structure.

4. Break up the Spaghetti, String or Tape: Teams are free to break the spaghetti, cut up the tape and string to create new structures.

5. The Challenge Lasts 18 minutes: Teams cannot hold on to the structure when the time runs out. Those touching or supporting the structure at the end of the exercise will be disqualified.
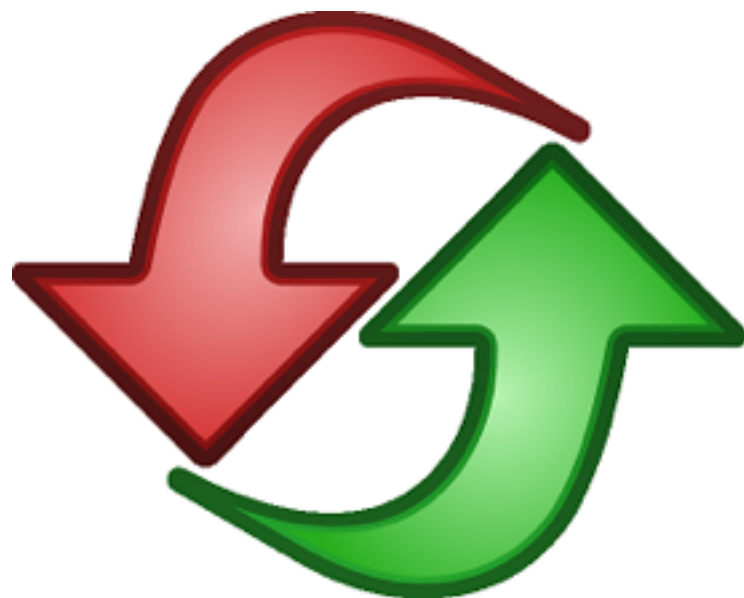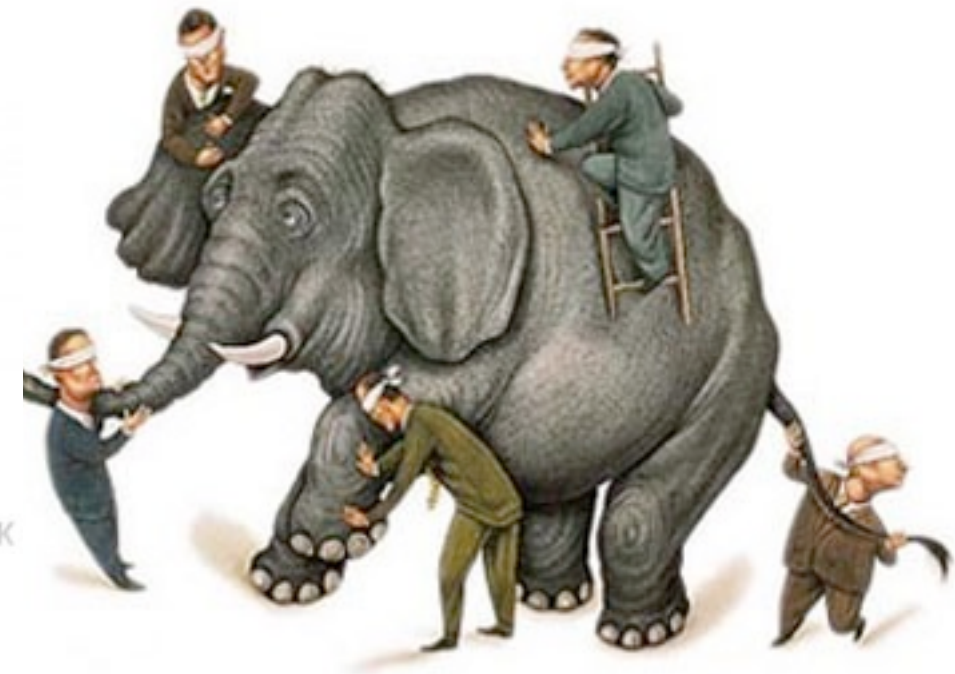
# The Marshmellow Challenge



http://www.ted.com/talks/lang/en/tom_wujec_build_a_tower.html

# Five steps in designing a game

1. Purpose (or problem)

2. Lead objectives

3. Aspects

4. Innovate and iterate

5. Debrief (Inspect and adapt)

# Designing my game

1. Purpose: Starting up training

2. Lead objectives: I want people to feel relaxed, to open up, to have courage to ask questions.

3. Aspects

   1. Laughter

   2. Involve everyone

   3. Touch?

4. Innovate and iterate: Get up :)

5. Debrief

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# Game examples

- Getting work done - the dice game:

    - Close email and put phone on silent

    - Write down 5 things you have to do and 1 fun thing

    - Roll a die

    - Do what the die tells you for 15 minutes
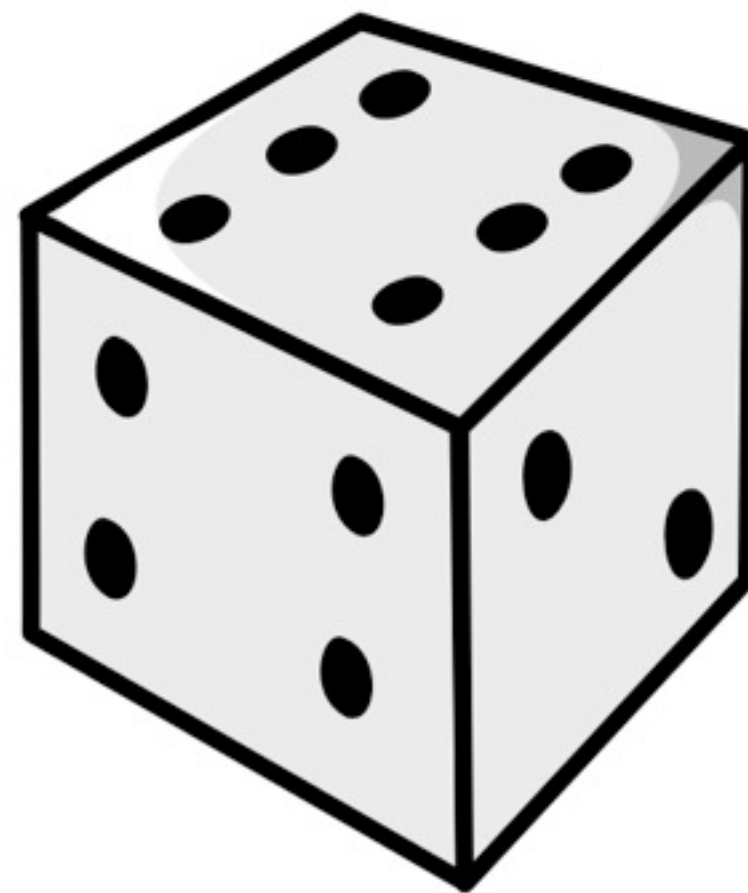
# Game examples

• Fearless journey

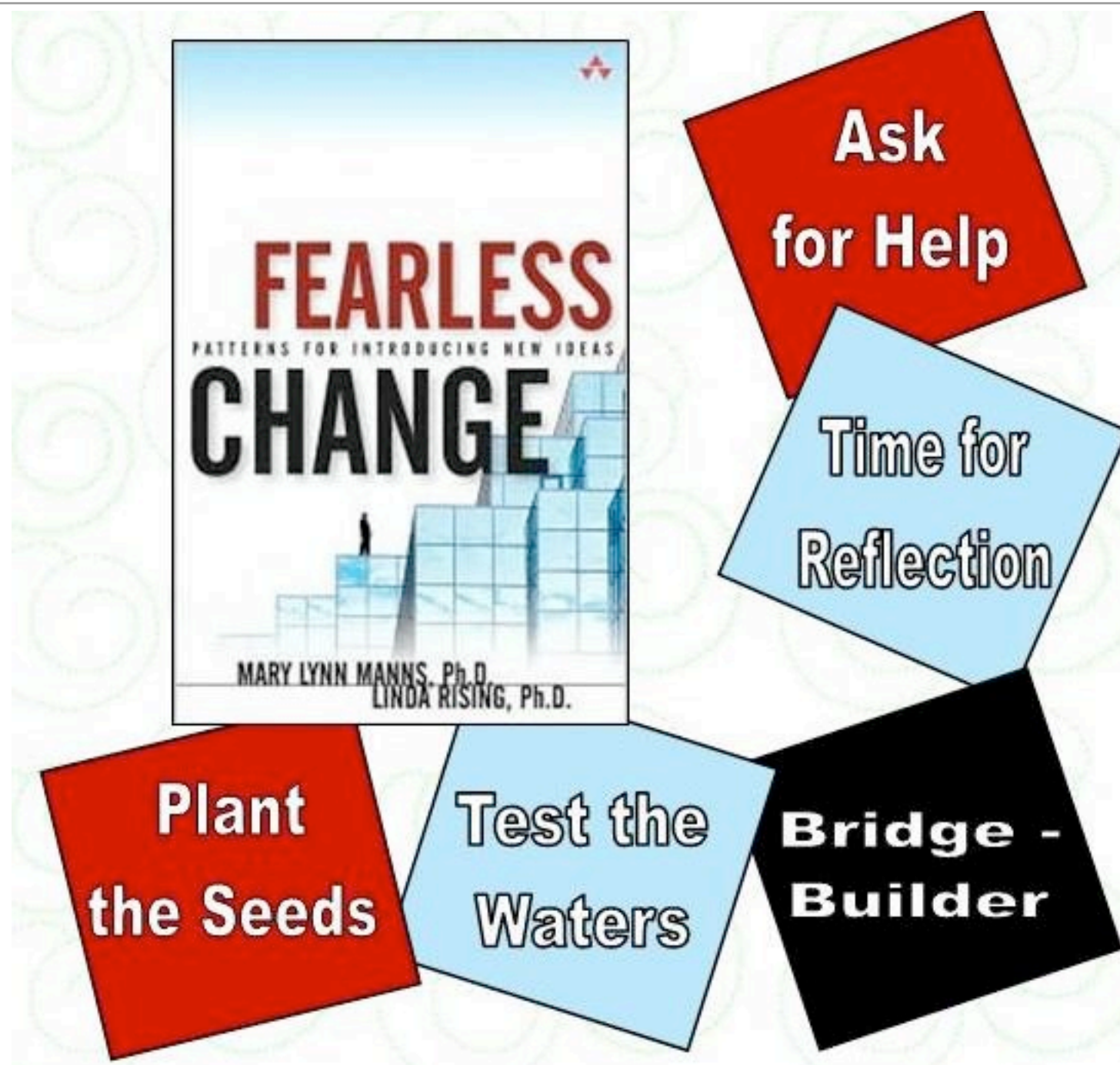Wednesday, May 22, 13                                                                                                                            18

# Agile på GOTO Aarhus 2013

| TRACK | AGILE IN ACTUALITY: STORIES FROM THE FRONT LINE |
|---|---|
| ROOM | Rytmisk Sal, Musikhuset |
| Day | Monday (30th Sep.) |
| 10:20 | Embracing Uncertainty<br>Dan North |
| 11:30 | Distributed Scrum Patterns - do's & don'ts for the global organization<br>Mads Troels Hansen |
| 13:20 | Without Simplicity, there's just no Agility<br>Russell Miles |
| 14:30 | ɘnɿɐʌ: Why we have it backwards<br>Shmuel Gershon |
| 15:50 | Agility in Agile 5<br>Karsten Telling |

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www.gotocon.com/aarhus-2012

# Wrapup

- Games are fun

- They activate our brain

- Gaming is everywhere

- Games are usefull :)
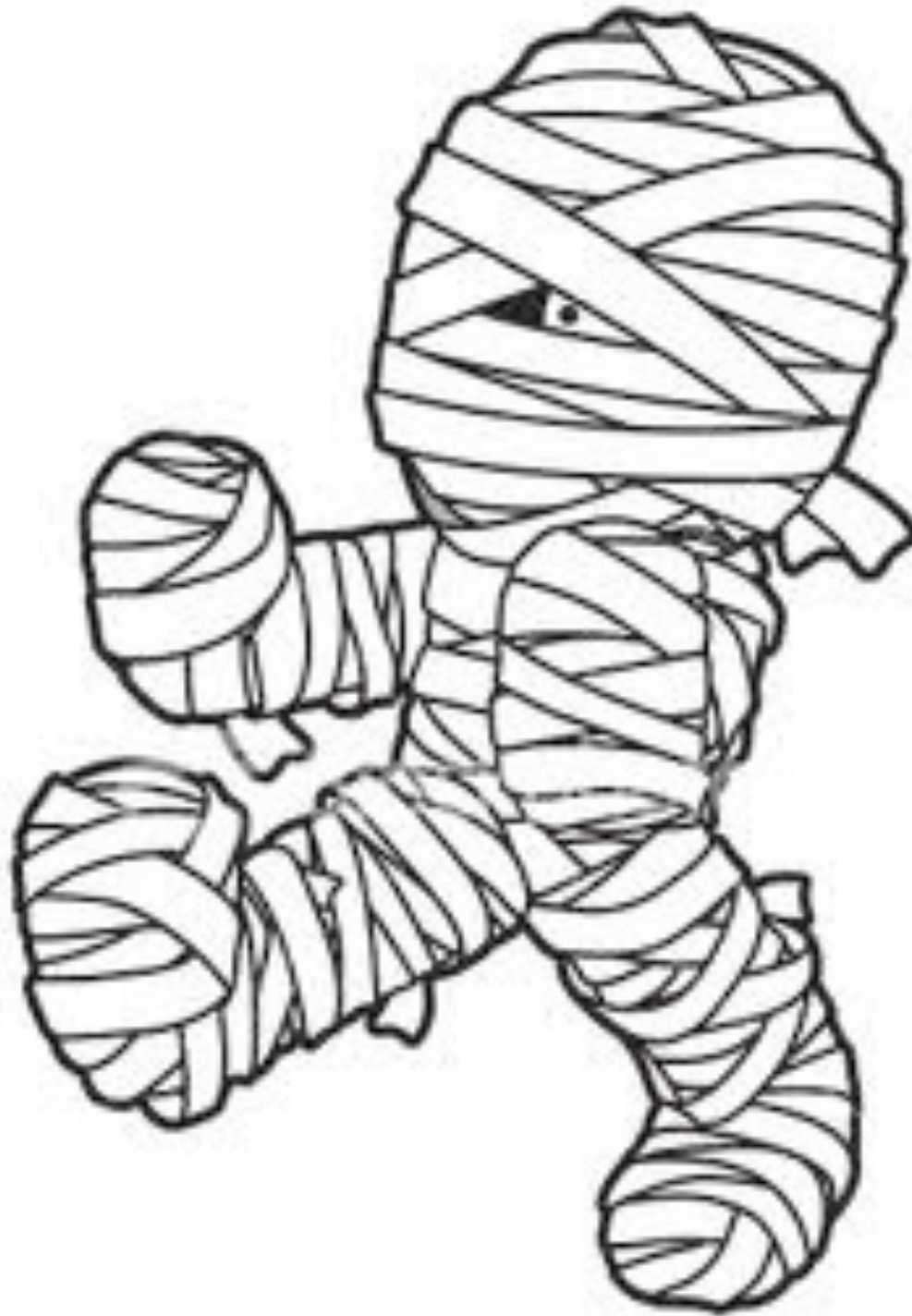
# Want to know more?

Feel free to contact me:

@nativewired

http://www.agilebyheart.com/

gitte.klitgaard@agile42.com

**Linked** in

dk.linkedin.com/in/gitteklitgaardhansen/

# Links and ressources

- http://tastycupcakes.org

- http://www.gogamestorm.com/

- http://en.wikipedia.org/wiki/Gamestorming

- http://fearlessjourney.info/

- http://innovationgames.com/



"Everybody knows the problem: We need to be more innovative. Now we've got the solution: *Gamestorming*. This smart, fun, hands-on book will energize your brain and mobilize your creativity—and do it using stuff you already have in your supply closet!"

—Daniel H. Pink, author of *Drive* and *A Whole New Mind*

# Game storming

## A Playbook for Innovators, Rulebreakers, and Changemakers

O'REILLY®

Dave Gray
Sunni Brown
James Macanufo

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