Games Gone Wild

Leading edge concepts and media for coaching, training, and collaboration

agiledimensions.com          meetup.com / agile3d          @AgileBill4d
This is a rough draft of a song to show off some project management ideas I teach.

1) We have a two week cadence, so that’s reflected in meter.
2) We ‘burn down’ work in the short term, so the melody descends. Some ‘burn up’ work as the whole project continues.
3) We may work as one team, or add a harmony as other teams join the project.

So, I give you ‘Agile Sonification’! How would you map the sound of your work using musical metaphors?
AgileBill Krebs

Innovation Games® Qualified Instructor
CCA Orange Belt

UNM MIS/CS
UW iSchool Cert
Wharton Gamification MOOC (x2)
UWE Cert (2015)
BSU Masters (2017) 4.0 GPA

...
Our Goal

Give you new ideas you can use for your own sessions
Today’s Agenda

1. Theory (Bill)
2. Form Groups
3. Pick one of the 5 types of games
4. Discuss in groups
5. Report back
Games are better than an MBA degree

An intercepted transmission from Human unit "John Seely Brown" said he would rather have a high level World of Warcraft player than a Harvard MBA. Robot analysis sees the advantages of his claim.

"I rather have a high level World of Warcraft player than a Harvard MBA"
Dopamine orients attention and enhances the making of connections between neurons, which is the brain's basis for learning.

- Dr. Howard-Jones, University of Bristol
"Flow" by Mihaly Csikszentmihalyi

- Maintain tension between challenge and despair
- Small batches are better
- Frequent Feedback

(Sounds like a Kanban or Lean class, doesn't it?)
Bad Actigon

This could be you
Dr. Kevin Werbach (U Penn Wharton) discusses Points and Badges in his Gamification MOOC.

Gamification / PBL

Points
Badges
Leader Boards
Intrinsic, or Extrinsic?
Choices

Quest Dependency Graph for Minecraft branch (Gillespie / Haskell)
Dr. Chris Haskell’s Graduate EdTech courses hosted in 3dGameLab

End Game

Some finish early
Most get the grad they 'want'
Many continue past an 'A'

"Quest Based Learning"
Is it ....?

Game? (Candy Crush)

Gamification? (PBL)
Is it .... ?

Game? (Candy Crush)

Gamification? (PBL)

Simulation?

Platform? (Minecraft)

Ludic Open Play? (LEGO®)
5 Games, 8 Platforms

- Abstract
- Simulation
- Gamification
- Platform
- Play

- Kinetic / Face to Face
- Flat Web
- 2d Spatial
- 3d Perspective
- 4d Co-Interactive
- 5d Augmented

- Tools
- People Skills

+ Styles: Kinetic, Roleplay, Narrative, Sandbox, Collectable, Repurpose
Options & Examples
The Simple Case

- Have you participated in an Agile exercise using LEGO®?
Prune the Product Tree

Game ?
Game?
Gamified?  PBL
Avalon Hill’s Advanced Squad Leader

Simulation?

Accuracy is a key goal

Used paper in the last century
Berlin 1920’s build in Second Life®

Game?

Play?
Simulation?
Game?
Platform?
Gamification?

What’s that blob on the sky? (top left)
What dimension are you?

<table>
<thead>
<tr>
<th>Media</th>
<th>3d Spatial</th>
</tr>
</thead>
<tbody>
<tr>
<td>Distributed</td>
<td>Flat displays of information take more space</td>
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</table>
| XV Edition | http://meetup.com/agile3d
Agile Dimensions LLC 2015 - @AgileBill4d |
Surprisingly, this appeared to be more important than expected when teaching my course using games.
What exercise would you create for your clients?

Lego, or LittleBits, or Arduino
Visualization
Game?

Dr. Kenneth Y T Lim
Projects

BoardGame

Agile3d Factory(tm)

Agile Diner

Distributed Agile Worlds

#Playcamp online
Speed Boat

EdTech 532 project

Spatial, Perspective, Agency, Anchoring, Programming, Metaphor, Distributed
Many Platforms

Later back on the Prometheus...

As scientists we should be developing our game project now, right?

What might that look like?

Yes, you'll want something that shows your time on the station was well spent.

It can be a couple of different things.

Some people have a great idea for a game but its complexity makes it impossible to iterate in just a 16 week session. In those cases, they create a game concept presentation that walks us through all of the moving parts of the game they would like to develop going say.

Askell explains option #2: Present your game concept.

They visit a student-built game:

This is an airport simulation game created by a student.

Askell explains option #2: Reusing a game or space in a new context.

Using digital assets that already exist in a game space or virtual world, you can create your own educational game.

The Media and 3d Spatialdistributed ideas:

Flat displays of information take more space.

XV Edition

http://meetup.com/agile3d

Agile Dimensions LLC 2015 - @AgileBill4d
Badges

- Motivate? Organize?

- More valuable if part of an ecosystem
## Leader Board

<table>
<thead>
<tr>
<th>Name</th>
<th>XP</th>
<th>Completed</th>
<th>Active</th>
<th>In Progress</th>
<th>Failed</th>
<th>Badges</th>
<th>Achievements</th>
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- **Motivating? or de-motivating?**
- **Big Data?**
Read More

- http://tastycupcakes.org/
- http://www.innovationgames.com
- "For the Win" by Werbach & Hunter
- "Simulations & Serious Games" by Clark Aldrich
- "What Video Games Teach Us about Learning & Literacy" - James Paul Gee
- Book series by Hinrichs and Wankel
- "Learning in 3D" by Kapp & O'Driscoll
- Bailenson & Yee & and Stanford's VHIL
- "flow" by Mihaly Csikszentmihalyi
Join and play (learn)

Washington DC area - August 2015

meetup / agile3d

@AgileBill4d
Playcamp Online. Distributed Agile Study Group(tm). Agile Business Park(tm)

@AgileBill4d

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linkedin.com/in/BillKrebs

agiledimensions.com
## Scrum Coaches Retreat 2014 - List of Games


<table>
<thead>
<tr>
<th>Category</th>
<th>Game</th>
<th>Brief Description</th>
<th>Purpose</th>
<th>Facilitation Tips</th>
<th>Variations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communication/Collaboration</td>
<td>Stand up and Line up</td>
<td>There will be 3 rounds. Round 1: Manager directs everyone lines up by height. Round 2: Everyone lines up by their names by themselves. Round 3: Alphabetically by city of birth.</td>
<td>Understand self-organizing team and importance of clear communication and acceptance criterion</td>
<td>Time each round.</td>
<td>Round 3 can be hobby or anything else.</td>
</tr>
<tr>
<td>Ceremonies</td>
<td>Fishbowl retrospective</td>
<td>Part of the team stands on a stage in the “fishbowl” and discusses the previous sprint. The rest of the team just watches. And then you switch people.</td>
<td>Help people listen to the people demoting, instead of everyone talking at the same time.</td>
<td>Training/Team Building.</td>
<td>Use other techniques you can demo, like pairing or TDD.</td>
</tr>
<tr>
<td>Training/Team Building</td>
<td>Ball point, Tennis ball, ping pong</td>
<td>Introduce set of toys to the team and the team is to pass the ball around. Aim of the game is to make sure every team member touches every ball. The time to touch every ball by every team member is timed and after one round, the team retropects and device better way to pass the ball around.</td>
<td>Training/Team Building.</td>
<td>Facilitator guides the team thru retrospective and timing the rounds.</td>
<td>John Williams: Different size balls (tennis balls, golf balls, nerf balls)</td>
</tr>
<tr>
<td>Training/Team Building</td>
<td>Pennies</td>
<td>In the game, the team gather around a table. The first person gets 20 pennies. First person flips 20 pennies one at a time and then pass it on to the next team member. This continues till the last team member on the team. Time the round. In round 2, first person flips 5 pennies and then pass it to the next. This continues till all pennies reach last person. In round 3, first person flips 1 penny and passes. This continues until all pennies reach last person. Time each round and compare each time.</td>
<td>Show waterfall vs Kanban vs Scrum. Highlights the benifits of Agile.</td>
<td>Have one person act as the timer and all the team person in a row.</td>
<td>none known.</td>
</tr>
<tr>
<td>Communications/ Collaboration</td>
<td>Airplane game</td>
<td>Teams need to build airplanes. Split into 1 BA, 1 architect, 1 tester, developers; Round 1 - Waterfall approach (12 min). Round 2 - self organizing, self-managing teams.</td>
<td>Demonstrate value of Agile approach; demonstrate value of Product Owner role</td>
<td>Give detail requirements for first round to BA. Second round, say it needs wings and to fly 10 feet. leave the rest to the team</td>
<td>Paper airplanes.</td>
</tr>
<tr>
<td>DOR Game (Definition of Ready Game)</td>
<td>Help define if a feature can be released</td>
<td></td>
<td>Used to help determine if a minimally viable product can be released</td>
<td>Facilitator explains the rules and times the sprints</td>
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</tr>
<tr>
<td>Power of 13</td>
<td></td>
<td>Every team member is given a set of 3 dice. The game is played in 3 sprints. In Sprint 1 every team member</td>
<td>Outcome is for the team to understand the value of</td>
<td></td>
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</tbody>
</table>
Do, Discuss, Report

Kinnetic Points and Badges
Innovation Games® + Platforms

Describe to group, give Bill some notes, and he'll assemble and tweet a link and post at meetup.com/agile3d