

# Save the World, Save Your Team - Shifting Mindsets through Cooperative Board Gaming







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Scrum Alliance CTC

International Coaching Federation ACC

# our time together

- ▶ Learning Objectives
- ▶ Intro to Pandemic
- ▶ Gameplay and Observations
- ▶ Questions / Close

but first...

1 2 3 4 5 6 7 8 9 10

# learning objectives

As a workshop participant, I want to:

- ▶ Explain how cooperative board gaming can be used as a retrospective technique so that I can improve my teams.
- ▶ Describe how to relate cooperative board gaming to the cooperative nature of my team's work so that I can help them reflect on their own actions.
- ▶ Facilitate a cooperative board gaming workshop of my own so that I can help shift the mindset of my team, company, or client.



# intro to Pandemic



Pandemic from Z-Man Games

<https://www.zmangames.com/en/products/pandemic/>



# intro to Pandemic

Goal: Discover cures for all four diseases

The team fails if:

- ▶ Eight outbreaks occur (overly high infection rate in a city)
- ▶ Not enough disease cubes are left when needed (disease has spread too far)
- ▶ Not enough player cards are left when needed (ran out of time)



# the team



Each person selects one of the four roles.

Everyone can provide input and suggestions, but the one controlling the role makes the final decision on how to act.



# on each player turn

- Complete four actions (move, treat disease, trade cards, discover a cure, etc)
- Draw two Player Cards from the Player Deck
- Infect Cities

A photograph of a person's hands holding binoculars to their eyes, set against a blurred background of a sunset or sunrise. The image is overlaid with a semi-transparent dark brown rectangle and a complex geometric pattern of overlapping triangles in shades of orange, blue, and grey on the right side. The text "gameplay and observations" is centered in white on the dark rectangle.

gameplay and observations





constant planning











teamwork





23

6

2

Infection Rate

24

15

11

22

Scientist

Khartoum

Lagos

Mexico City

Cairo

Tehran

Researcher

St. Petersburg

Moscow

Ho Chi Minh City

Sydney

Taipei

Medic

Bogotá

Miami

São Paulo

Jakarta

Dispatcher

Istanbul

Karachi

Beijing

One Quiet Night

St. Petersburg

Moscow

Ho Chi Minh

Sydney

Taipei

Move

Treat

Cure

Build

Share

Event

Undo

Pass

Actions

0/4





## Scrum events





# Agile concepts



# game roles vs. team roles









25

4

2

Infection Rate

24

16

12

21

Scientist

Atlanta

London

New York

San Francisco

Mexico City

Cairo

Tehran

Researcher

St. Petersburg

Moscow

Ho Chi Minh City

Sydney

Taipei

Medic

Bogotá

Miami

São Paulo

Jakarta

Dispatcher

Istanbul

Karachi

Beijing

One Quiet Night

Actions

0/4

Move

Treat

Cure

Build

Share

Event

Undo

Pass

Atlanta

London

New York

San Francisco

Mexico City

Cairo

Tehran







# information radiators







one more ...



# ending where we started

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questions?

Photo by [Evan Dennis](#) on [Unsplash](#)



keep in touch...



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# Appendix



Later in the game...