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





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our time together

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

but first...

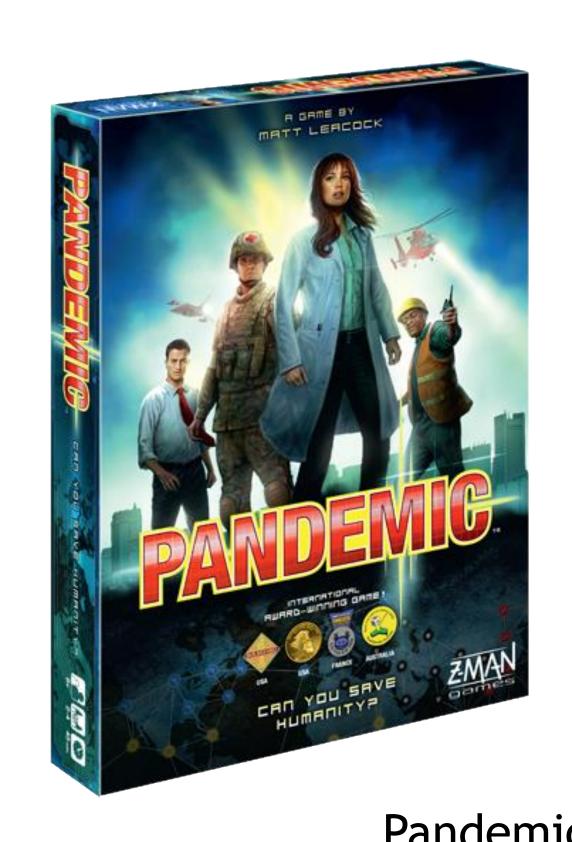
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learning objectives

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





intro to Pandemic

Goal: Discover cures for all four diseases

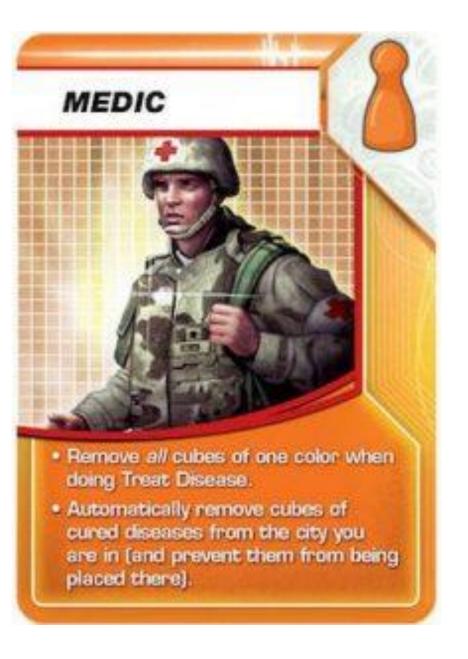
The team fails if:

- 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





constant planning









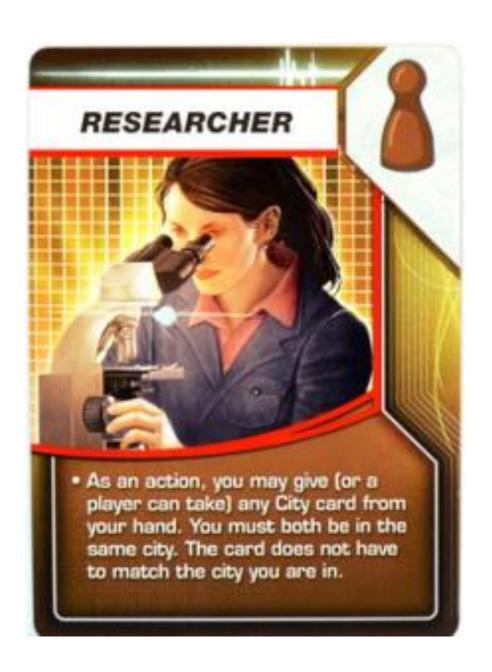




Agile concepts

game roles vs. team roles



















one more ...

ending where we started

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questions?



keep in touch...

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Appendix

Later in the game...