

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





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# our time together

- ▶ Learning Objectives
- ▶ Intro to Pandemic
- ▶ Game on!
- ▶ Retrospective / Discussion
- ▶ Questions / Close

# 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



# questions to ponder

- ▶ What similarities do you notice between Pandemic and Agile development? What differences?
- ▶ Is the team at your table an Agile team? Are they more or less Agile than your team at work? How so? Why?

# game on!

- ▶ You'll have 55 minutes for gameplay.
- ▶ If you get stuck on the rules, make your best judgment and move forward (better to keep playing than sit and wait).
- ▶ I'll be walking around to help answer questions.
- ▶ Rotate people in if you have more than four at your table.
- ▶ Take notes and feel free to break for discussions as they come up!

# retro

At your tables...

- ▶ Revisit the questions from the worksheet
- ▶ Talk about the differences / similarities between gameplay and work situations

# ending where we started

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questions?

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

keep in touch...



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