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







# Chris Diller

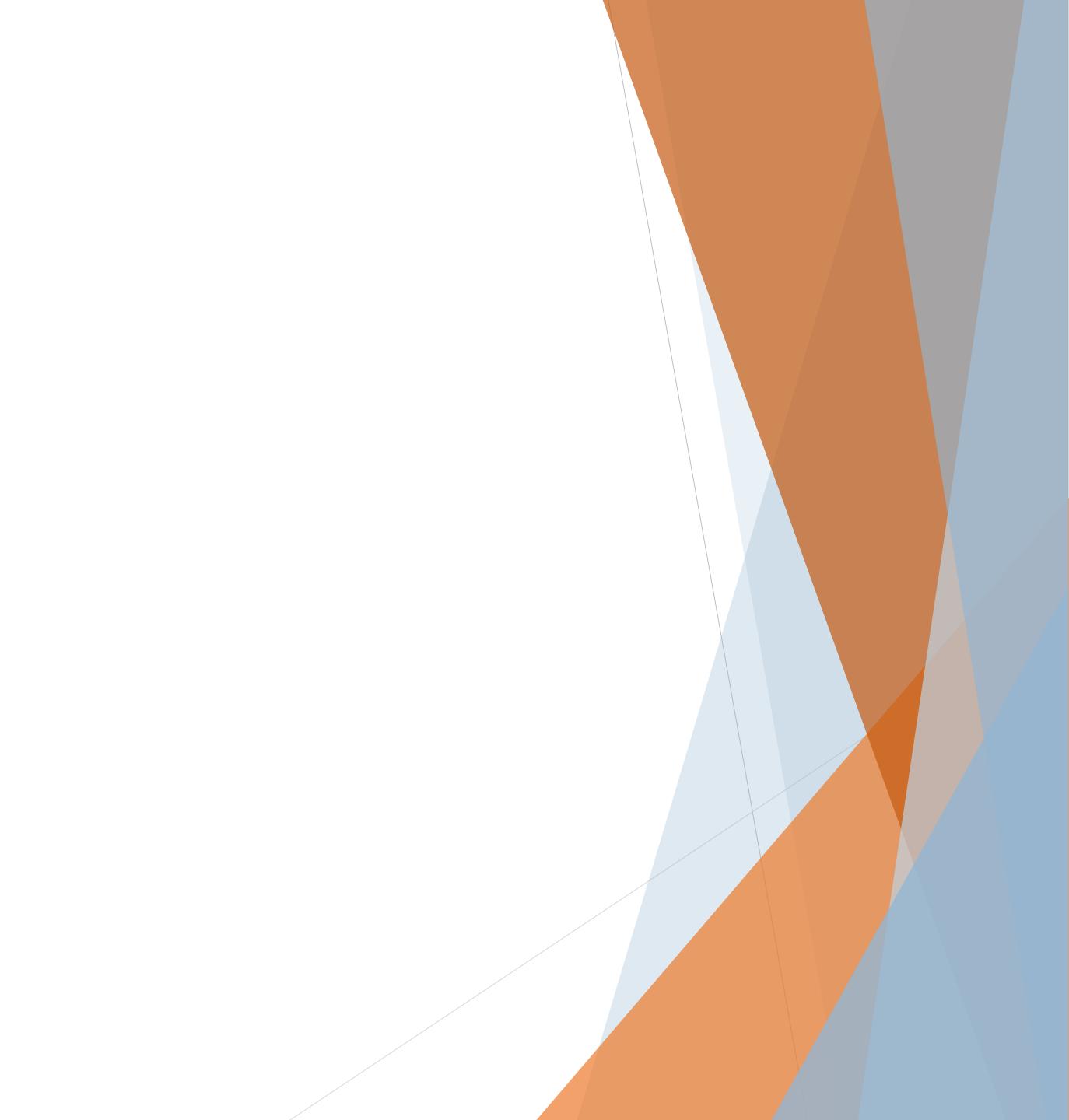
## Leadership Coach and Agilist

Scrum Alliance CTC International Coaching Federation ACC



# 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





# 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)

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



# 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.

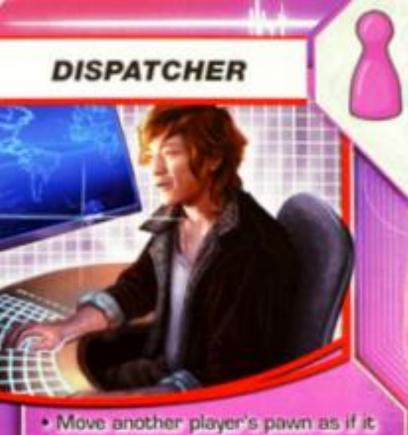
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Remove all cubes of one color when doing Treat Disease.

 Automatically remove cubes of cured diseases from the city you are in (and prevent them from being

placed there).



- were yours.
- As an action, move any pawn to a city with another pawn.

Get permission before moving another player's pawn



# 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

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



# 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!





At your tables...

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

### and work



# ending where we started

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# questions?



Photo by <u>Evan Dennis</u> on <u>Unsplash</u>



## keep in touch...

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# THE SOME AND A SOME

Image source: dftba.com

