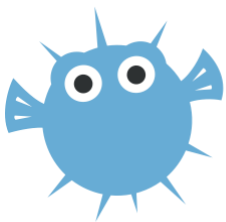


Jakob Wolman - XP2013



JAYWAY

ØREDEV ★

Expectations

Find out how games work

Motivated to use games

Tools to start facilitating

Take it home and start playing

Schedule

Introduction to games

Motivation for using games

How I use games

How to start facilitating

Play games

Introduction

What is a game?

You have probably already tried it

Did you

- Have fun

- Use postits

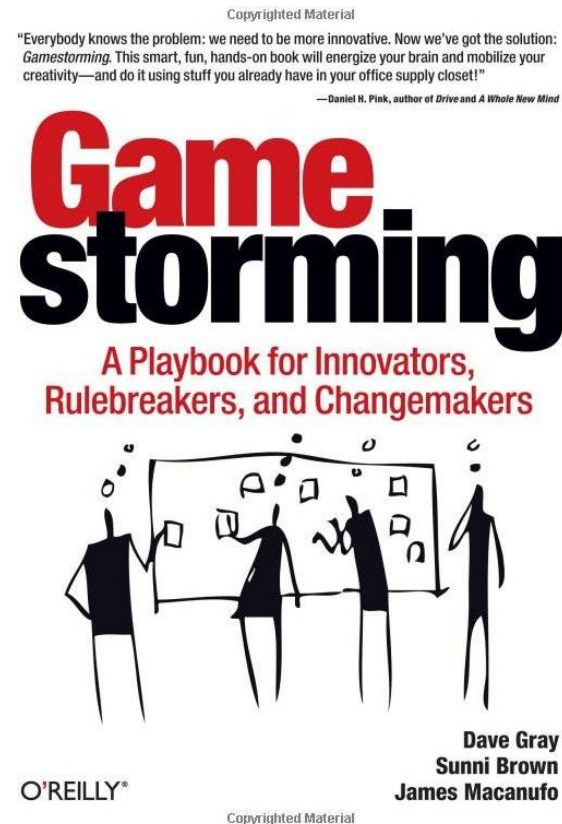
- Do silly excercises

- Reach great results

Introduction

Gamestorming →

Can be used for almost anything



Introduction

Are you creative?

Where does creativity come from?

Why games

Everybody participates

Common understanding

Visualise

Games come natural to us

Way more fun than meetings

How I use games

Internal

Retrospects

Concept work

Company vision

How I use games

External

Common understanding with customers

Co-create a product

Becomes a natural part of all meetings

Prune the future

Start, stop, continue



Show me your values



Staple yourself to something

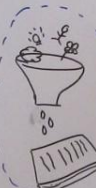
HASTIGHET →

PROCESS



2 VECKOR
RESULTAT, FÖRTROENDE
KONTAKT, FÖRSTÅELSE, FÖRVÄNTNINGAR

DISKUTERA SAKNAS
KVALITET



SAKNAS
VEM GÖR DET?
RAMVERK

KONCEPT

PROJEKT

SÄLJ
FACILITATOR
UX
PM
TECH LEAD
SERRETERARE

WIREFRAME

2-3 V
KONCEPT

TEAM
SÄLJ
PM/SM
TECH, UX

SUCCESS
SHOWCASE
PENGAR
RELEASE

TID, AVSLUT
TYDLIG SIGNOFF LÄMNA
ÅTERKOPPLING, UPPFÖLJNING

KRAVSPEC

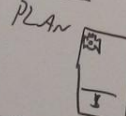
VEM GÖR IMPL. OCH
ESTIMERING

7 VECKOR
AGILA
KONTRAKT

ÅTERANVÄNDA
KOMPONENTER
FASER



KUND
SÄLJ
PM
TECH, UX



HASTIGHET, BUDGET
OFFERT

ÖVERLÄMNING

SÄLJ
UX/KONSULT
FLERA MÖTEN
MÅNAD
FÖRTROENDE
PERSONER
COMMITMENT

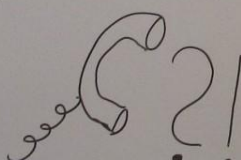
3-4 MÅNADER



TEAM
PM/SM
UX
TECH
STRUPGRUPP
PROGRESS, ETONOMI, KUNDNÖJDET,
KUNDENGÅENDE, TEAM JOB
LÄRANDE, KVALITET, FÖRVÄNTNINGAR
FOKUS

LEVERABLA

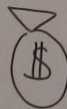
ÖVERLÄMNING



SUPPORTANSVARIG
TECH

SÄLJ

TILL SLUT



NYA AFFÄRER
NYA KUNDER

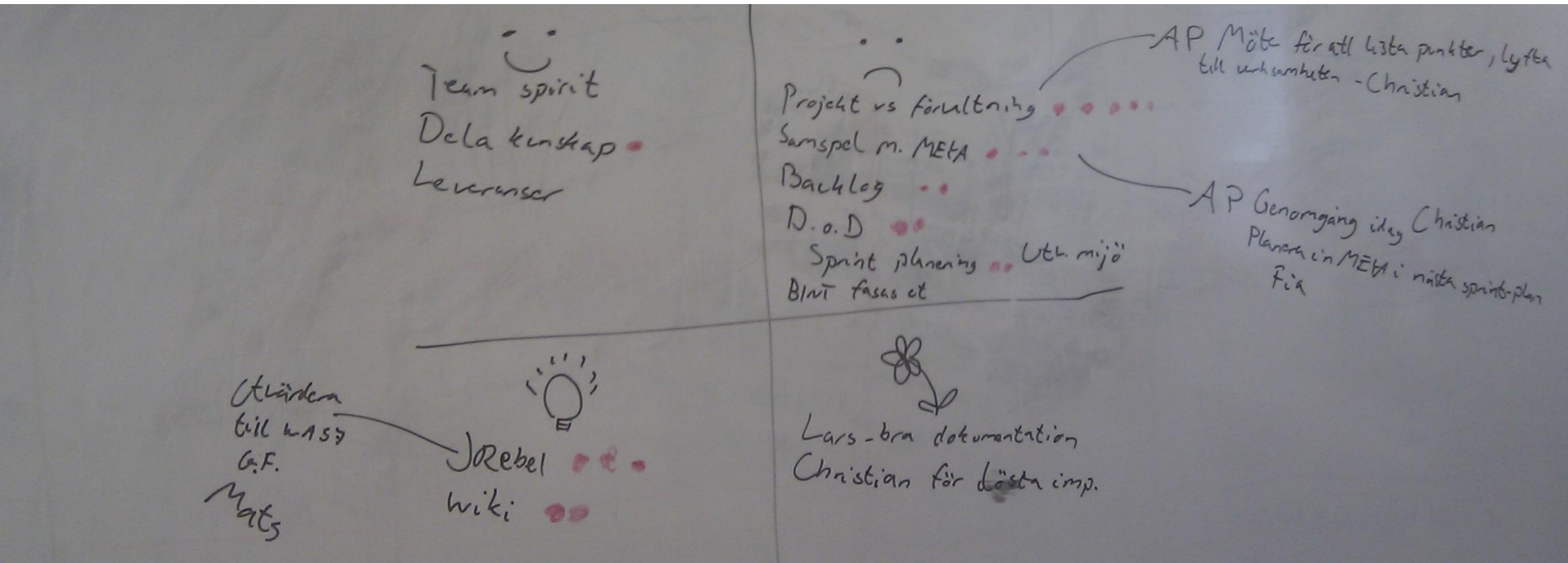
PRODUKT LÄGGS NER
NYUTVECKLING
KUNDEN TAR ÖVER

BRA KONTRAKT, NÖJD KUND, KVALITET
TYDLIGHET, PROFFSIGHET, UPPFÖLJNING
PROAKTIVA, KRAV PÅ BRA KOD, TEST

Projectplan
Wireframe
Graphic

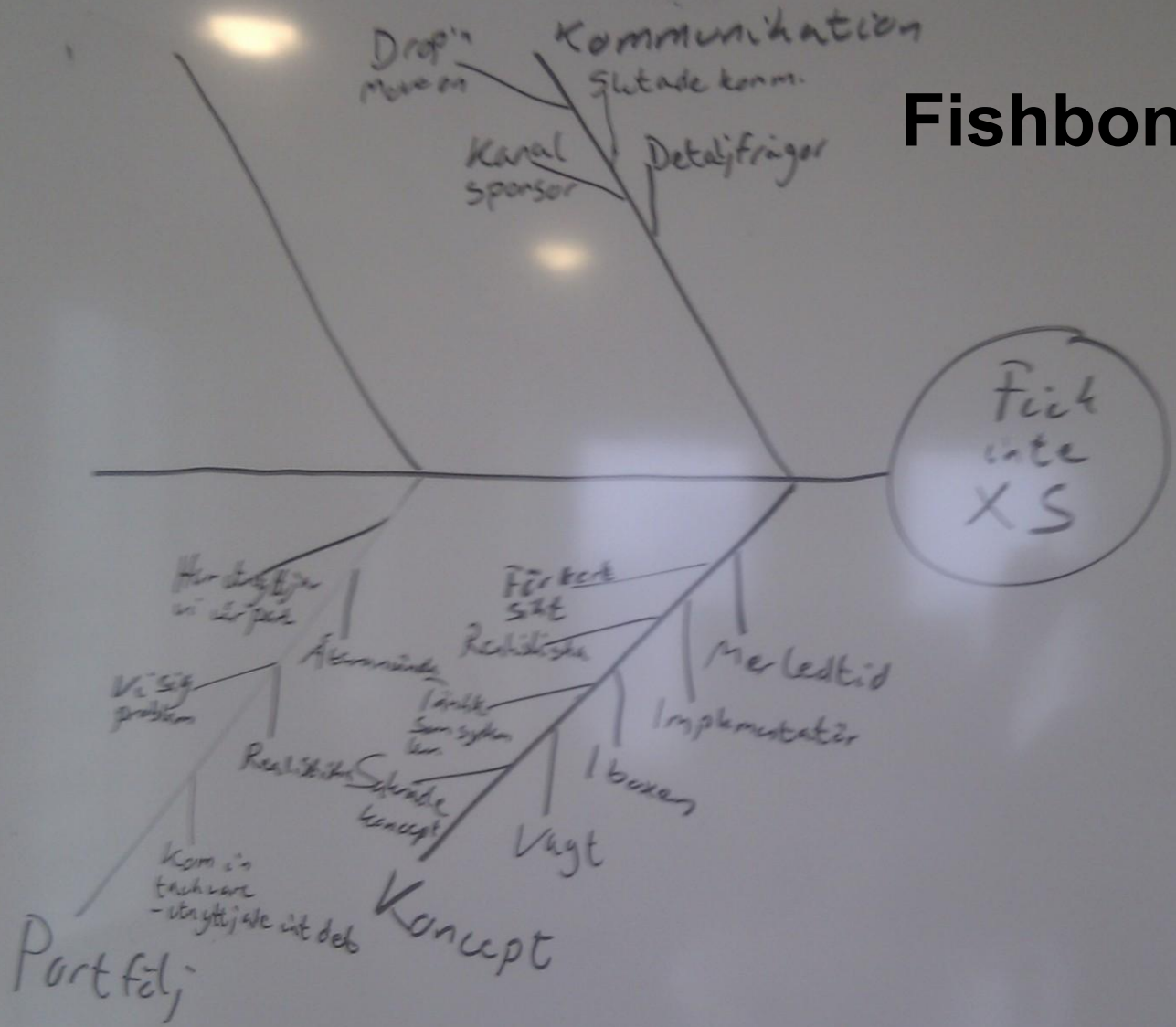


Glad, sad, idea, flower



Dot voting

Fishbone

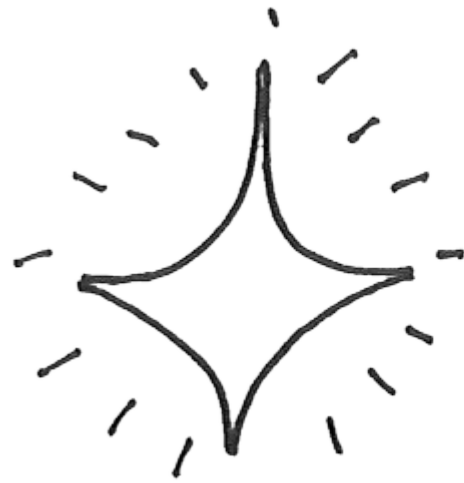


How to get started?

Find a collection of games

Plan - Prepare - **Execute** - Follow up

Plan - 7P's

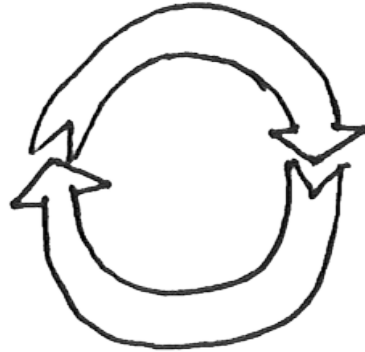


Purpose

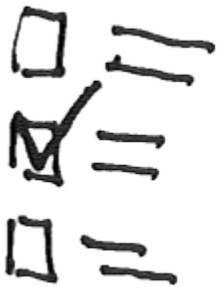
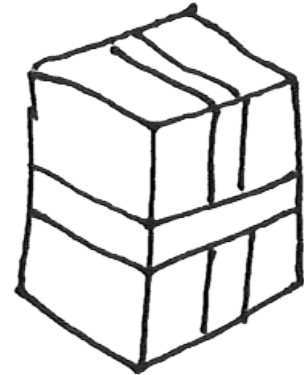
People



Process



Product



Preparation

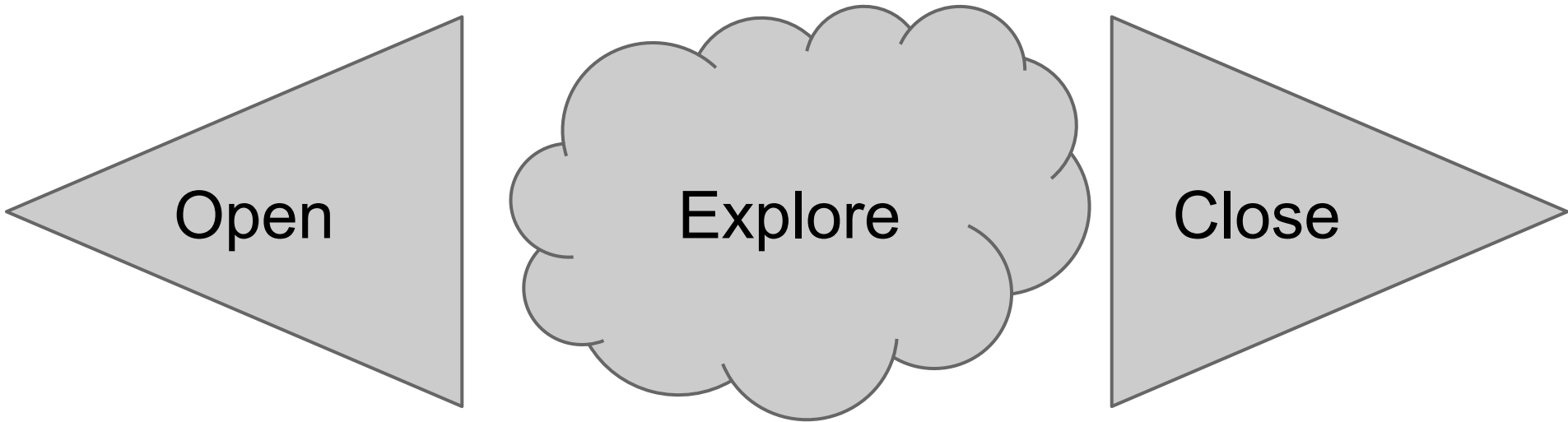


Practical



Pitfalls

Plan - Prepare - Execute - Follow up



Plan - **Prepare** - Execute - Follow up

Know your games

Check material and venue

Have backup exercises

Plan - Prepare - **Execute** - Follow up

Give a clear goal, and a path

Keep track of time

Control discussions

Let someone else take notes

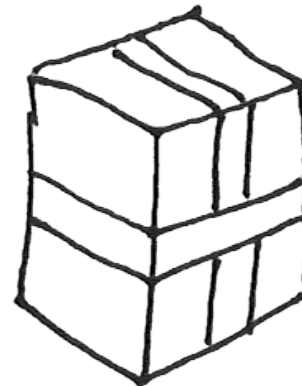
Be sensitive, be agile

Plan - Prepare - Execute - **Follow up**

Be clear on next steps

Retrospect your workshop

Remember the product



Material

Whiteboards/flipcharts/wallspace

Post its

Markers

Camera



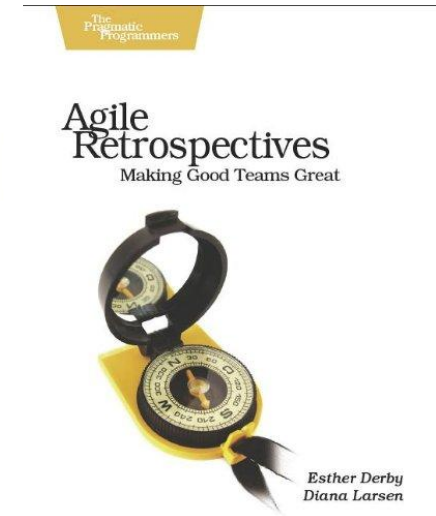
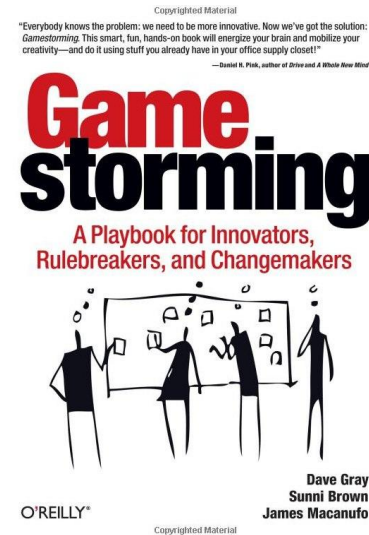
Practice

Practice practice practice

Gamestorming retreats

More resources

Books



Web

gogamestorm.com
innovationgames.com

Thank you

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