Agile2023
THE SCOTLAND EXPERIENCE
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Adrian Suciu: *“Switch!”*

Make Teams Confident in Each Others’ Agency and Role

About Me

- “**Never stop learning**” kind of person
- I use serious games to convey complex concepts
- Passionate about hiking, reading, travelling

- **Certified Team Coach** (CTC) by Scrum Alliance
- Professional Certified Coach (PCC) from the ICF
- Working at **Thales Romania**

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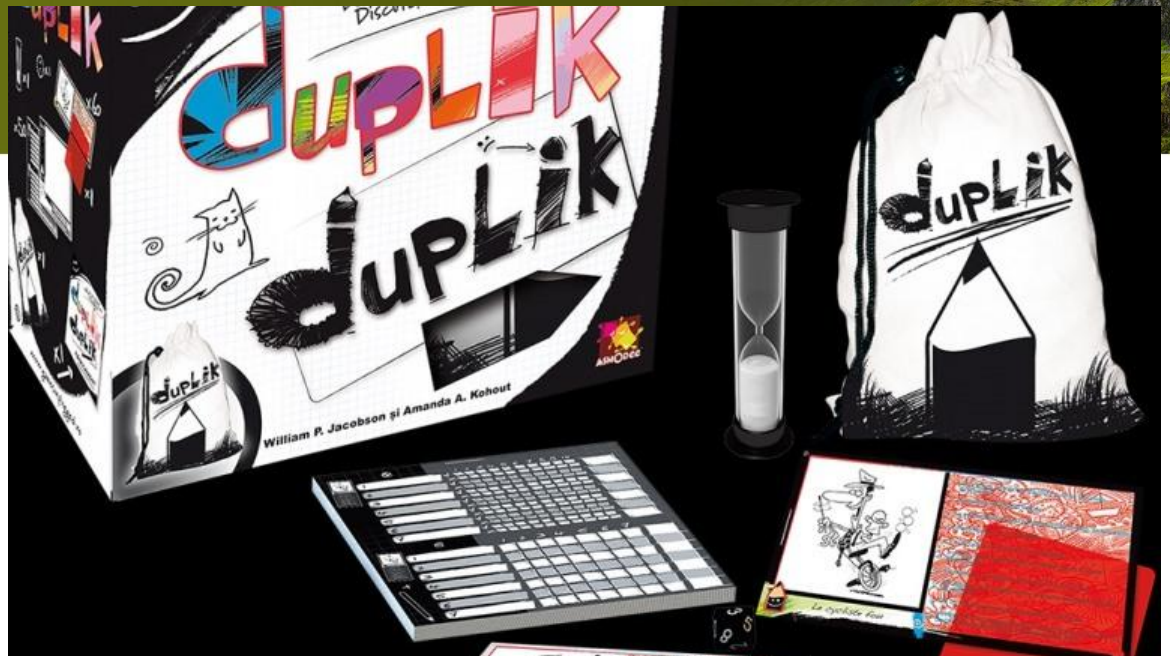
My motto:
“I like to see great energy emerging from motivated people”

WHY? Ask yourself in silence:

Why challenge my own personal **point of view**?

What's the point to try **perceiving reality through other's eyes?**

What if someone I am supposed to work with to achieve **the same goal**, perceives reality **differently**?



The Game: Duplik

by Asmodee

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Agenda

Intro

ROUND 1: Play by the rules

ROUND 2: Bend the rules

ROUND 3: Freestyle

Debrief

Let’s START!

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ROUND 1:
Play By The Rules!

ROUND 1: Rules Of the Game

2 roles: **Sketchers** and **PO**

- ***PO*** describes what they **see** with as many details as necessary
- ***Sketchers*** draw individually what they **hear**
- **Sketches need to be exact, not artistic!!!**
- **Each team member is drawing individually.**
- **Questions are not allowed!**
- **During playtime, *PO* is not allowed to peek at the drawing!**

End of the game: when time is up, the *PO* checks the *Stakeholders' hidden requirements*. *Sketcher*s get 1p for each right detail.

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ROUND 1
Playtime!

End of ROUND 1
Retrospective Time!

ROUND 2: Bend the Rules

Now implement what you have decided as a team at the retro.

- Choose a new PO
- NEW Rule: ***sketchers* are allowed to ask questions!**

ROUND 2
Playtime!

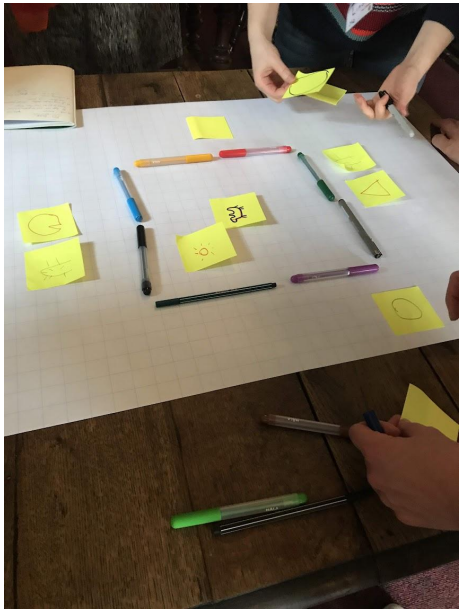
End of ROUND 2
Retrospective Time!

ROUND 3: Freestyle!

In each team, there is only ONE collective, drawing.

Teams self-organize around the task of drawing.

- Choose a new PO
- **Team + PO have 5 minutes to decide strategy**



ROUND 3
Playtime!

End of ROUND 3
Debrief Time!

Debrief

Which of the rounds had the **best results?**

How did you feel in each role: PO and Team member?

What else would you tweak to the original game to teach inter-teams communication? (group talk)

Your Takeaways?

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Keep in Touch!

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Agile Coach Camp Romania (15-17 Sep)

https://agilecoachcamp.ro

Thank You!!!

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