Agile ORLANDO 2023

JULY 24-28

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#AGILE2023

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WORKSHOP

AGILE GAMES

The Secret to a Happy and Energized Team!

Emilia Breton

Agile Alliance®

Agile ORLANDO 2023

JULY 24-28

WWW.AGILEALLIANCE.ORG/AGILE2023

Code of Conduct

“Be curious and welcoming of differences, be kind to others, and behave professionally”

We encourage everyone to help in creating a welcoming and safe environment

If you see or experience **anything** of concern, please **contact** the Registration Desk, Agile Alliance Staff & Board, Volunteers, Program Committee Members, or Venue Security.

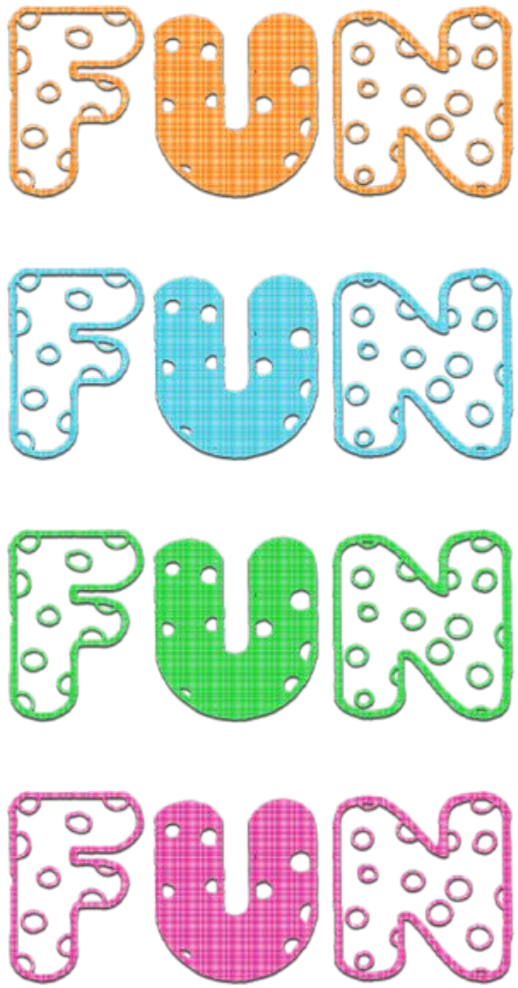
View the full Code of Conduct at **agilealliance.org/conduct**

No one must play, but everyone is welcome!

Building Games

Game Mechanics

Game Mechanics



The FUN VERBS you are doing!

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Fun Entertaining Dynamic!

Tag

What simple games can you think of?

Fun Entertaining Dynamic!

Target, Shoot

Start with the fun!

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Fun Mechanics / Actions

Open	(not) Look	Remove	Wander	Prepare
Take	Compound	Expel	Add	Escape
Jump	Answer	Align	Match	Stand Up
Throw	Play	Change	Eliminate	Sit Down
Search	Turn	Touch	Bring	Be Close
Separate	Draw	Fill	Enter	Cut
Shout	Pull	Return	Make Secret	Confuse
Gain	Match	Stop	Send	Protect
Collect	Add	Listen	See	Put
Fling	Exit	Hear	Show	

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Core Mechanics vs. Supportive Mechanics

Core Mechanics – Do all the times

Supportive Mechanics – Do sometimes

Game Elements

Game Elements

- Players
- Rules
- Target/ Objective / Learning Objective
- Challenges
- Sprinkle of Fun (Themes, Story, Art)
- Environment
- Feedback System

Let’s look at some Games

Mechanics **Elements**

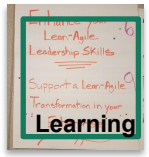
Tag = (Running + Touching) + (Roles + Objective)

Know your players!

What is Your Play Style?

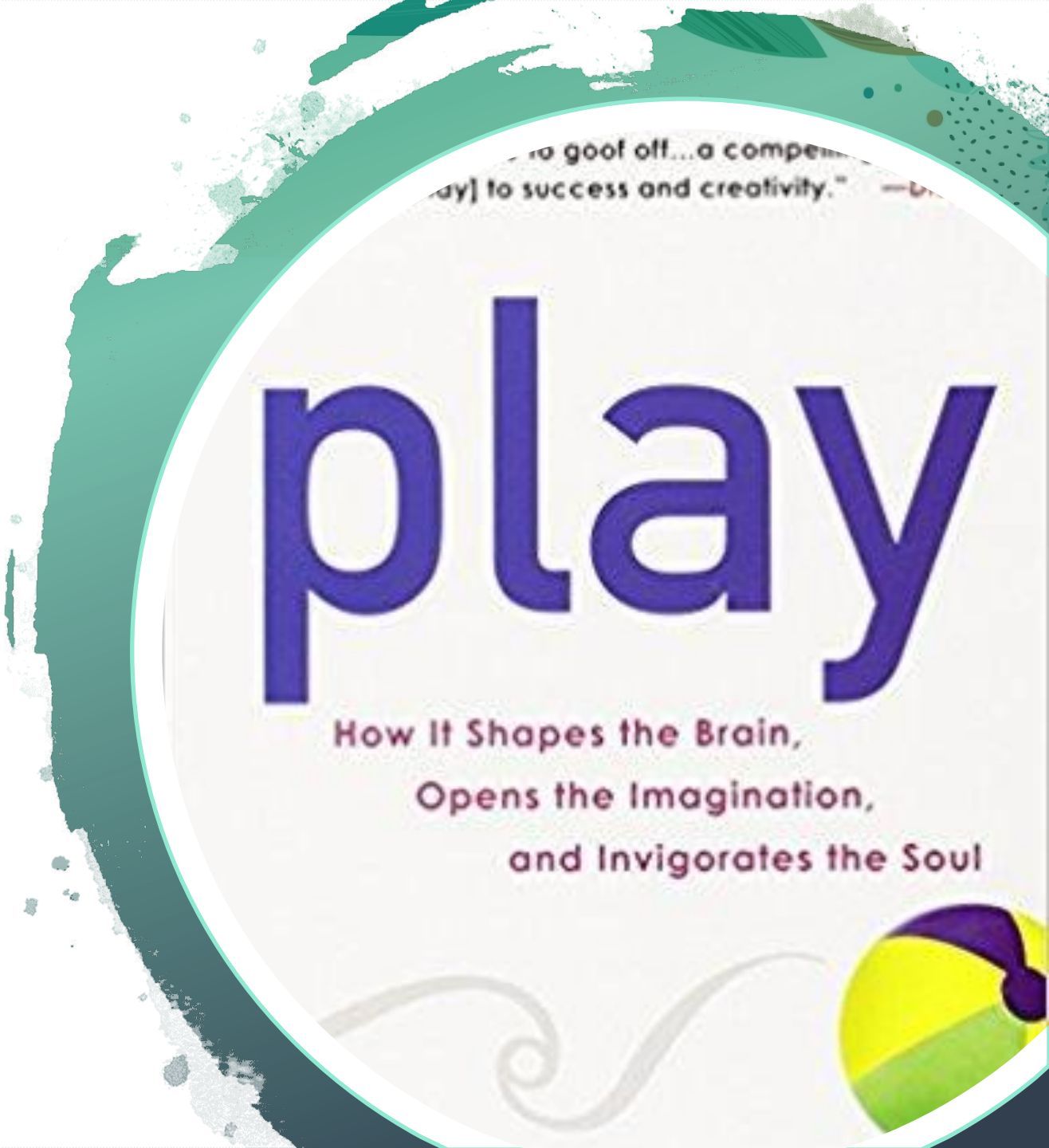
Creator

Storyteller



Play Styles

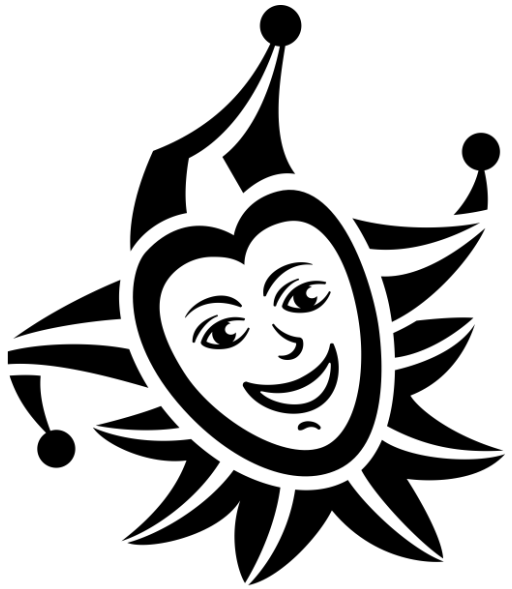
Dr. Stuart Brown



A- The Joker

“A joker’s play… revolves around some kind of nonsense…. Parents make infants laugh by making silly sounds, blowing raspberries, and generally being foolish… Later, the class clown finds social acceptance by making other people laugh”

- Play by Stuart Brown



Created by sahua d
from Noun Project

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B- The Kinesthete

Created by The Pyramid School
from Noun Project

"Kinesthetes are people who like to move…includes athletes, but also others… who find themselves happiest moving as part of dance, swimming, or walking… While kinesthetes may play games, competition is not the main focus — it is only a forum for engaging in their favorite activity.

- Play by Stuart Brown

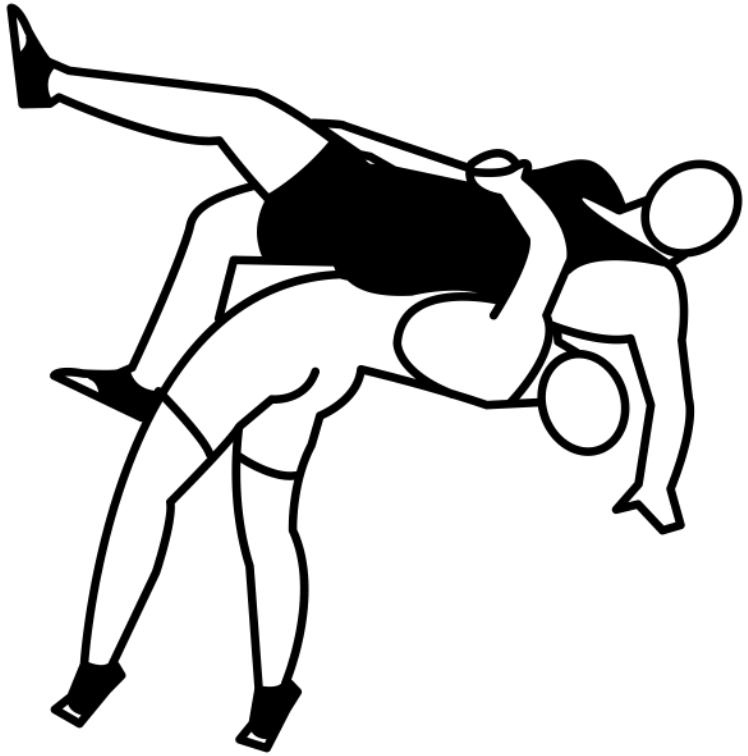
C- The Explorer

“Exploration becomes their preferred avenue into the alternative universe of play… Exploring can be physical—literally, going to new places… it can be emotional—searching for a new feeling or deepening of the familiar, through music, movement, flirtation… It can be mental: researching a new subject or discovering new experiences and points of view…”

- Play by Stuart Brown

Created by Kangrif from Noun Project

D- The Competitor



Created by Gilad Sotil
from Noun Project

“The competitor loves fighting to be number 1. If games and keeping score are your thing, this may be your primary play personality. The games can be solitary or social—either a solitary video game or a team game like baseball—and they may be actively participated in or observed as a fan.”

- Play by Stuart Brown

E- The Director

“Directors enjoy planning and executing scenes and events.. They are born organizers. At their best, they are the party givers, the instigators of great excursions to the beach, the dynamic center of the social world. At worst, they are manipulators.”

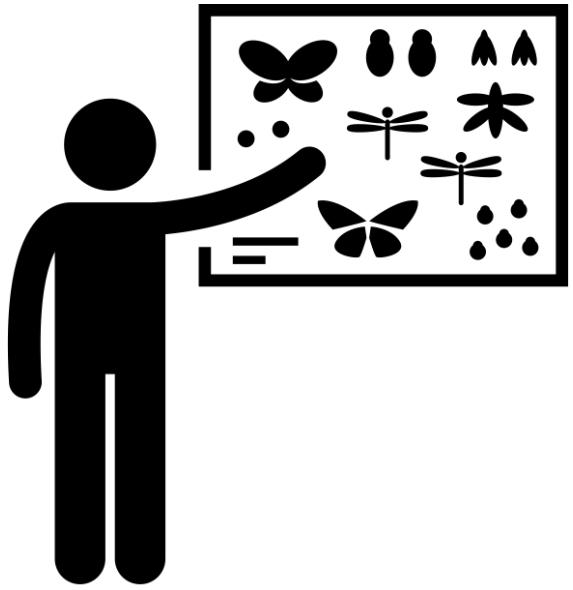
- Play by Stuart Brown

Created by Mathis Dubrul from Noun Project

F- The Collector

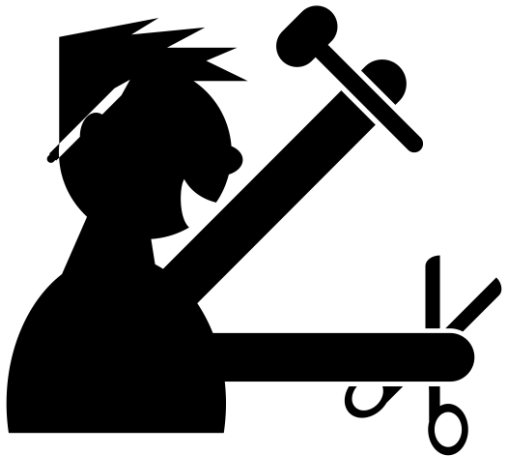
“The thrill of play for the collector is to have and to hold the most, the best, the most interesting collection of objects or experiences. Coins, toy trains, antiques, plastic purses, wine, shoes, ties, video clips of race-car crashes, or pieces of the crashed cars themselves, anything and everything is fair game for the collector.”

- Play by Stuart Brown



Created by Gan Khoon Lay
from Noun Project

G- The Creator



Created by Marie Van den Broeck
from Noun Project

“For the artist/creator, joy is found in making things. Painting, print-making, woodworking, pottery… furniture making, knitting, sewing, and gardening… Artist/creators may end up showing their creations to the world… or may never show anyone what they make. The point is to make something… or just to make something work… someone who enjoys taking apart a pump, replacing broken parts, cleaning it, and putting back together a shiny, perfectly working mechanism…”

- Play by Stuart Brown

H- The Storyteller

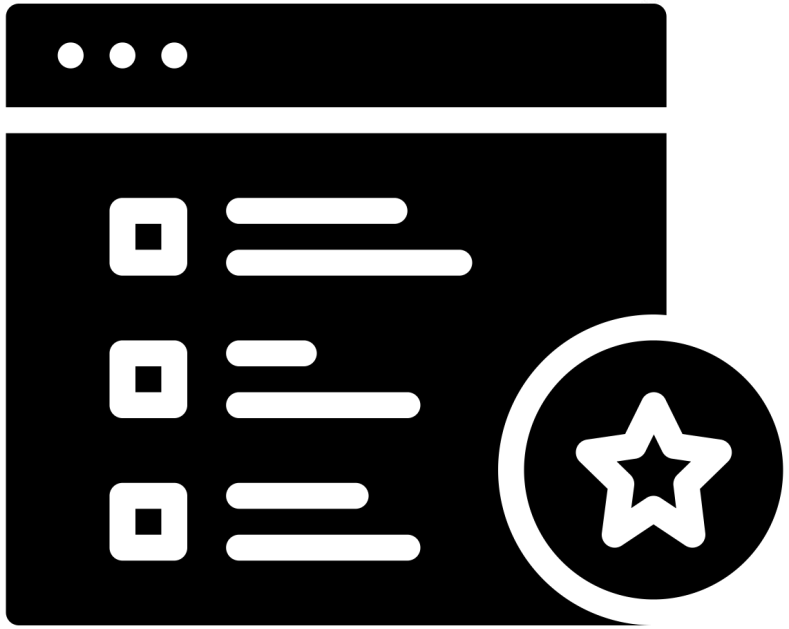
“Storytellers are, of course, novelists, playwrights, cartoonists.. but they are also those whose greatest joy is reading novels and watching movies, people who make themselves part of the story, who experience the thoughts and emotions of characters in the story. Performers of all sorts are storytellers… through dance, acting, magic tricks, or lectures… the realm of the storyteller is in the imagination, they can bring play to almost any activity. They may be playing a recreational game of tennis, but in their mind, each point is part of an exciting drama”

- Play by Stuart Brown

Created by Gan Khoon Lay
from Noun Project

Player Feedback

- Achievements
- Points
- Levels
- Progress bars
- Time
- Rewards



Rewards

- Status
- Access
- Power
- Stuff

Objectives

- **CLEAR:** Always communicate the next objective.
- **OBTAINABLE**: Ensure goals can be achieved with effort.
- **CONCRET**: Provide immediate feedback on goal attainment.

BONUS

- **CHALLENGING**: Make goals require effort, increase difficulty over time.
- **REWARDING:** Offer value in achieving goals, intrinsic and/or extrinsic.

Learning Objectives

- Start with an action verb.
- Clearly state the expected outcome.
- Ensure alignment with course content.
- Keep it simple and direct.
- Make sure it's achievable.
- Ensure it's measurable.

Game Environment

- Physical or Digital
- Objects - Tokens, Resources (example Chess)
- Formats - Cards, Boards, Balls
- Timers

Existing Game into an Agile Game

1. Participants to stand in a circle.
2. The first person throws a small ball to someone else in the circle.
3. The person who catches it says their name and throws it to another person who does the same.

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Existing Game into an Agile Game

This is a game that emphasizes small batch sizes and collaboration

1. Have split into pairs each pair should choose who will be the developer and who will be the tester. The goal is to build as tall a tower as possible.
2. Developer builds as tall a tower as possible
3. Tester is given a list of problem bricks and to find, once the tester finds the bricks the developer must remove them without breaking the tower. Once the bugs are removed note the time and height of the tower.
4. Reset after 9 bricks the tester is given a list of problem bricks for the developer to remove. (4 rounds of feedback). Once the final set of bugs are removed note the time and height of the tower.
5. The tester works with the developer as he is building the structure with the list of problem bricks. Once the tower is complete note the time and height of the tower.
6. Debrief – What did you learn? How will this impact your planning?

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Lets Try one!

- DRAW A QUESTION PAPER
- COLLECTING POINTS
- TIME RESTRICTION
- THROWING

- AT LEAST TWO GROUPS
- ANSWERING A QUESTION
- THE RIGHT TO AN UNKNOWN ADVANTAGE
- DESTRUCTION

Play vs. Game vs. Gamification

	Play	Game	Gamification
Game Mechanics	X	X	
Game Elements		X	X

Lets build!

Tips:

- **Involve** potential players in to your design
- Consider play personalities
- Give second (or more) **Chances**
- Continuous and regular **Feedback** throughout the game
- Add **Obstacles**
- **Offer** Power and/or Choice
- Consider Benefit from **Indicators** like Levels, Progress Bars
- Benefit from Badges and **Rewards**
- Focus on **Skill Development**

Build a Game

- Choose an objective
- Pick 1 or 2 Core mechanics
- Choose and Environment
- Add some elements
- Sprinkle in some fun elements (theme, story, etc)
- Add any supportive mechanics

Play Test

Feedback is a gift

Sample Questions:

- What did you learn?
- What did you like most about the game?
- What didn’t you like about this game?
- What was the most enjoyable part of the game?
- What was the most frustrating part of the game?
- Did you enjoy the game’s theme? Why or why not?
- Were there any rules that were confusing?
- How did the the game duration feel?

Debrief

Simple Debrief

In your game team

- *What* have you discovered from the game?
- So *what*, what is significant about that?
- *Now what* are you going to do or change going forward?

Deeper Debrief

This approach was designed by Thiagi and is available at www.thiagi.com

In your game team

- How Do You Feel?
- What Happened?
- What Did You Learn?
- How Does This Relate To The Real World?
- What If?
- What Next?

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Double Loop Debrief

After Round 1

- What did you feel?
- What happened?

After Round 2

- What did anything feel different this time?
- If so how?
- What happened differently?
- What did you learn?
- How does this relate to the real world?
- What if you didn’t have to stay in the work area?
- How will you change your real-world behavior based on your learning?

This approach was extended from the Thiagi Debrief (www.thiagi.com)

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Where to Find it

- Play by Stuart Brown https://amzn.to/2JMbvGy
- Thiagi Debrief (and more Games) https://www.thiagi.com
- Bloom's Taxonomy verbs https://www.teachthought.com/learning/what-is-blooms-taxonomy/
- More Games from me www.agiletoybox.com
- Make your game real https://www.thegamecrafter.com/
- Connect with me!

  https://twitter.com/emibreton

  https://www.linkedin.com/in/emiliabretonlake/

Emilia Breton-Lake

Playful Innovative Agilist and Coach

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