



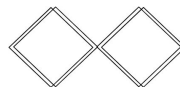
# Learning agility through games



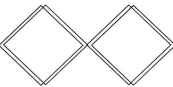
Humbly hosted by Jakub Perlak



aka Kuba



# #00 - A very slow starting up slide



# #0 - Rules of the game aka contract

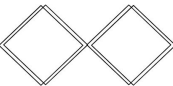
Learn together how use games in education

- High pace simulation (you have the right to opt out :) )
- Whistler super annoying and effective for time keeping
- Involve to understand, observe others if you like
- If someone joins late we won't stop the game
- Have fun

**“Tell me and I forget. Teach me and I remember. Involve me and I learn”**



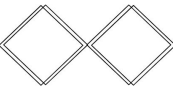
Benjamin Franklin



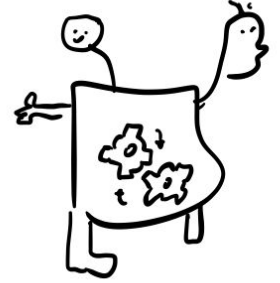
# #1 - Meeting at imaginary sauna

Imagine that you are seeing a friend at the sauna...

- Make eye contact (pick) with someone
- Start to approach that person in slow motion mode (eg. joyful manner)
- At the distance of approx. 2-3 meters you are realizing that is not that person
- Change the person and repeat at least 2 times

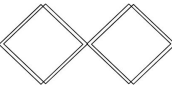


## #2 - “Human Machine”



Create amazing human machine performance.

1. Organize yourselves into 5 (more or less) people teams
2. Select one Product Owner
3. POs come to me for a post it
4. “Build” a human machine with Product Owner
5. POs will be asked to come to me one more time
6. Take advantage of the whole team
7. Invite for review everybody for performance



# #3 - Agile Airplanes



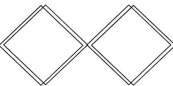
Create as many high quality paper planes that can fly a given distance

## Iteration plan

- Plan 2 min
- Build 2 min
- Review 2 min
- Reflect 1 min
- Again...

## Rules for Playing

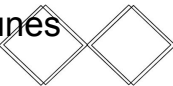
- Only one person can make one fold at a time
- Every person need to make at least one fold
- The planes must be built and tested in 2 min
- Only planes that fly the given distance are counted.
- Have one person in the team be the counter
- No crush and ball making cheats :) at this time





## #4 - Agile Principles Bingo

1. Our highest priority is to **satisfy the customer** through early and **continuous delivery of valuable** software.
2. **Welcome changing requirements**, even late in development. Agile processes harness change for the customer's competitive advantage.
3. **Deliver working software frequently**, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. **Business people and developers must work together** daily throughout the project.
5. Build **projects around motivated individuals**. Give them the environment and **support they need, and trust them** to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is **face-to-face conversation**.
7. **Working software is the primary measure of progress**.
8. Agile processes promote **sustainable development**. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. **Continuous attention to technical excellence** and good design enhances agility.
10. **Simplicity**--the art of maximizing the amount of work not done--is essential.
11. The best architectures, requirements, and designs emerge from **self-organizing teams**.
12. At **regular intervals, the team reflects** on how to become more effective, then tunes and adjusts its behavior accordingly.



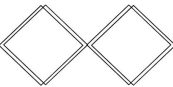
## #5 - Sticky Reflection



What have you learnt?



What would you improve?





## ## - Some benefits of games

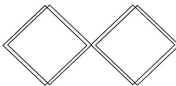


“Nothing fires up the brain like play” (from McKeown “Essentialism”)

*Affective Neuroscience: The Foundations of Human and Animal Emotions*, **“One thing is certain, during play, animals are especially prone to behave in flexible and creative ways.”** Jaak Panksepp (from McKeown “Essentialism”)



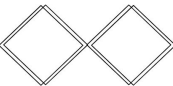
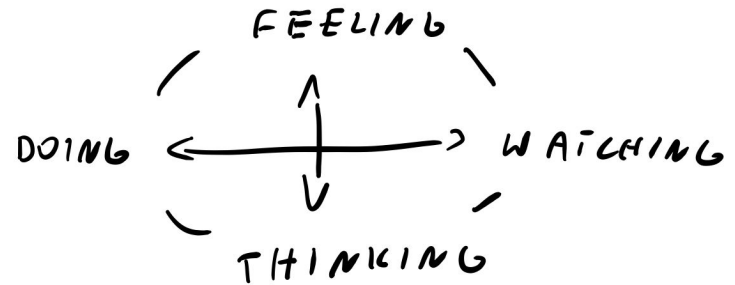
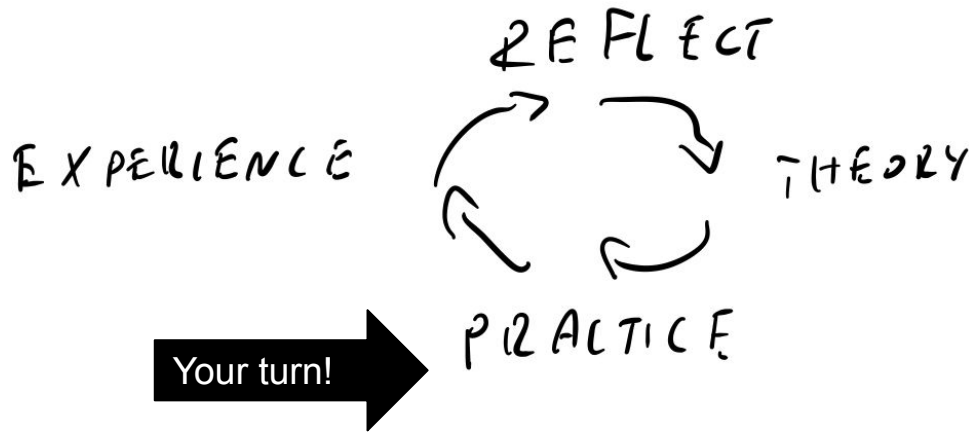
“If you want creative workers, give them enough time to play”. **John Cleese**



# ## - Justification

Teamwork training conducted in the **simulated environment** may offer an **additive benefit** to the traditional **didactic** instruction, enhance **performance**, and possibly also **help reduce errors** (Lateef, 2010)

“Learning is the process whereby knowledge is created through the **transformation of experience**” (Kolb, 1984)

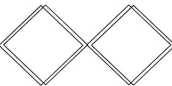


# ## - Justification cont.

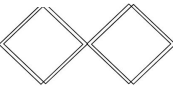
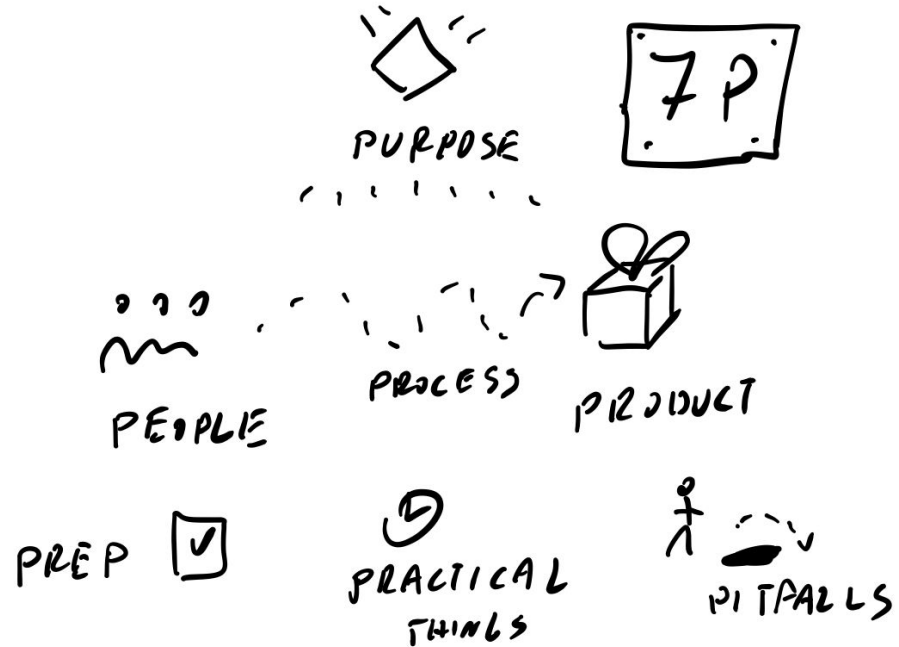
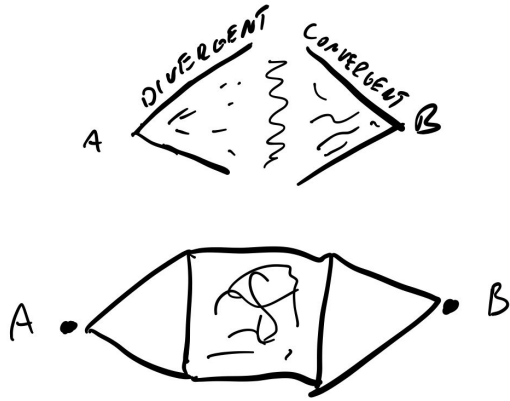
“Educational situation”... is about creating a space [together] for intentional cognitive activity” - Jacek Jac Jakubowski.

- Environment and space
- Dialogue and empathy
- Emotion, personality, internal mental models
  
- Reason behind it and goal
  
- Act and experience - do, say, think...
- Experiential learning like a child
  
- Sense of belonging, relations
- Whole person engagement and contact, respect

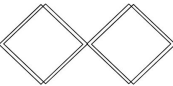
SAFETY  
COMMUNITY PURPOSE  
ACTIVITY



# ## - How to design games?

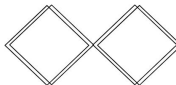
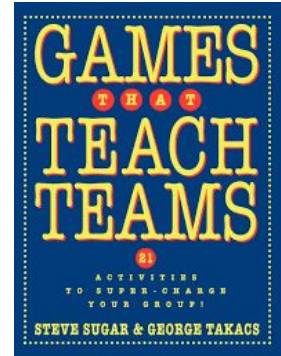
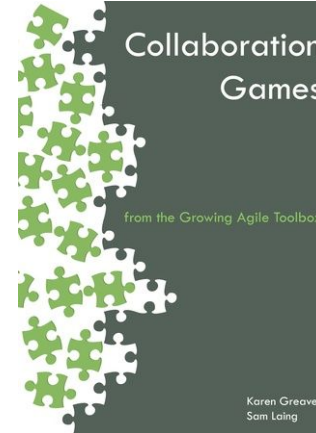
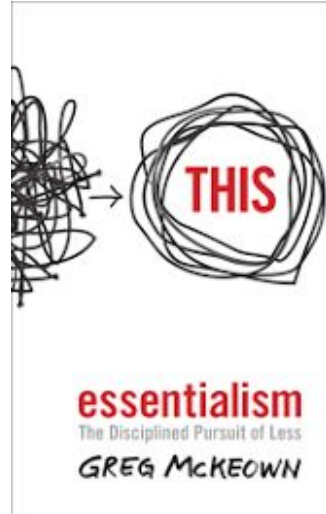
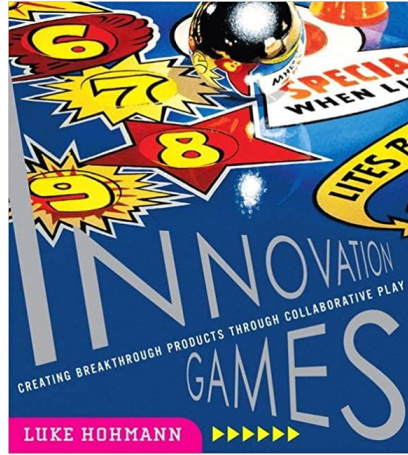
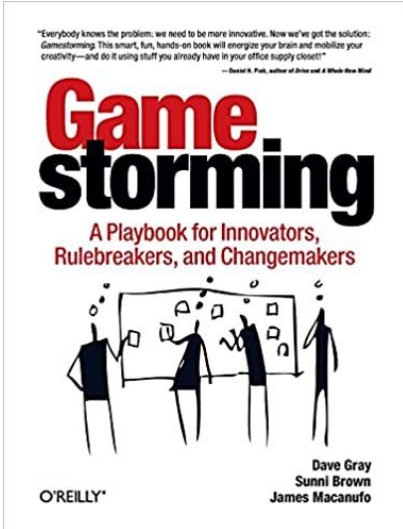


## ## - How this experience was designed?

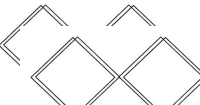


# ## - Inspiration

[tastycupcakes.org](http://tastycupcakes.org)



## ## - Crowdy feedback



# Thanks!



**Scan**Agile

Play at your own risk!

