

Games for feedback

Agile on the Beach 2018



@p_stanika



@Mind_of_AC

Serious games



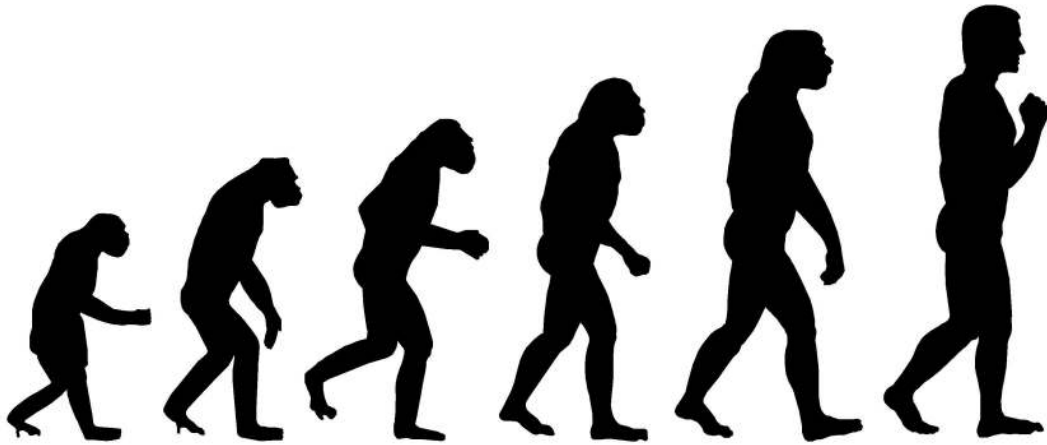
@p_stanika @Mind_of_AC



@p_stanika

@Mind_of_AC

Why feedback?



Agenda

- Impromptu networking
- Monsters are coming!
- 25/10 crowdsourcing

Impromptu networking - 10 minutes

Make pairs (with someone you don't usually work everyday) and discuss

what was the worst/best feedback you've ever given/received?

Groups of 8 people (4 pairs)

Everyone tells a one sentence story of their partner before

Monsters are coming!



@p_stanika

@Mind_of_AC

Monsters are coming!

Make groups of 2-3 people

Draw a crazy monster in 6 minutes!

Keep it secret from your peers

Monsters are coming!

Write the description of your crazy monster in 8 minutes!

Another group will draw your monster following your description, so keep hiding your drawing!

Monsters are coming!

Get together with other group

Exchange monster's description with them

Draw the other group's monster in 8 minutes

Monster Review session!

Without showing original drawings...

Each group gives feedback to the other group regarding the instructions received and the drawing

Now reveal original drawings and compare!



Monsters are coming! - Briefing

1. How did it go, what was fun about that, what was difficult?
2. Have you tried any patterns of giving and receiving feedback and what impact it had on you?
3. How can you transfer the understanding you got here into your day to day life?

25/10 crowdsourcing

Everybody with a paper and a pen.

Write a clear and short answer to:

what is the most important quality of useful feedback?

25/10 crowdsourcing

Do this 5 times

For 20 sec keep exchanging cards with people around you

In each pause score on the back of the card the answer
(1 lowest - 5 highest)

Calculate total and form a line ordered by total score

Stanislava Potupchik

agileseriousgames@gmail.com

@p_stanika

magan.com



**WE NEED YOUR
FEEDBACK!**

Antonio Cobo

antoniocoboc@gmail.com

@Mind_of_AC