***Game Mode 1: Social Culture & trust building / Ice breakers***

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| 1. **2/3 Personal Reflections**   You decide if its work or personal life related. Your teammates have to guess which 2 are real and 1 is fake. | | |
| * Fun / Light | * Deep | * Fake |
| 1. **Fist-of-Five**   On a scale of 1-5 what are your current levels for each point? You can make your teammates participate. Count-down and everyone shows their hands to the camera. | | |
| * Happy | * Informed | * Focused |
| 1. **Metaphor Categories**   You decide if its work or personal life related. In your current state or mood, what animal, place and food describes you? | | |
| * Animal | * Place | * Food |
| 1. **Foresighting Futures**   Forget the past. How is the end of your week looking? Share the scenario(s). | | |
| * Possible | * Probable | * Preferable |
| 1. **I am…**   Can you share a state-of-the-soul-body-and-mind update with the team?  ‘At the current moment I am…’ | | |
| * Physically | * Emotionally | * Mentally |
| 1. **Lottery Fortune**   Imagine you won the lottery today. What would you need or want to gift yourself, to the world and to your team? | | |
| * For myself | * For the team | * For the world |
| 1. **Top News**   Share with the team a short headline for some of the news you received or read this week. The team can pick one of the headlines to hear more about it. | | |
| * Best news | * Worst news | * Random news |
| 1. **Memory Lane**   Share a current reflection based on a past memory. | | |
| * When I was a kid/ ‘young’ | * When I began to work here | * When I was travelling in… |
| 1. **Long Time No See**   ‘Since we last met…’ | | |
| * I did… | * I was… | * I saw… |
| 1. **Sharing is caring**   Share something you’ve learned last week that was … | | |
| * Fun | * Insightful | * Practical |
| 1. **Guilty Pleasures**   Share your latest indulging habit. | | |
| * Hobby / activity | * Show or Song | * Food |
| 1. **New year ~~new~~ same me**   New year resolutions, goals, personal deadlines, bucket list… We all have something even if not written down. In the past year what goal fits into any of the 3 points? | | |
| * Accomplished | * Postponed | * Working on it |
| 1. **Measuring Situations**   Not literally, we don’t want to know your actual bank statement or battery level. Metaphorically speaking, use one (or all) of these to describe how you are currently feeling. | | |
| * Weather | * Battery level | * Bank account statement |
| 1. **Stinky Fish\***   The stinky fish is metaphor for “that thing you carry around but don’t like to talk about; but the longer you hide it, the stinkier it gets.”  \*The Stinky Fish is a method by Hyper Island. | | |
| * Fears | * Anxieties | * Uncertainties |
| 1. **Weekly Survival Kit**   What is your top recommendation for dealing with the work week mood? | | |
| * An early Monday morning | * The heavy mid-week… | * Closing the week on Friday! |
| 1. **What if**   Hypothetical situation: What if right now you were in any of the following 3 situations, what will you do? | | |
| * I am past my deadline | * I have overworked   or a work overload | * I was misinformed by a colleague |

***Play Mode 2: Cross-project knowledge sharing & team synergies***

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| 1. **Talk of the Town**   What is the latest talk of the town in your department? The most talked issue and this might relate to past, present or future agenda. | | |
| * Past | * Present | * Future |
| 1. **Cross-pollination**   Use one or all three points to share with the team a specific method working well from another project. | | |
| * Purpose | * Technique | * Potential |
| 1. **Synthesizer**   By sharing elements from other projects, we get to see overlaps and potential synergies. Is there anything generating a frequency that the team could learn from? | | |
| * Similarities | * Differences | * Opportunities |
| 1. **An Unconventional Strategy**   Unconventional but it worked and you would use it again. What was the odd strategy for making something happen? | | |
| * The situation | * The strategy | * The outcome |
| 1. **Software soup**   Although tricky, each project seems to have their own set of preferred systems. Share either a software you hate or love from another project. | | |
| * Usability situations | * Features | * Tips & Tricks |
| 1. **Insider insights**   Share an insight from a customer group or user research from another project. | | |
| * Unexpected | * Most valuable | * We should have known this |
| 1. **Daily Dope**   Reveal a routine, from another project or your work process in general, that you normally do to keep flow or in track. | | |
| * Personal routine or habit | * Routine motivated by a leader | * Routine motivated among colleagues |
| 1. **Management Buy-In**   Describe an approach used in another project to secure that management buys into an initiative or idea. | | |
| * How | * Why | * When |
| 1. **Innovation Killer**   Describe a situation in another project where resistance was strong. What was the cause of this? Describe what can be taken away touching one or all three points. | | |
| * Opportunity | * Feared factor | * Resolving factor |
| 1. **Inside-out Scoping**   Outside of our project team, who else could use or give us another perspective on the work we are developing? Can you link another project or department to one of our methods, tools or approach? | | |
| * Method | * Approach | * Tools |
| 1. **Motivation Mood swings**   Everybody lacks motivation sometimes. How would you boost it for…? | | |
| * yourself | * your teammate | * your team |
| 1. **Expecting turbulence**   What do you find most difficult at the beginning, mid-point or end of a project? | | |
| * beginning | * middle | * end |
| 1. **Blissful Times**   What do you enjoy most at the beginning, mid-point or end of a project? | | |
| * beginning | * middle | * end |
| 1. **Love-Hate relationships**   What project have you been involved in that you loved, hated or learned most from? | | |
| * Loved | * Hated | * Learned the most |
| 1. **Classic move**   There’s a classic move we can always count on. What is your go-to method or approach for a successful…? | | |
| * Brainstorm session | * presentation | * project pitch |
| 1. **Dark matters**   What about the not so comfortable team situations, any experience with a good method for making agreements around any of these situations | | |
| * Distractions | * Conflicts | * Tensions |

***Play Mode 3: Made to fit (Customise)***

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**Other (not included): Project-oriented, team performance**

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| 1. **The elephant in the room**   That thing that nobody wants to mention, but now we have to. It might be uncomfortable, embarrassing or controversial, but should we talk about it? This is a team discussion, moderate the discussion and give people turns. | | |
| * Is it really an elephant? | * It’s affecting this: | * Can we make a plan for dealing with it? |
| 1. **The positive one**   Teamwork progress feedback. | | |
| * What is working | * An even better idea | * Backed with actions |
| 1. **The negative one**   Teamwork progress feedback. | | |
| * What is NOT working | * A better idea | * Backed with actions |
| 1. **Performance Award**   We all need some motivation and a confidence boost to push through our tasks every once in a while. Who deserves a little recognition for their work this week? (Don’t be shy if it’s yourself.) ‘The performance award this week goes to...’ | | |
| * Person | * For their work in | * Because |