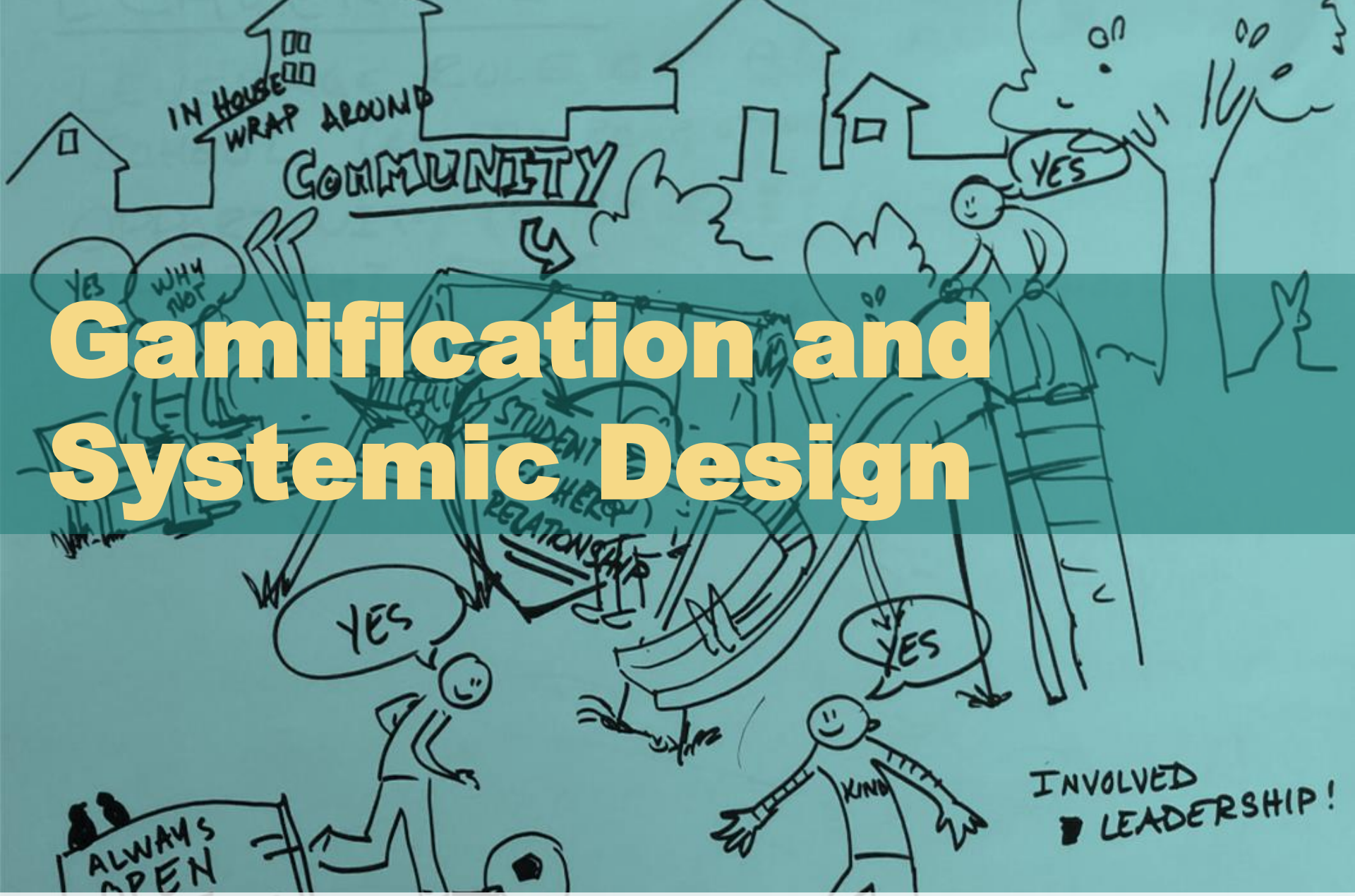


Gamification and Systemic Design

SDX
Systemic Design eXchange

SDX 11 | March 22, 2018
#SDXCoP #CoLabAB #actionlabyeg

"THE CREATIVE ACT— the def
ACTION
LAB
Welcome!
A SPACE TO THINK DIFFERENTLY AND MAKE IDEAS HAPPEN

Our Aspirations

- **Connect** and **strengthen** relationships in this network
- Provide a mix of **theory** and **learning by doing**
- Spark spin-off **work** and **collaborations** from new connections
- Have **fun** learning together!

Coming Soon

- **SDX12 - Thursday, May 31**

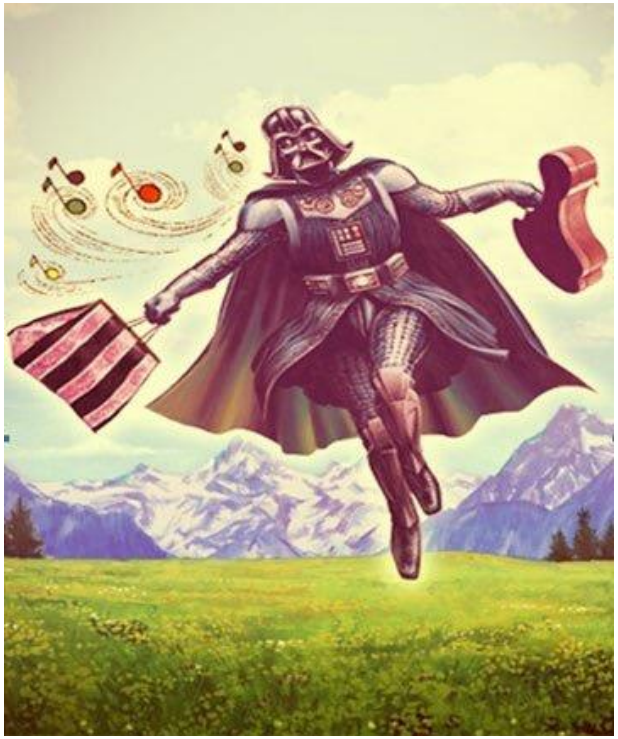
  Method Deep Dive: Rich Pictures

- **SDX13 - Wednesday, June 27**

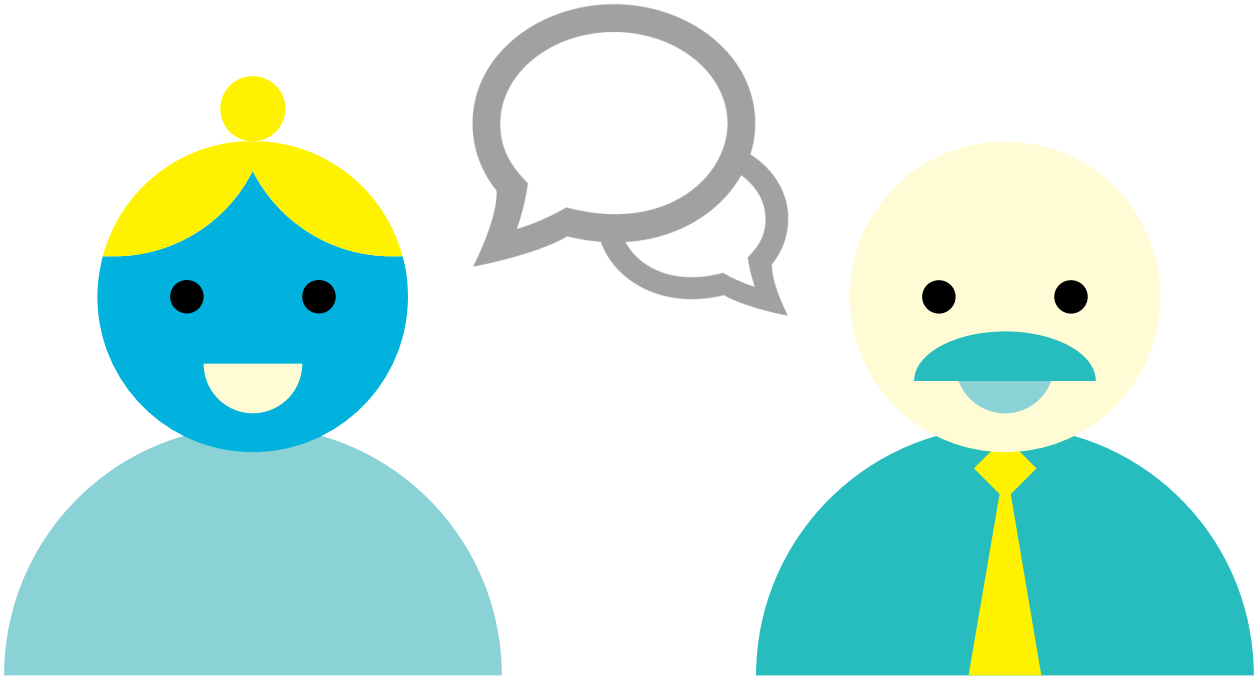
  LEGO my System

- **Foresight Walk & Summer Social**

  TBD – Summer 2018



Impromptu Networking



Rapidly Build New Connections | 3 Conversations X 3 Minutes

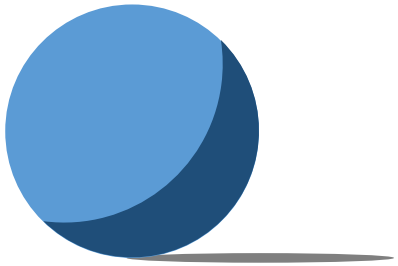
Overview

1. **Games: Key Concepts**
2. **Using Games for Knowledge Translation & Generation**
3. **Case Study: ‘Guess & Check’**
4. **Future Cast: The Potential to use Games in your Work**

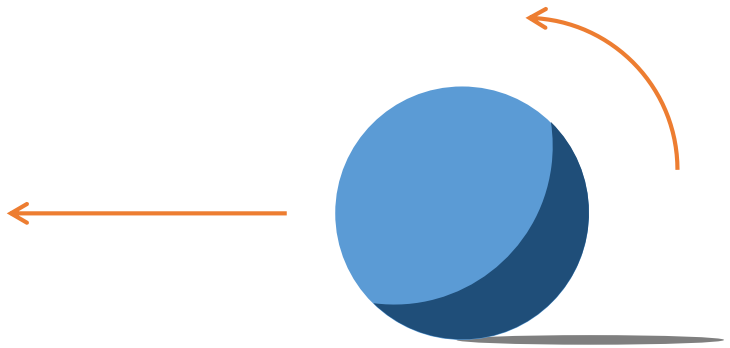
Learning Objectives

- Understand key **concepts** related to gamification.
- Understand what gamification is and how it can be a **useful**, **experiential** tool for bringing knowledge to life.
- Understand the **relationships** between gamification and systemic design.

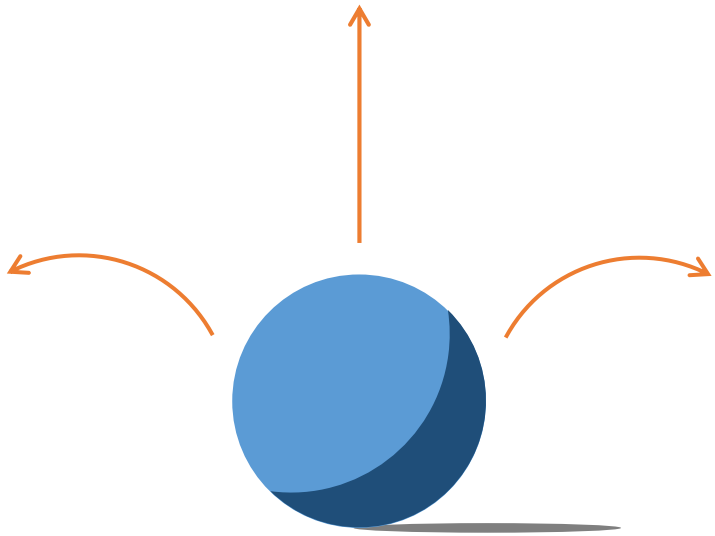
What is a game?



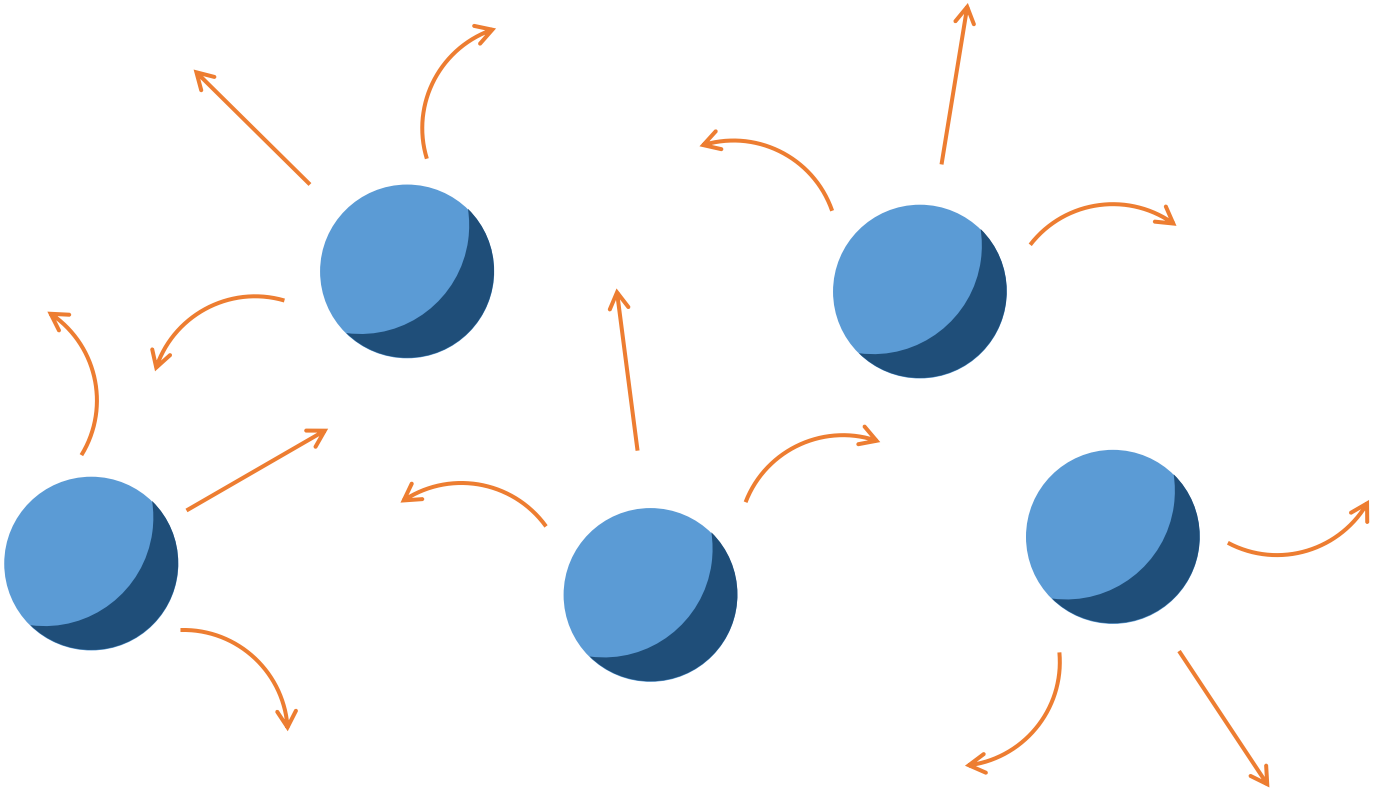
Games are a form of play.



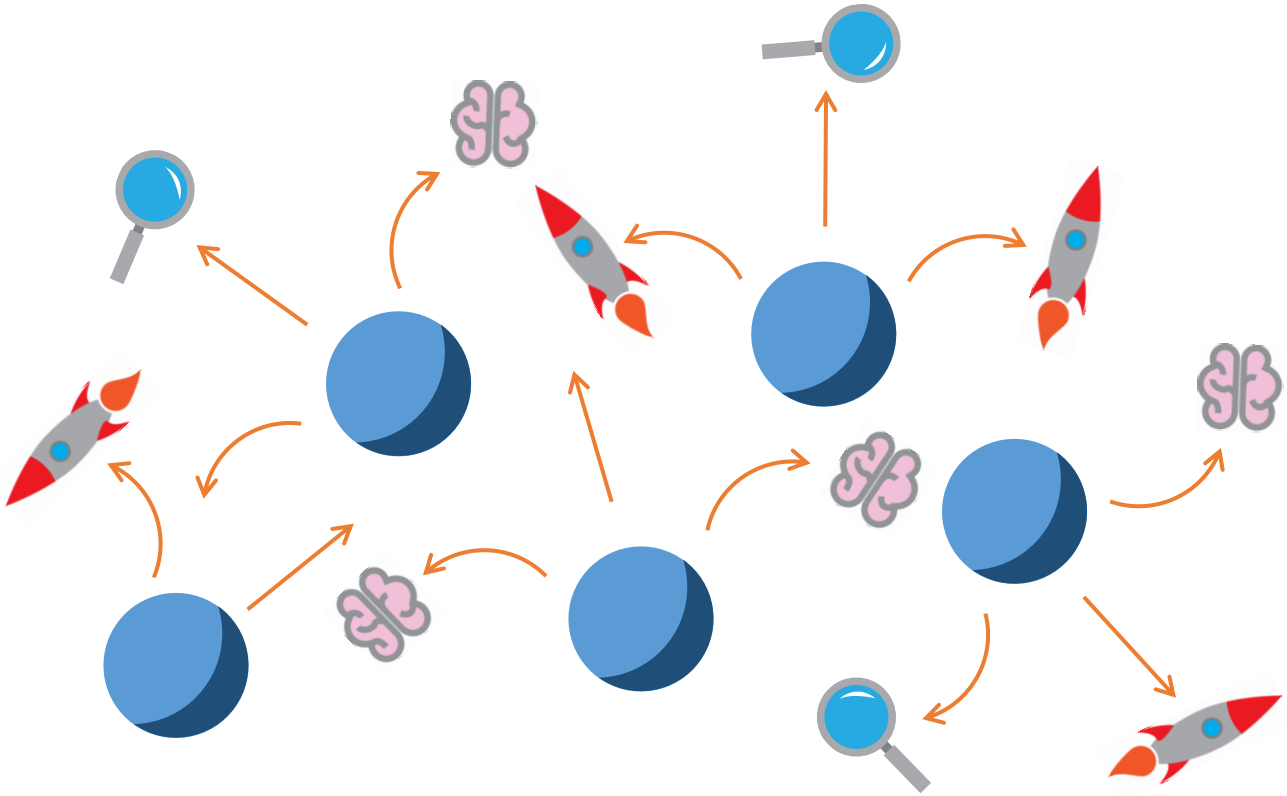
Games are a form of structured play.



Games structure play to explore possibilities.



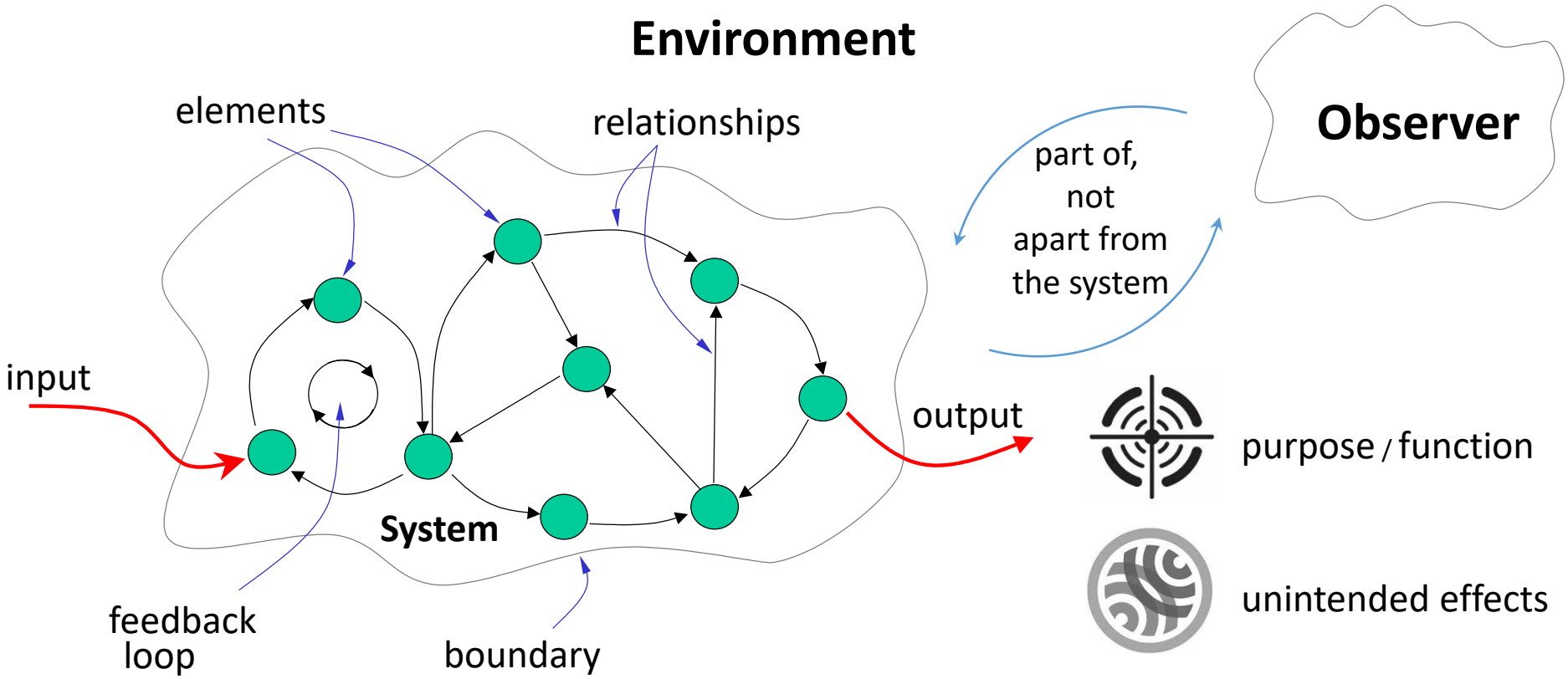
Games structure play to collectively explore possibilities.



Games structure play to collectively explore possibilities of action, thought, and belief.

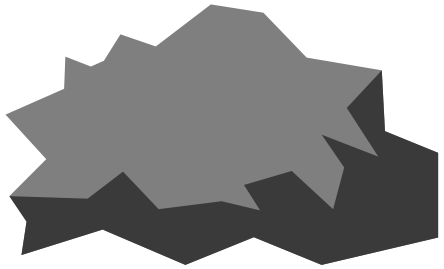
Games as Systems

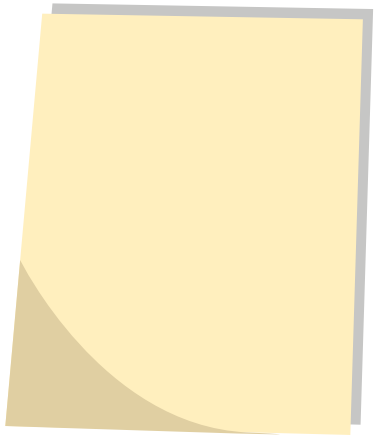
What is a System?

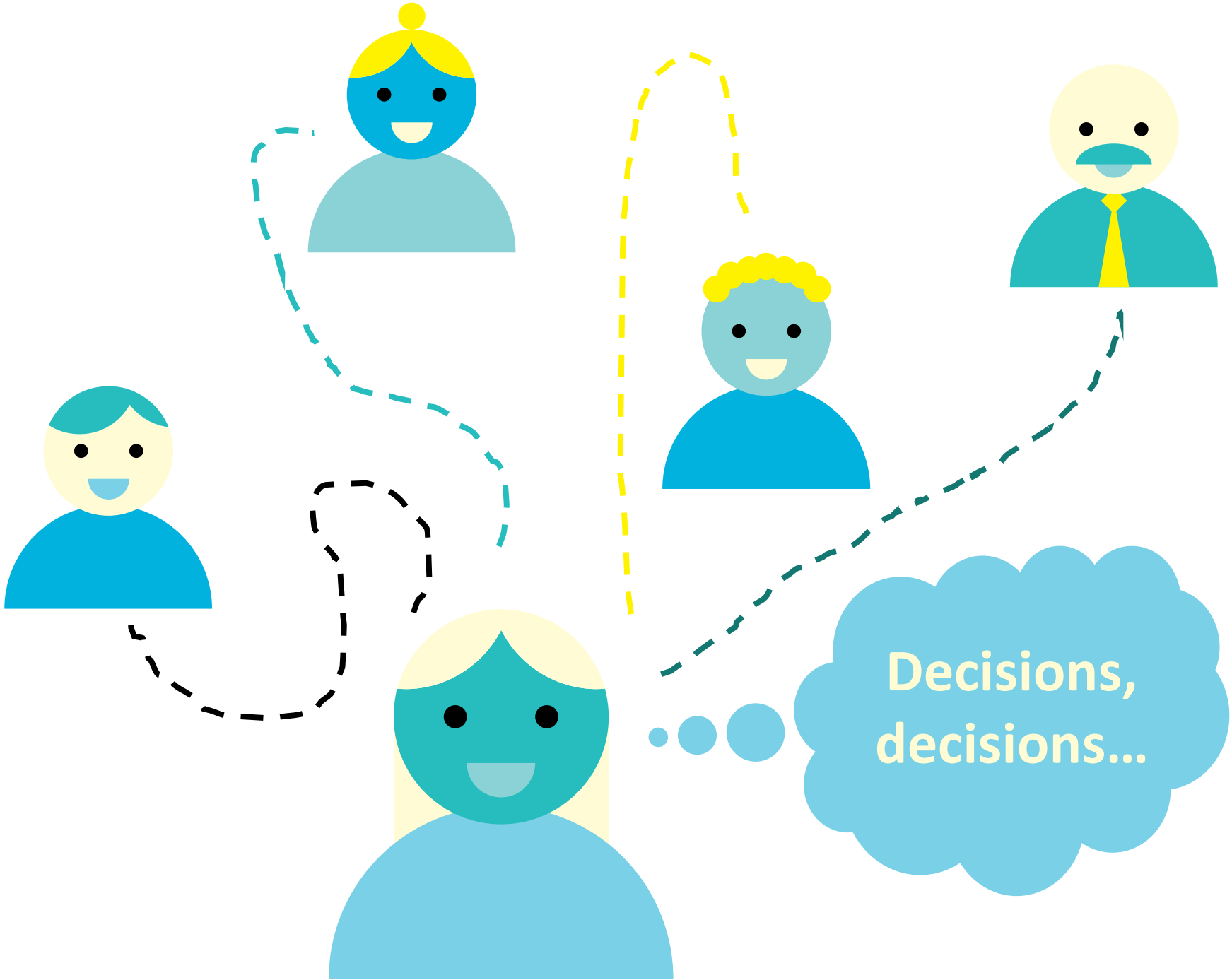


Games: Key Concepts

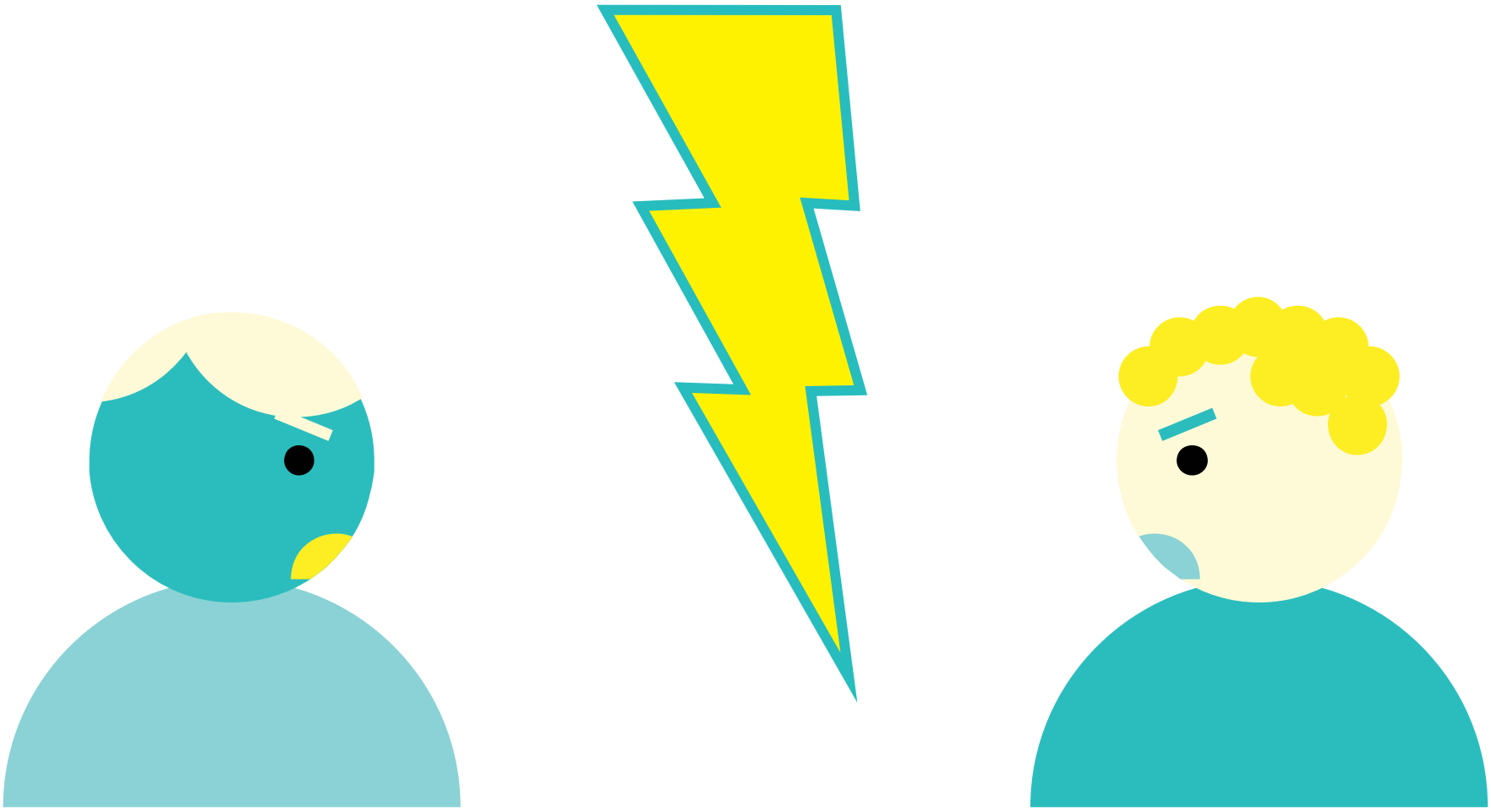
Choice.





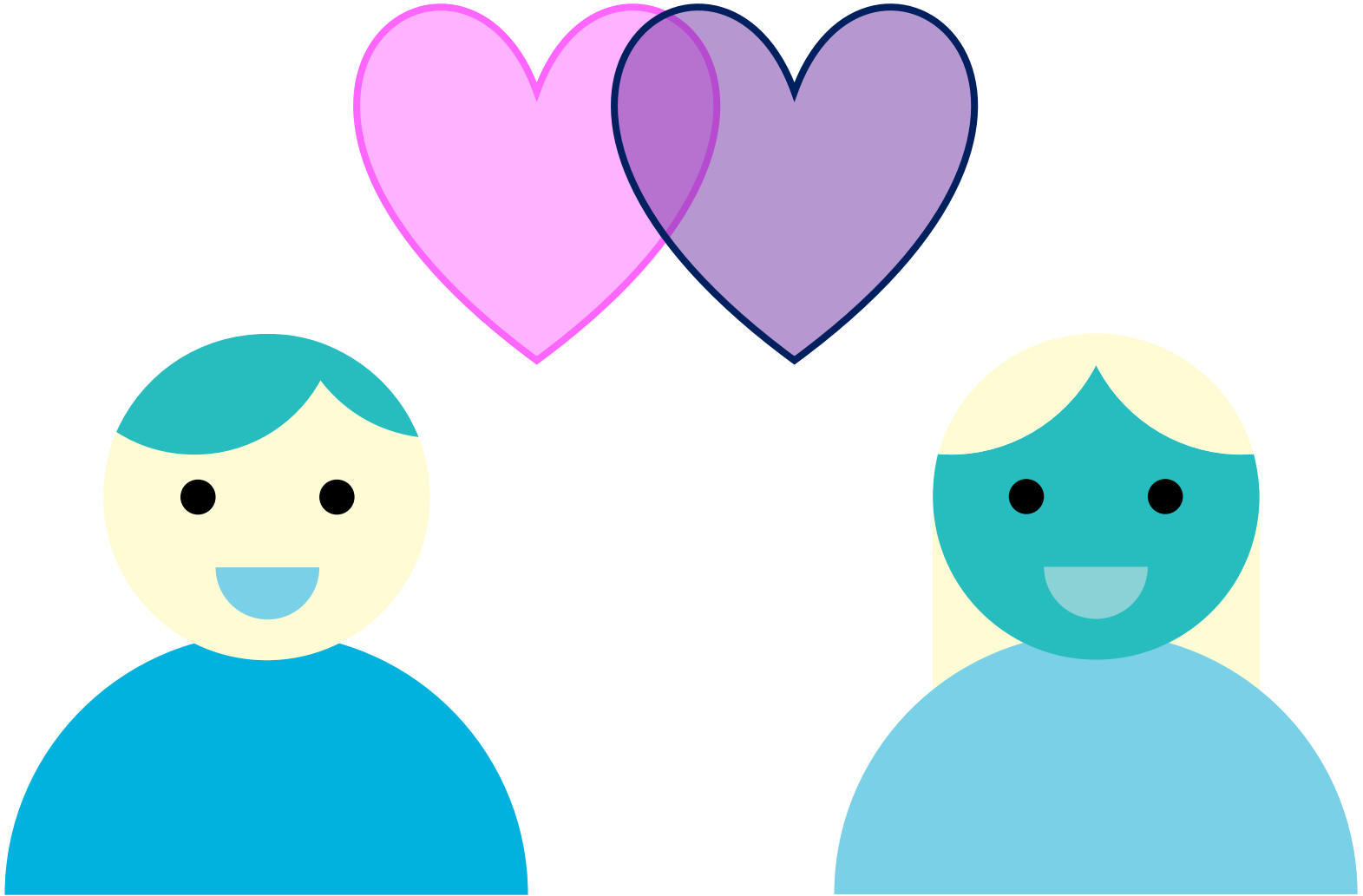

Decisions,
decisions…

Competition/Collaboration.



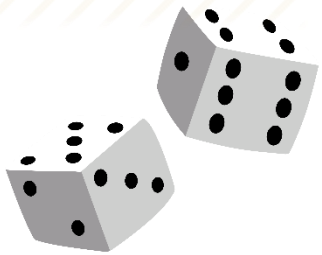
High Five!

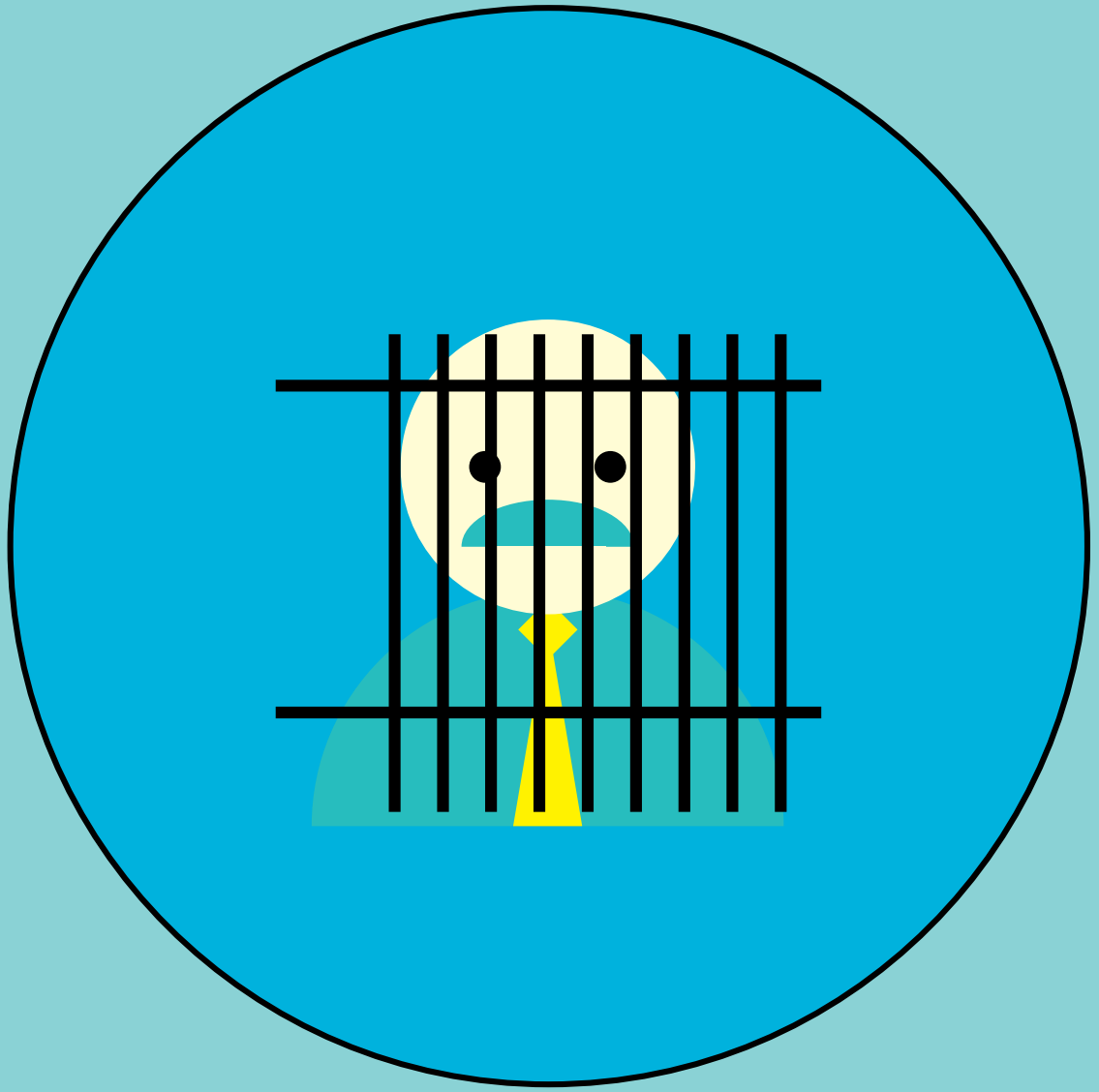
Empathy.

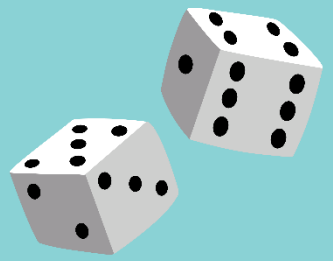


I’m so happy!
Me too!

Luck.

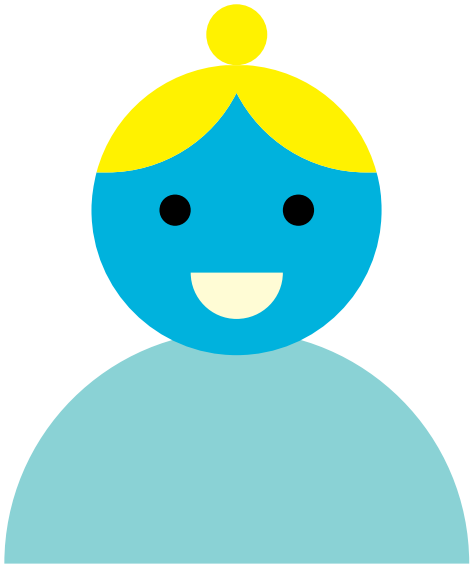


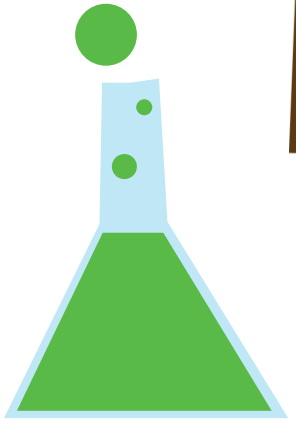


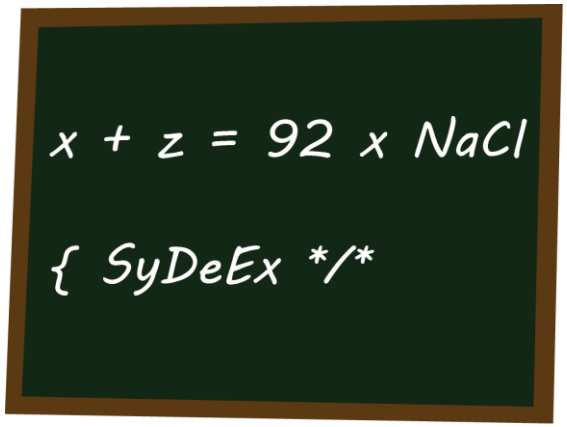


Using Games.

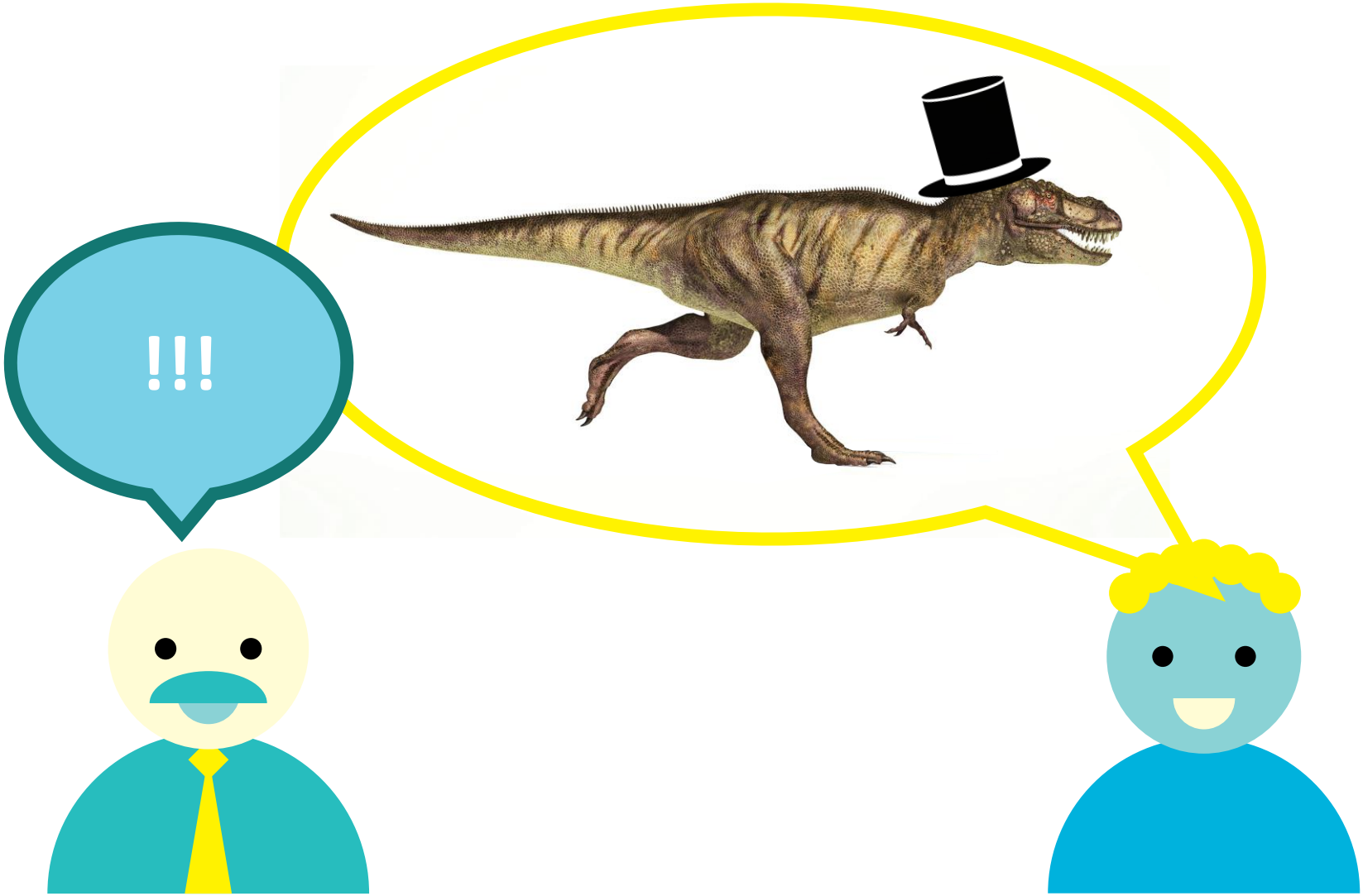
Share Research Findings.





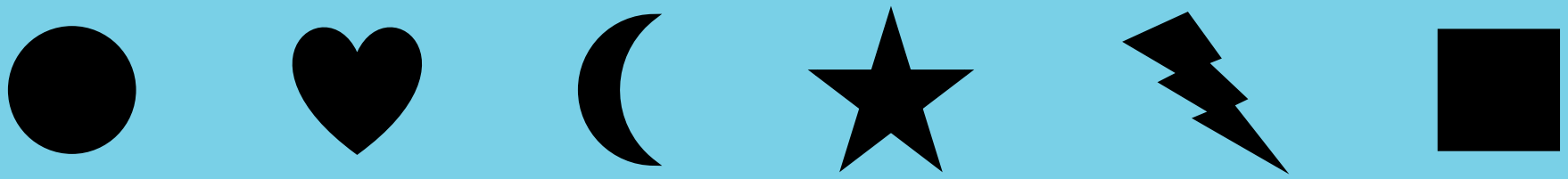


Test Hypotheses.

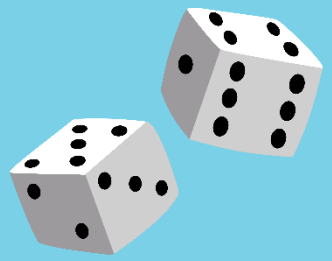


Generate Empathy.

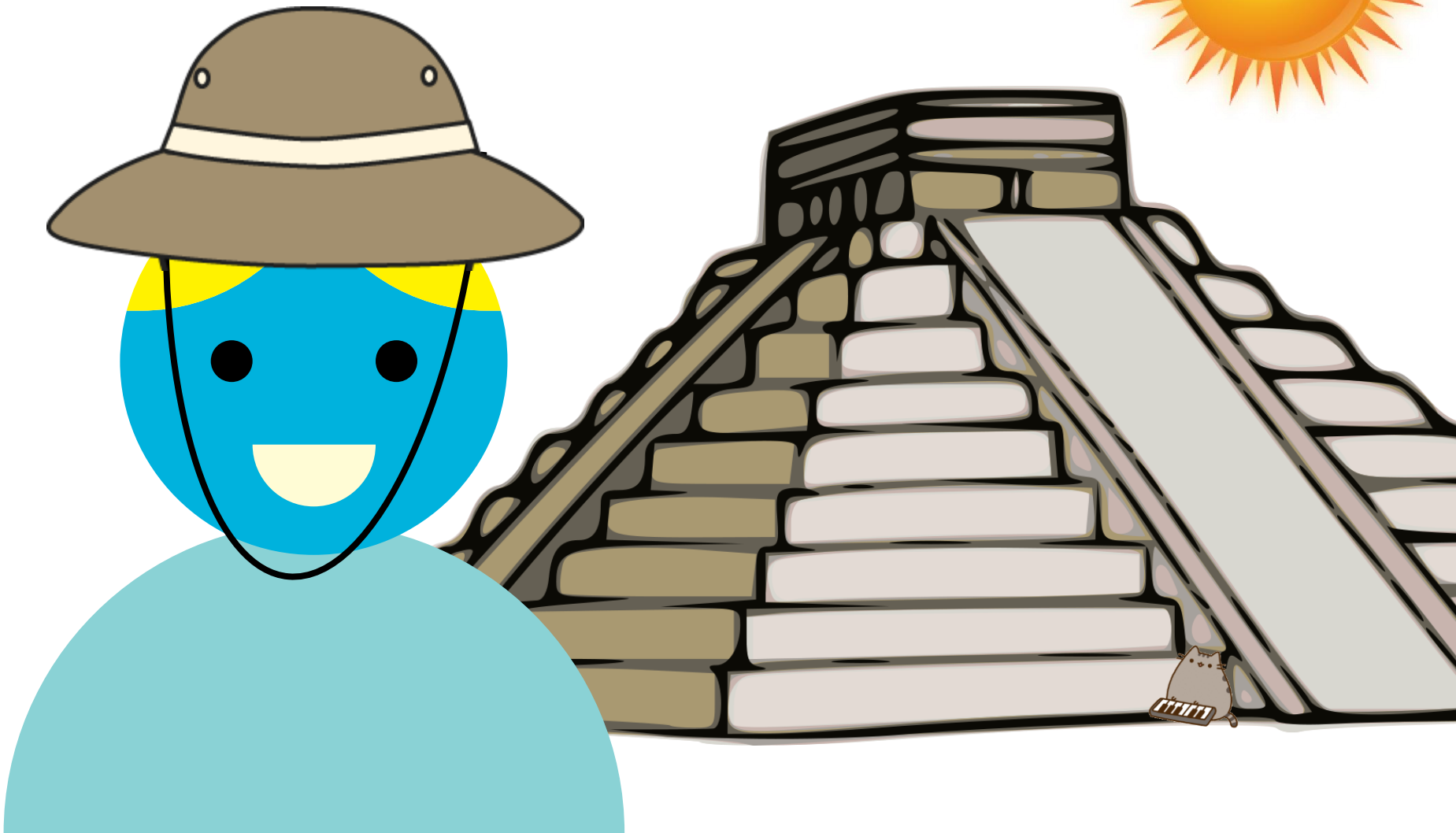
Challenge Assumptions.



Verfremdungseffekt

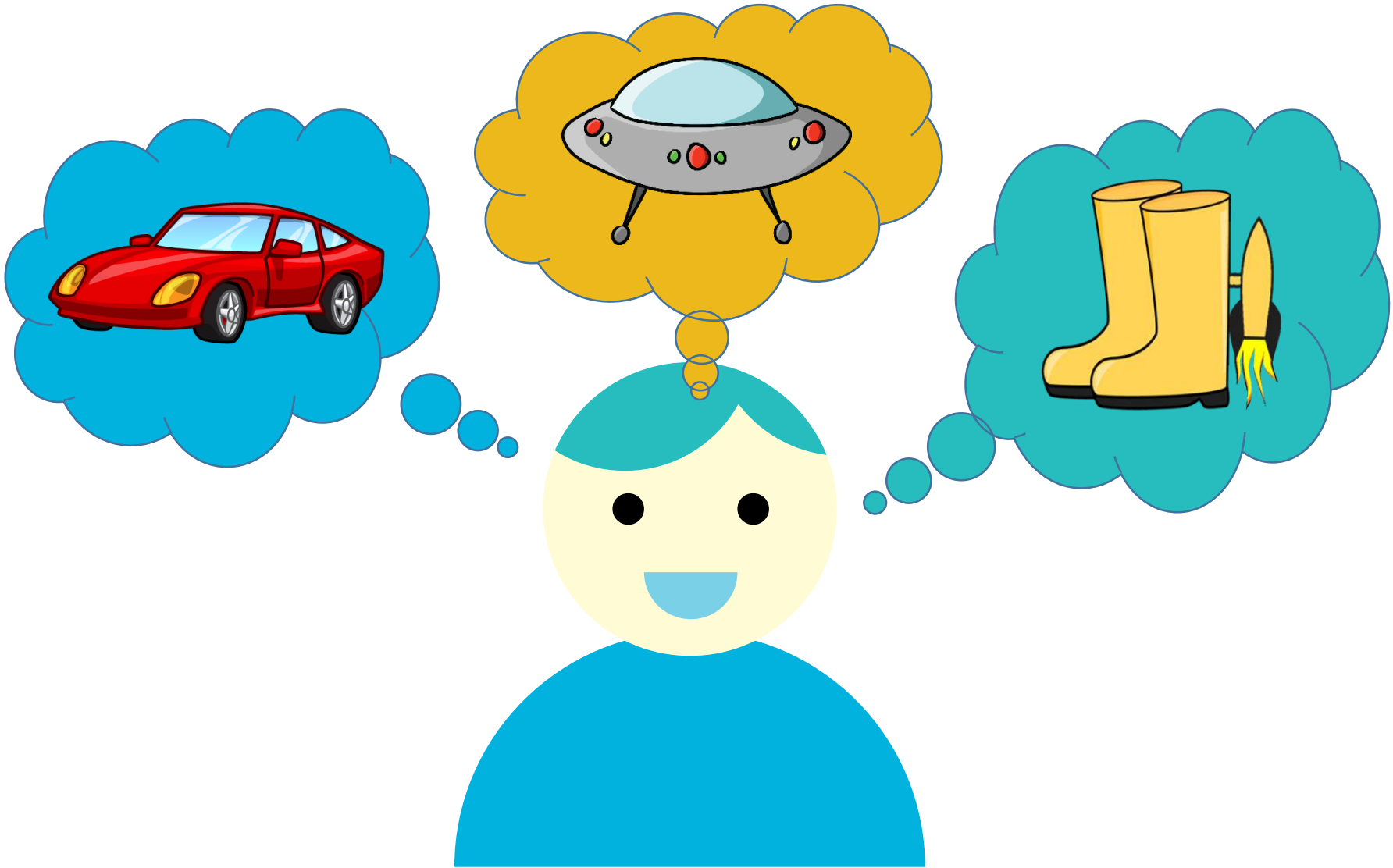


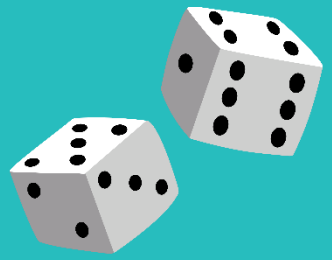
Explore Current State.

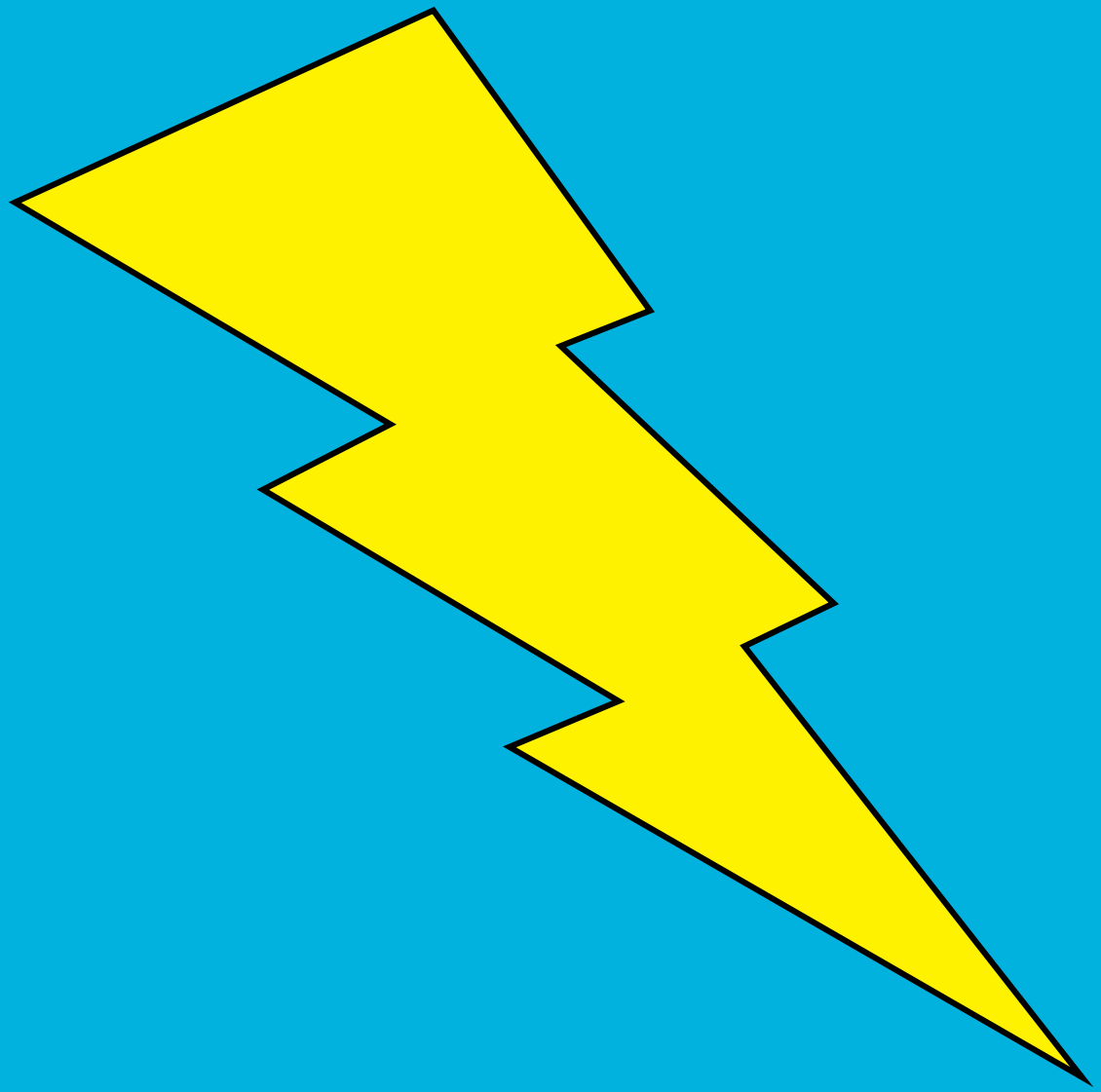


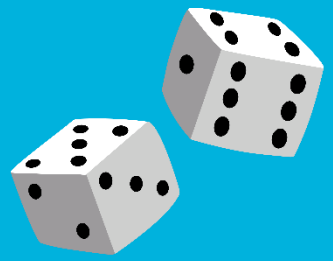
Develop Strategy.

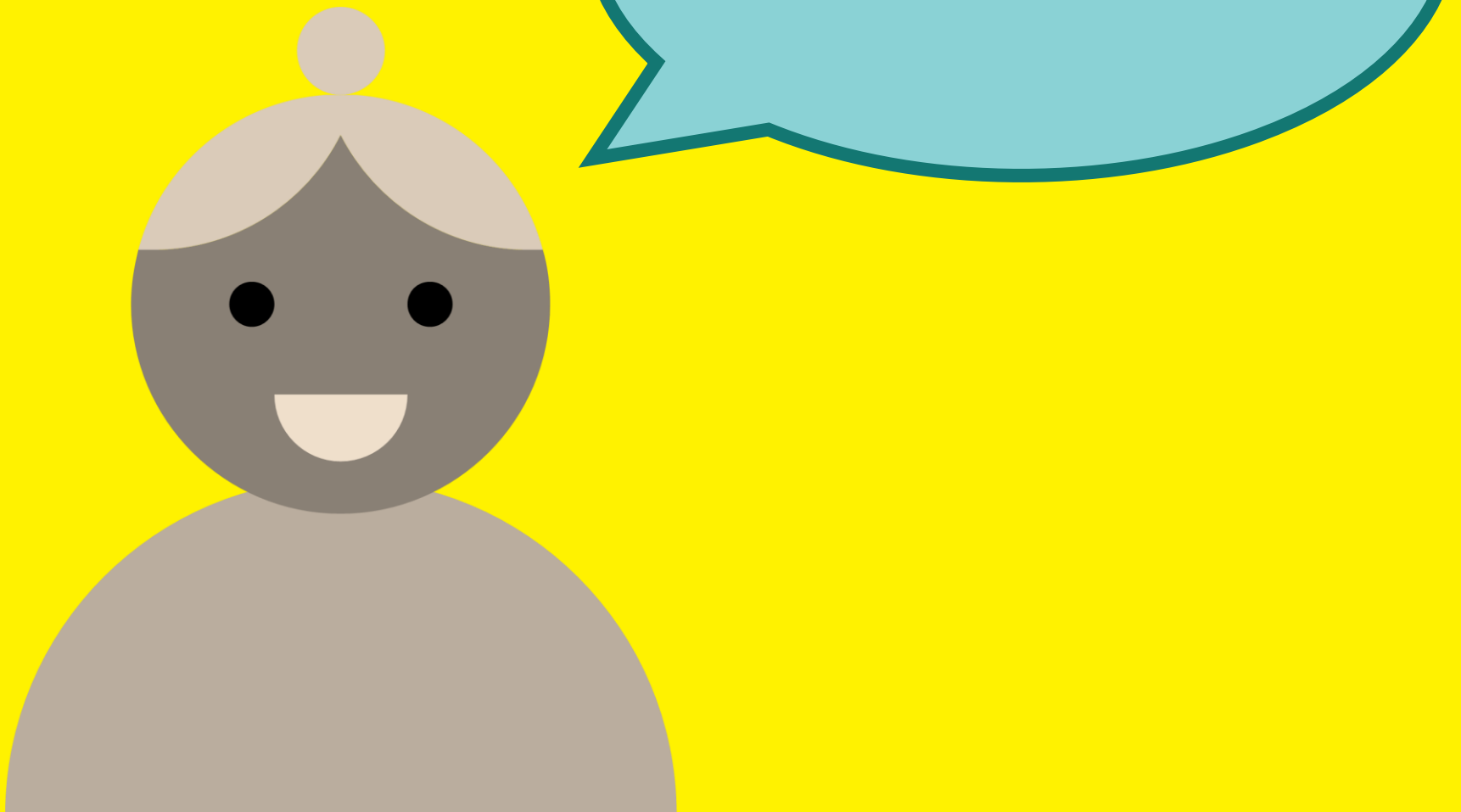
Explore Possible Futures.



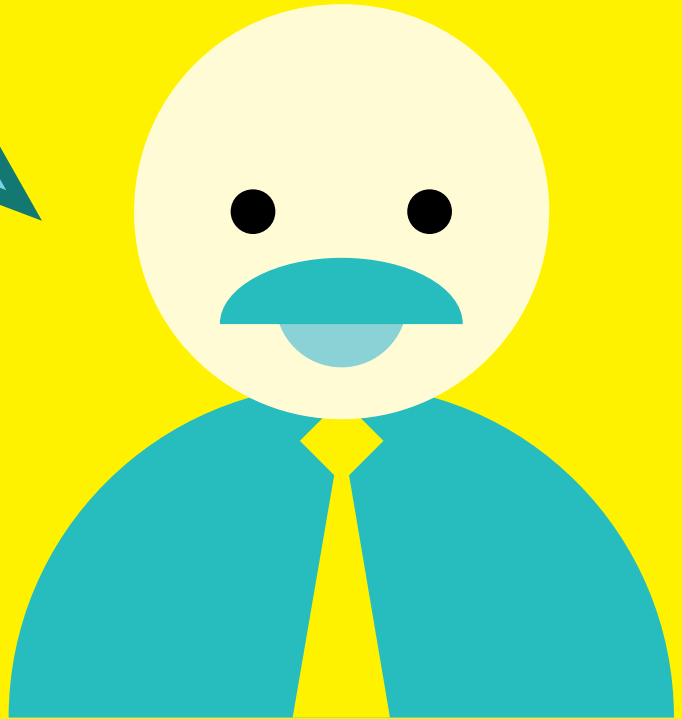







Break Time!

What did you make?



Guess & Check

By Alberta CoLab

The challenge:

Help stakeholders explore social and emotional wellbeing in Alberta's K-12 schools, in order to inform a philanthropic organization's strategic approach.

Audience

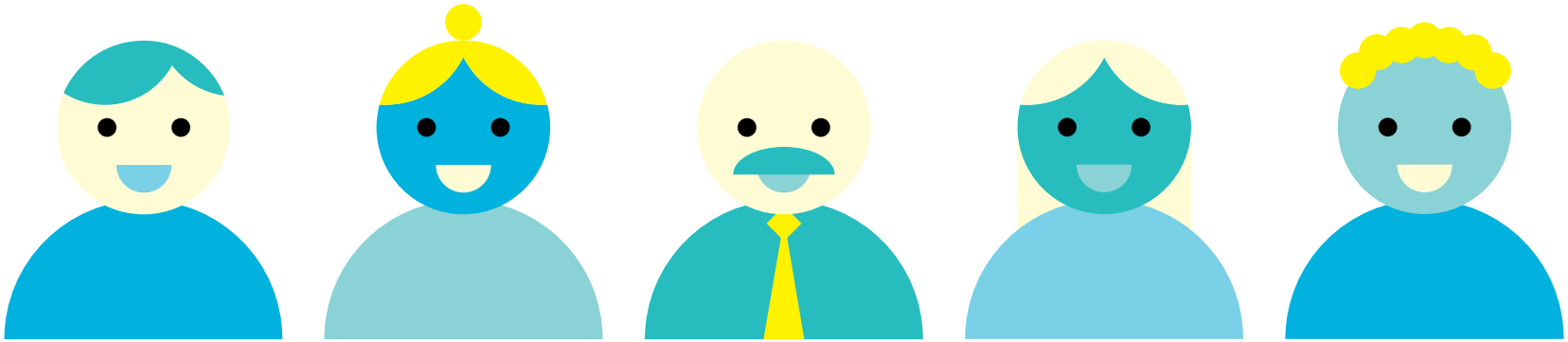
Students!

Educators!

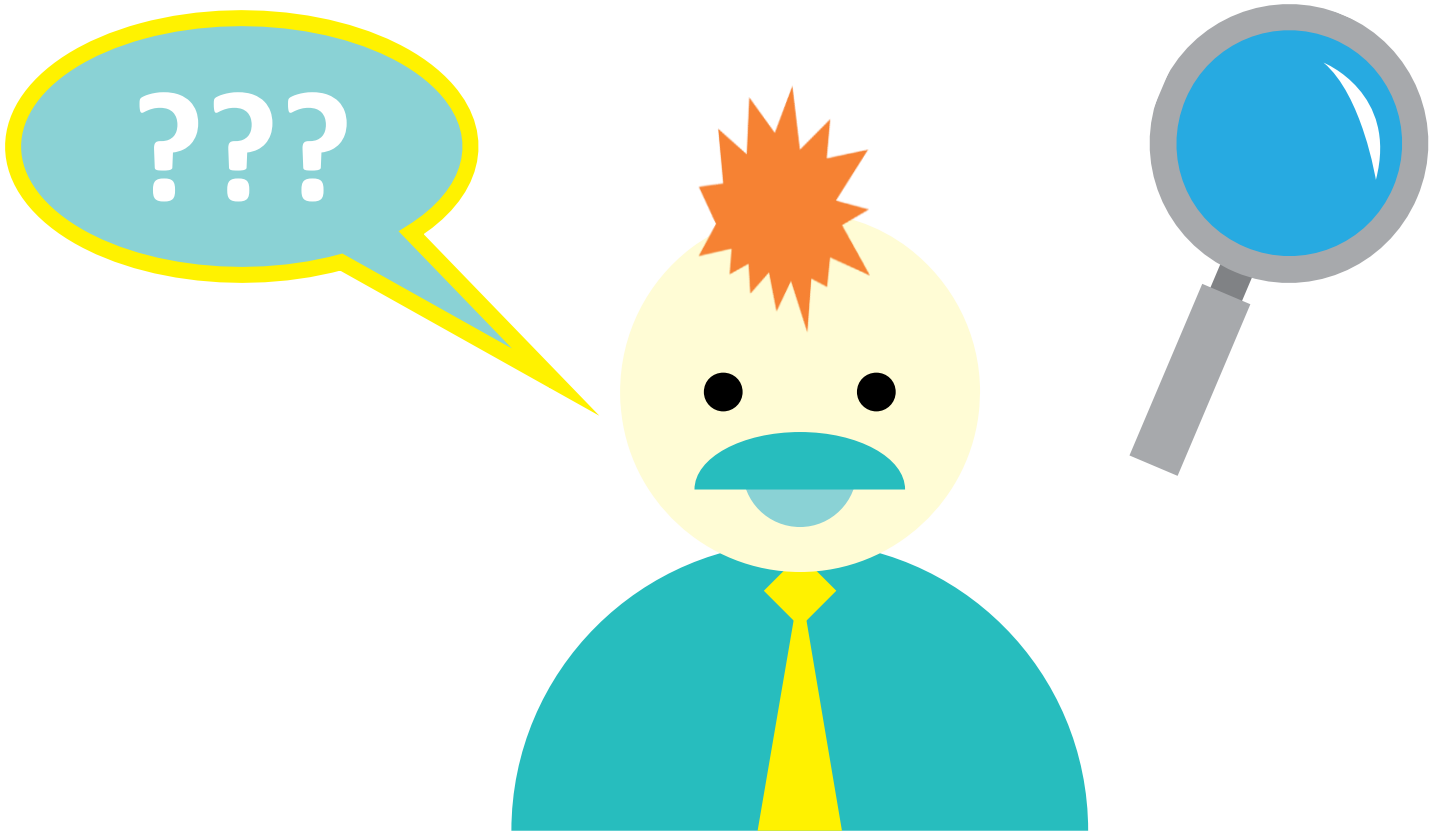
Policy people!

Service Providers!

Philanthropy folks



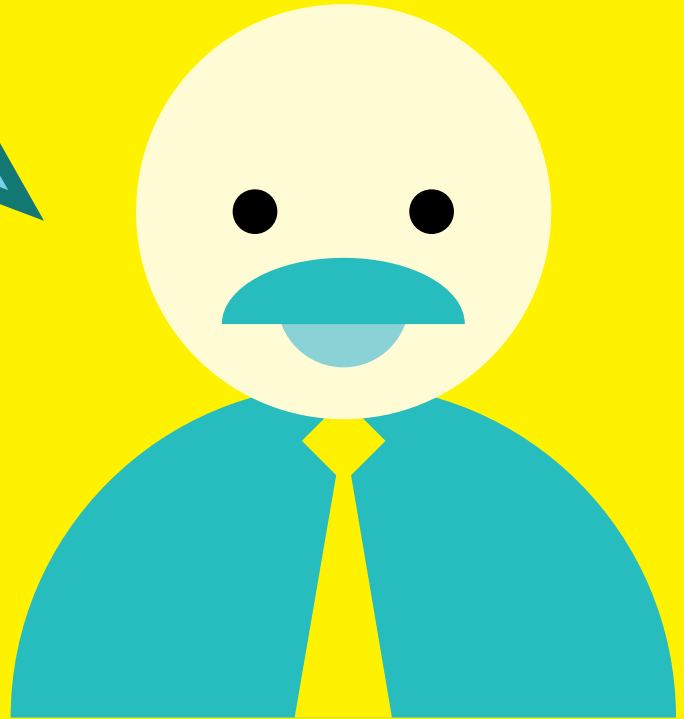
Inputs



Let's Play!

Guess & Check

By Alberta CoLab



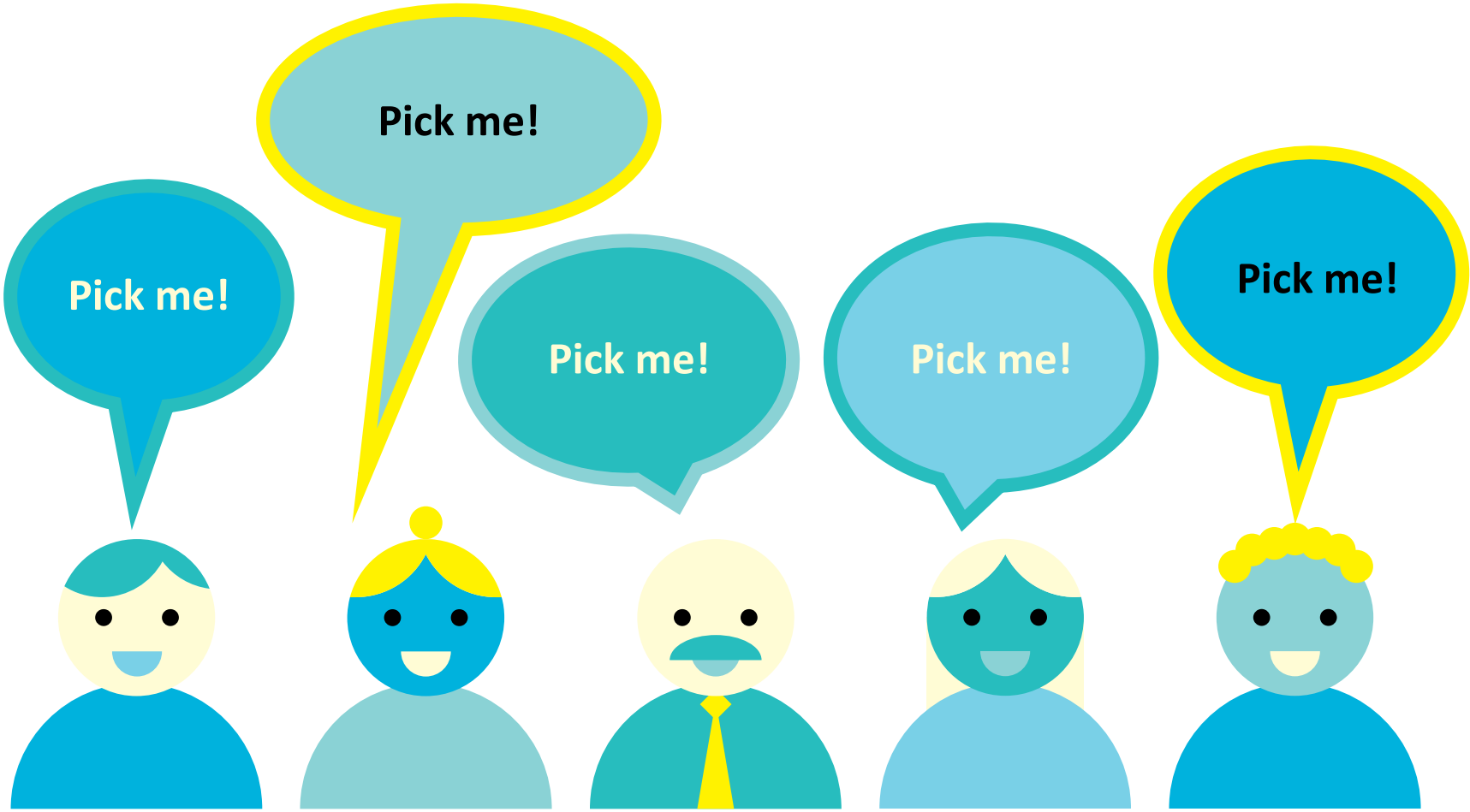
Here's how we'll play:

- Pick a **role** that isn't your own.
- Review the **scenario** as a group.
- Roll the **dice** to find your zone.
- Pick an **approach**.
- **Discuss**.

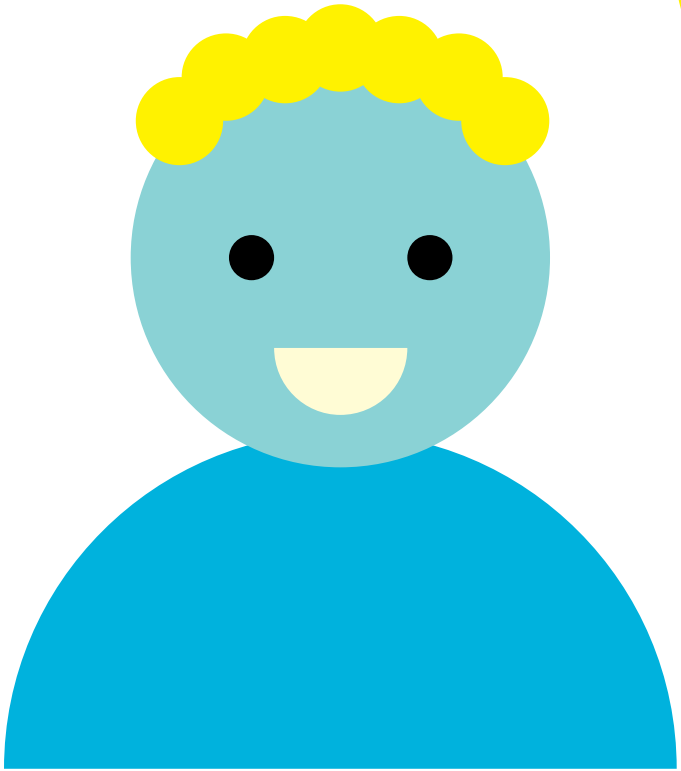
Ground Rules

- Play to be **interesting**, not to win.
- Remember: this is **not** representative.
- **Share** the mic.

Pick a role.



Round 1



As a group, read the scenario.

Each player: role the dice.

If you get an odd number, you're in the red zone.

If you get an even number, you're in the green zone!

Principal

Draw On Other Resources

For tricky situations, you might have the opportunity to draw on resources that others in the school community can't. For example, community donors, parent council funds, grants, and your own personal networks and resources can be essential for getting a great idea going.

Pick an Approach that matches the scenario and the zone you're in.

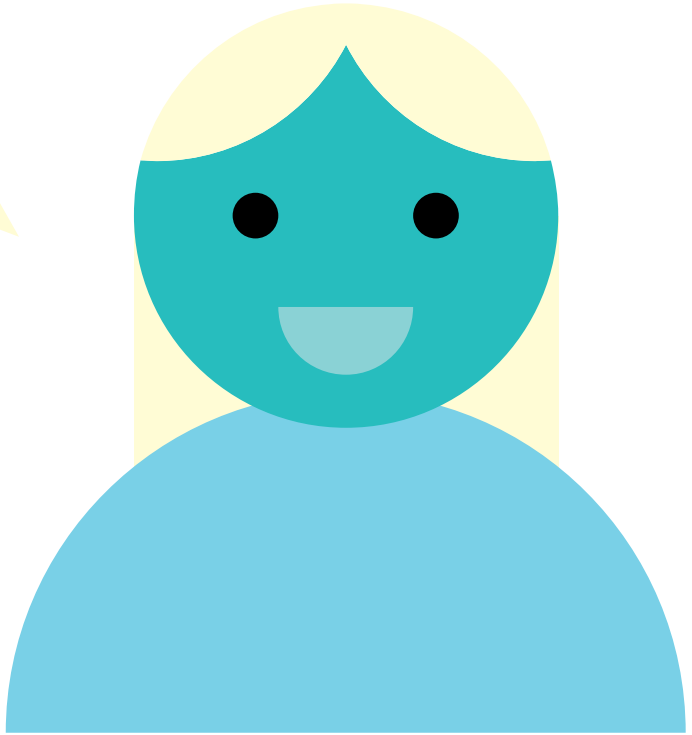
Starting from with the Principal, share the Approach you picked.

As a group, discuss:

1. What **tensions** exist between the different approaches? What **trade-offs** might we have to strike?

2. What could we **change** to come up with a better **solution**?

Round 2

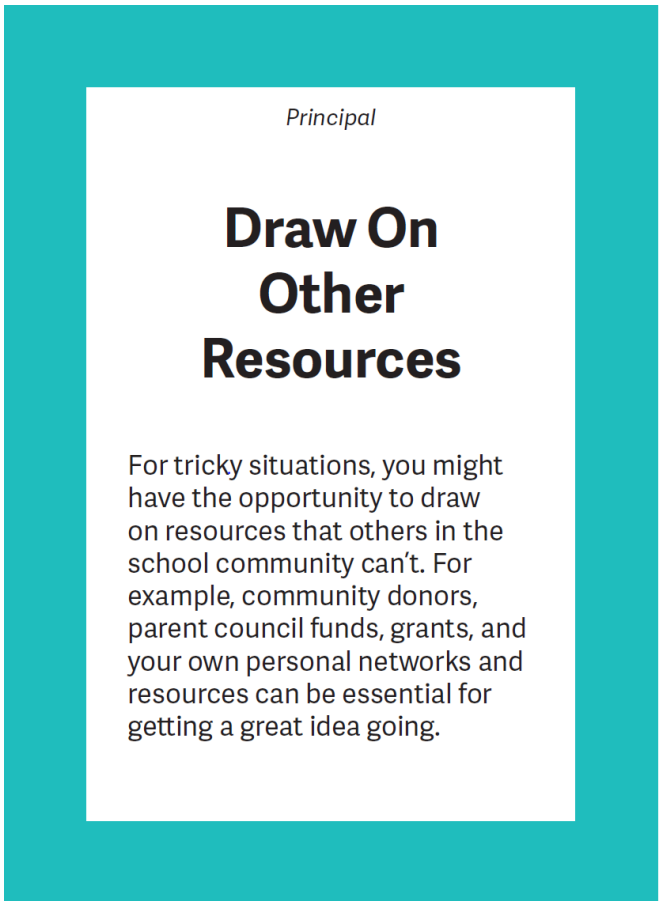


As a group, read the scenario.

Each player: role the dice.

If you get an odd number, you're in the red zone.

If you get an even number, you're in the green zone!



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Starting from with the Principal, share the Approach you picked.

As a group, discuss:

1. What **tensions** exist between the different approaches? What **trade-offs** might we have to strike?

2. What could we **change** to come up with a better **solution**?

Key Iterations

- Simplify the mechanics
- Change the content, not the mechanics
- Prime for repetition and replayability

Lessons Learned

- Be clear about the **narrative frame** people are operating in
- Enable people to **inhabit** their roles – but provide enough **structure** that they don't have to
- You're making a model of the world – leave **room** for people to bring their own experiences
- Don't be afraid to draw **boundaries**
- Think about **dynamics**: model them, but also allow them to emerge through gameplay

Why a Game?

- **Purpose**: generate empathy and a shared frame to move forward.
- **Audience**:
  - Diversity: role playing helped minimize hierarchy (students, teachers, etc.).
  - Suitability: audience is familiar with games, different learning approaches, and values play.
- **Time**: most participants were meeting for the first time and needed to be able to dive quickly into a conversation as part of the conference agenda.

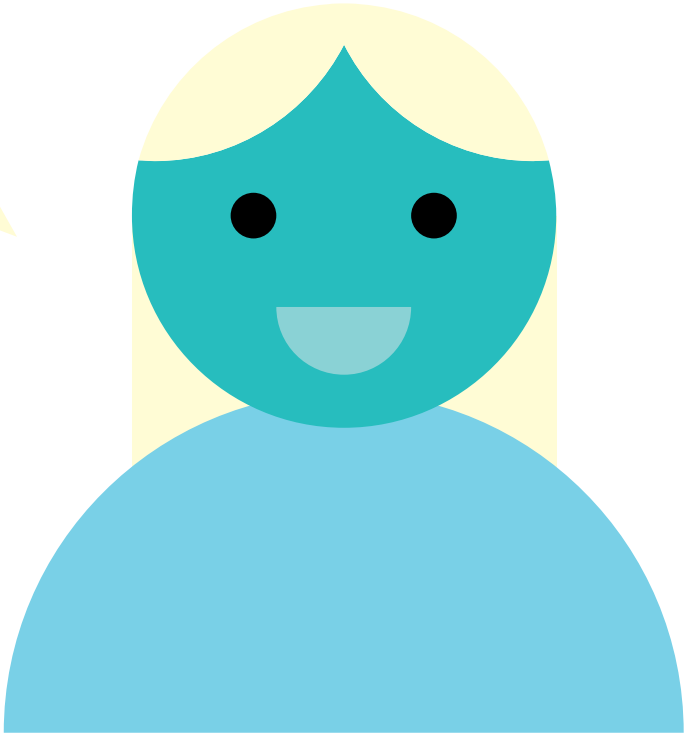
GAMES

Considerations

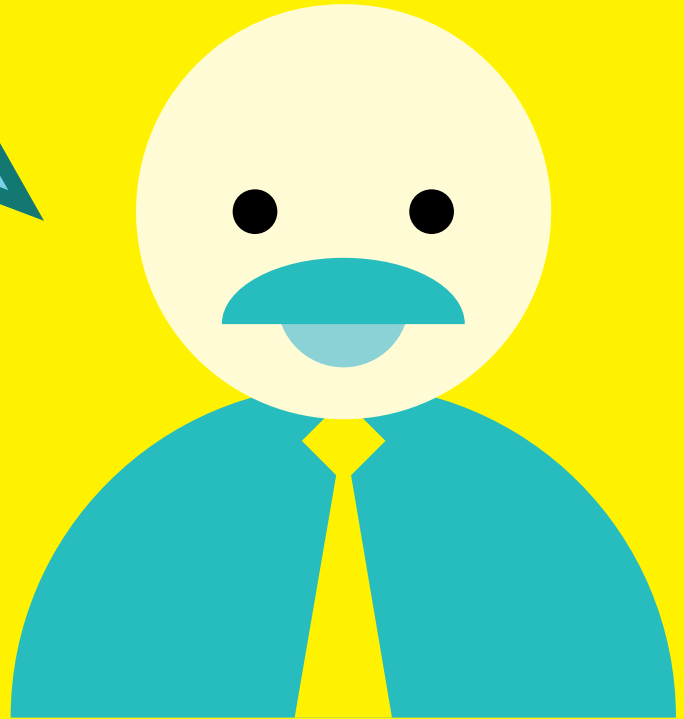
- State of Relationships
- Perception
- Games for Games Sake
- Reflection

CoLab.
Complexity navigation | Collaboration | Co-design | Co-creation

Let's Chat!



Let's Play!



Future Cast

By Institute for the Future and ideasLAB

Alberta CoLab Version (Creative Commons)

Remember!

- ❑ Be **creative** – entertain ideas beyond what you may believe to be possible right now.
- ❑ Be **bold** – assume that you can:
  - Access any resource
  - Remove any obstacle
  - Change any practice
  - Collaborate across any boundary

GOALS: to think **creatively**, **entertain ideas** that may be **adversarial** to current **paradigms**, and think of **alternate positions** and **implications**.

- ❑ Deal three random cards per person.
- ❑ Players with a **Positive**/**Dark** **Summary card** should identify themselves – they will need to keep track of the positive or negative imagination arguments and summarize them at the end of the round.
  - **Positive** = benefits of the future cast & arguments why it may come true
  - **Dark** = disadvantages of the future cast & arguments against it coming to be
- ❑ The first player to the left of the dealer with a Positive or Dark Imagination card goes first.
- ❑ Create a roadmap of your cards as your discuss to track your conversation. (20 minutes)

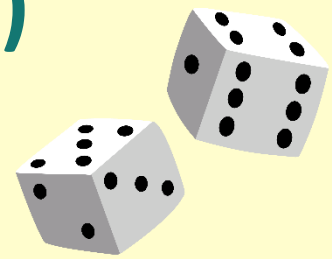
Please form groups of 6-8 people.

In your group, aim for at least 1 person from each shape family.

Find a space to work together – on a table or wall (use magnets).

Send an envoy to collect your cards.

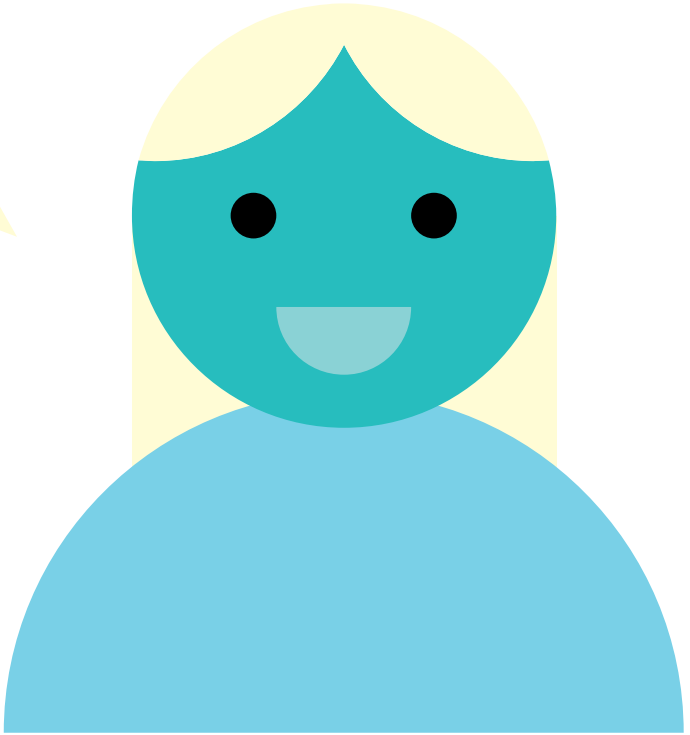
Explore the Future Cast Question using the cards. (20 minutes)



FUTURE CAST:

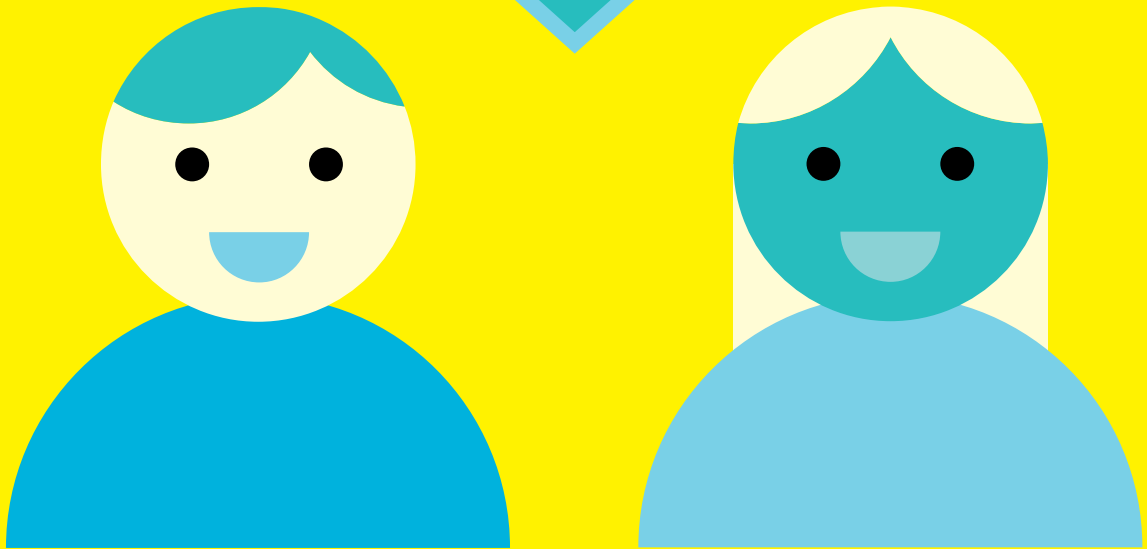
By 2025, gamification will be a business-as-usual approach to problem-solving in my organization.

Let's Chat!



In Conclusion:

- ❑ Games are **structured**, **purposeful** processes that invite **play** and **possibility**.
- ❑ Approaching games like **systems** can help us think about dynamics, relationships, and possible futures.
- ❑ **Empathy** is an integral aspect of games.
- ❑ There are instances where games are less **suitable** – check your purpose, your audience, and your resources.

Verfremdungseffekt!

Thank You