



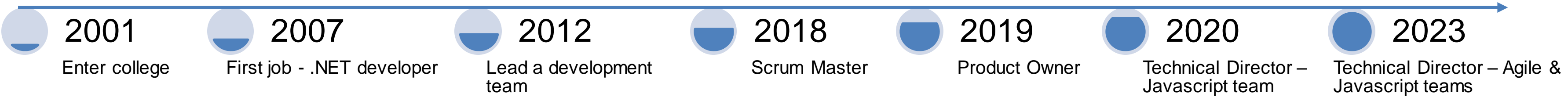
Agile Games: Potenciando sesiones como Agile Coach

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#Devday4w



About Me



What is Business Agility?

*Business Agility is the ability to compete and thrive in the digital age by quickly responding to **market changes** and **emerging opportunities** with innovative, digitally-enabled business solutions.*

Scaled Agile Inc.



What is Agile Coaching?

*Agile coaching is the process of helping individuals, teams, and organizations adopt and improve their agile practices. An agile coach acts as a **mentor** and **facilitator**, guiding the team or organization towards greater efficiency, productivity, and overall performance while **promoting continuous learning and improvement**.*

ICAgile.com



Agile Games

Agile Games are interactive activities designed to enhance a team's understanding and application of Agile principles, practices, and values. An experiential approach allows participants to learn Agile concepts that they can use in their day-to-day work.



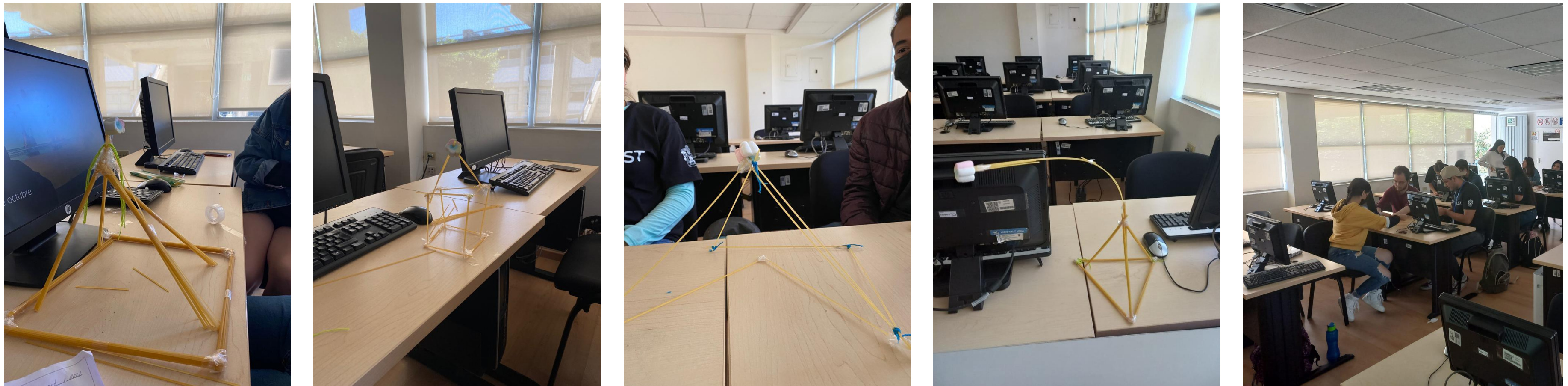
Agile Games – Types

- 1. Team Building Games:** These games focus on enhancing communication and collaboration among team members.
- 2. Process Understanding Games:** Aimed at teaching specific agile processes or frameworks like Scrum or Kanban.
- 3. Planning and Estimation Games:** These games help teams practice agile planning and estimation techniques.
- 4. Feedback and Adaptation Games:** These games emphasize the iterative nature of agile, encouraging teams to adapt based on feedback.
- 5. Customer Insight Games:** Designed to help teams understand and empathize with customer needs and perspectives.



Agile Games – Team Building Games

Focus on: Iteration, communication and collaboration

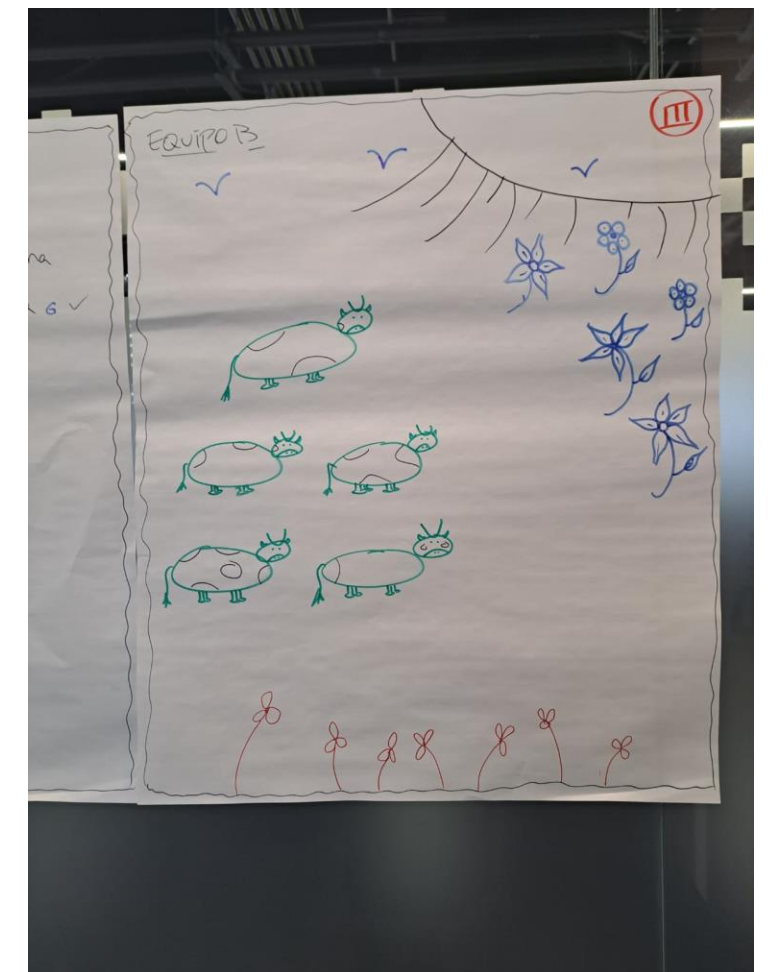
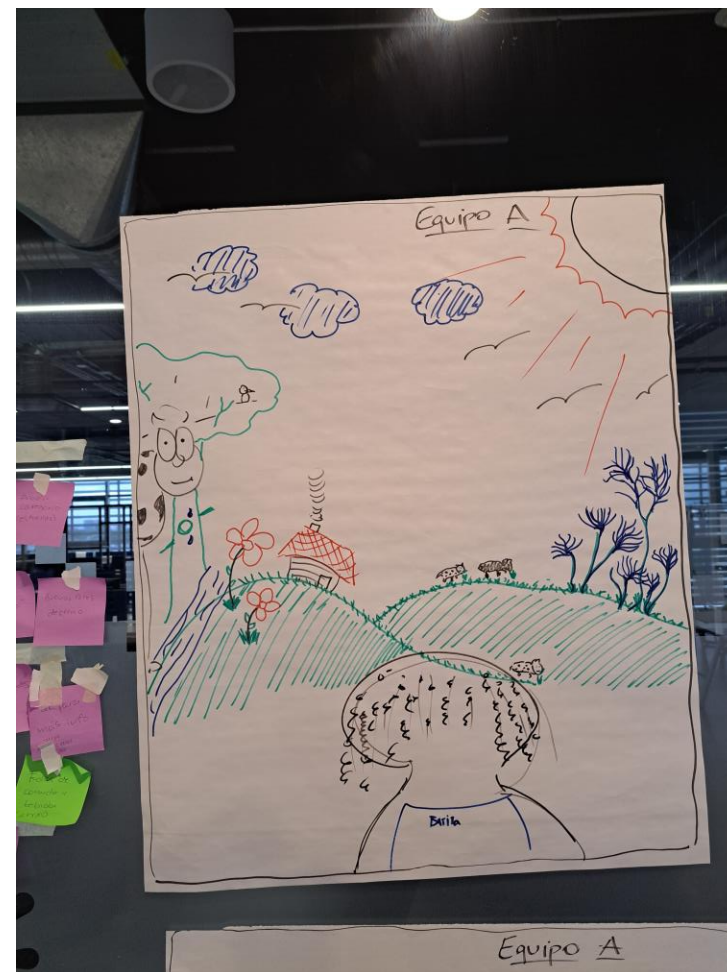
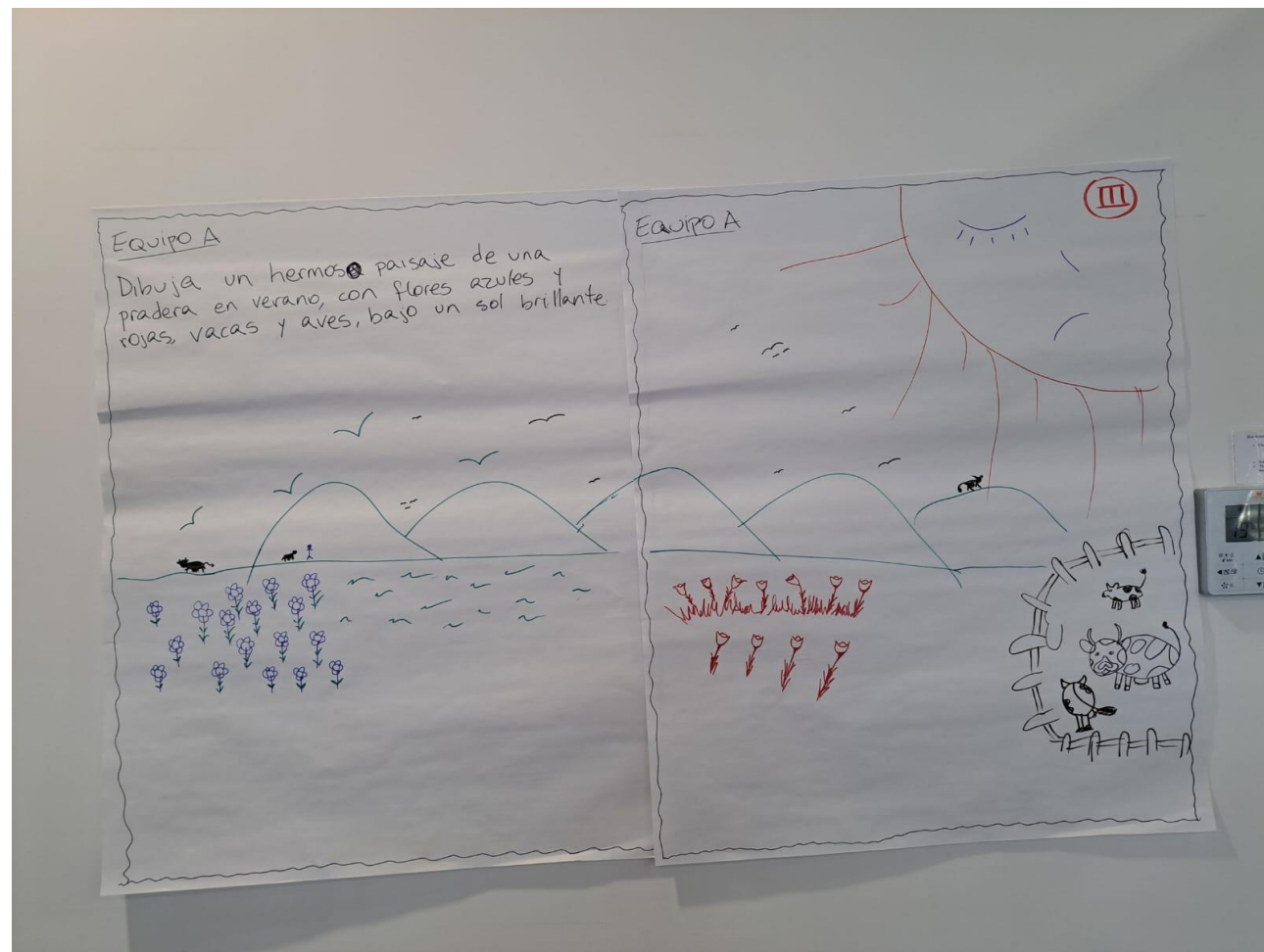


Marshmallow Challenge: Teams compete to build the tallest possible structure using spaghetti, tape, and a marshmallow that must sit at the top. The game highlights the importance of rapid iteration and prototyping in agile design and development.

Michael

Agile Games – Process Understanding Games

Focus on: Aimed at teaching specific agile processes or frameworks



Summer Meadows: Participants are split into teams and given either detailed or high-level instructions to draw a summer meadow scene, revealing how different approaches affect creativity and customer focus. The game uses this setup to underscore the importance of Vision, Value, and Validation in creating cohesive and effective products.

Agile Games – Process Understanding Games

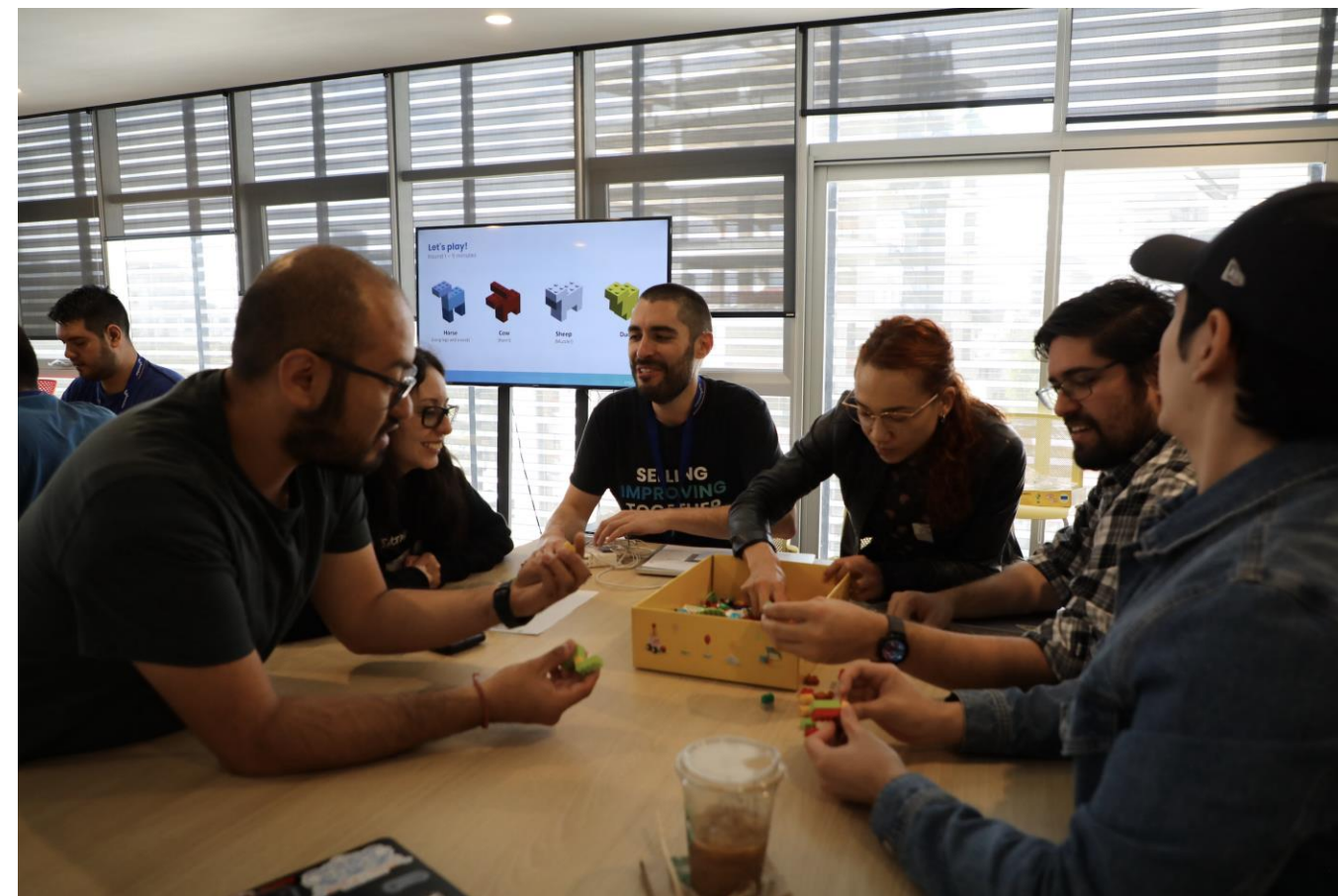
Focus on: Aimed at teaching specific agile processes or frameworks



Hotel Brochure - Scrum Simulation: Teams are challenged to create a hotel brochure using materials such as old magazines, colored paper, glue, and scissors. The objective is to simulate a real-life Scrum environment, with each team acting as a Scrum Team tasked with producing a creative and appealing hotel brochure within a set timeframe.

Agile Games – Process Understanding Games

Focus on: Aimed at teaching specific agile processes or frameworks

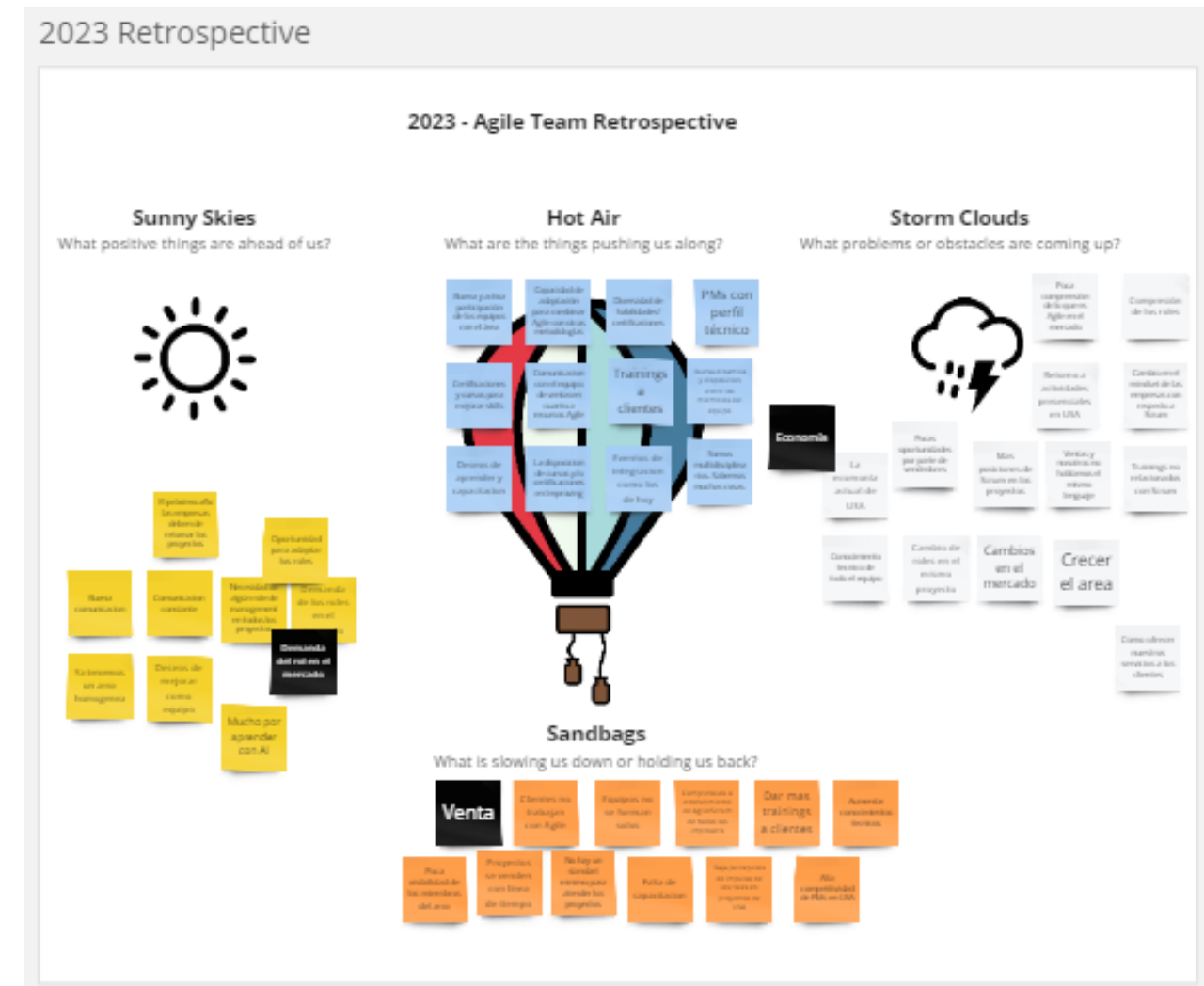


Kanban with Legos: Teams work together to build specific animal models from a predefined backlog of animals. Each team sets up a Kanban board with columns and WIP limits to manage their workflow.














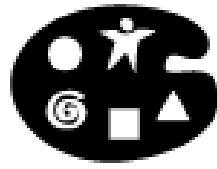







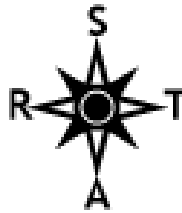



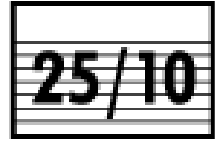











Agile Games – Process Understanding Games

Focus on: Aimed at teaching specific agile processes or frameworks



Fun Retros: Engaging activities used at the end of an iteration to review team dynamics, processes, tools, and performance in a creative and enjoyable way. The aim of these activities is to make the retrospective meetings more engaging, allowing team members to reflect on their experiences while promoting a positive and open environment.

Liberating Structures

LS Menu 	Wicked questions 	What's debrief 	Min specs 	Heard, seen respected 	What I need from you 	Integrated autonomy 
Design elements 	Appreciative interviews 	Discovery and action dialog 	Improv prototyping 	Drawing together 	Open space 	Critical uncertainties 
1-2-4-All 	TRIZ 	Shift & share 	Helping heuristics 	Design storyboards 	Generative relationships 	Ecocycle 
Impromptu networking 	15% solutions 	25 : 10 crowdsourcing 	Conversation café 	Celebrity interview 	Agree/certainty matrix 	Panarchy 
9-whys 	Troika consulting 	Wise crowds 	User experience fishbowl 	Social network webbing 	Simple ethnography 	Purpose to practice 



Let's play in Miro!



https://miro.com/app/board/uXjVKL6TUpI=/?share_link_id=197824789974



Thanks!



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