



Welcome

Gamification & Storytelling in Workshops & Retros

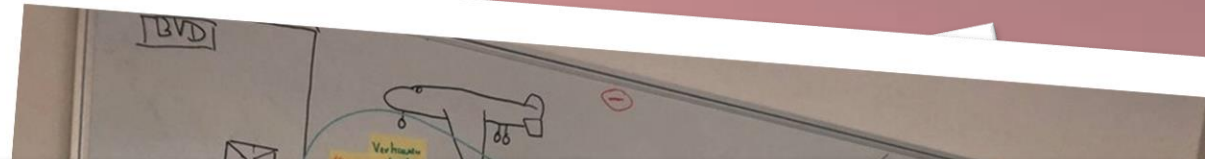




**What is your favorite
story or game?**



**Not so long ago
in a near Galaxy...**

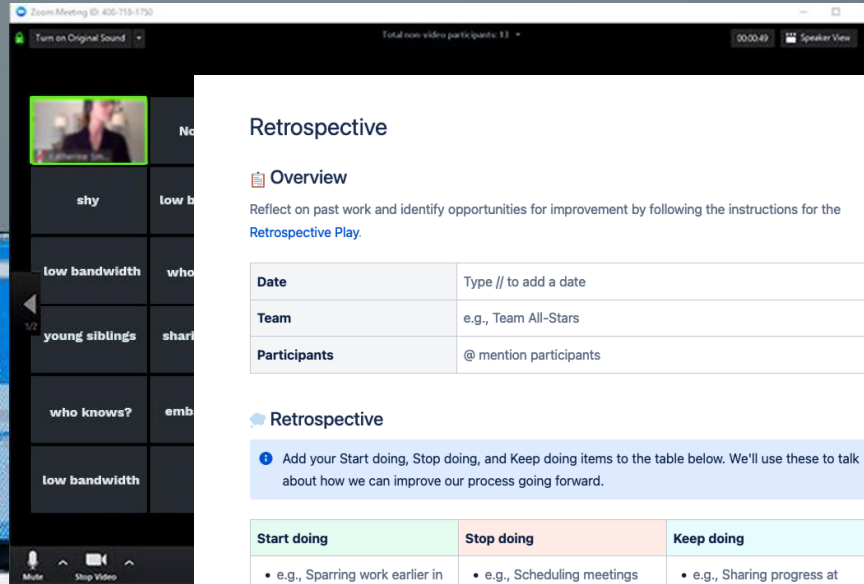




Zoom
Fatigue

Homeoffice

Repetitive
Retros



Retrospective

Overview

Reflect on past work and identify opportunities for improvement by following the instructions for the [Retrospective Play](#).

Date	Type // to add a date
Team	e.g., Team All-Stars
Participants	@ mention participants

Retrospective

➊ Add your Start doing, Stop doing, and Keep doing items to the table below. We'll use these to talk about how we can improve our process going forward.

Start doing	Stop doing	Keep doing
<ul style="list-style-type: none"> e.g., Sparring work earlier in the development cycle 	<ul style="list-style-type: none"> e.g., Scheduling meetings without a clear agenda 	<ul style="list-style-type: none"> e.g., Sharing progress at daily <u>standups</u>

✔ Action items

Add 1-2 follow-up action items to help the team apply what they learned in the retrospective:

Type your action, use '@' to assign to someone.





Can your teams able to resist the dark side



Retrospective

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Experience



less

A

B

C

D



Rebels



collaborative rebels



Mechanical Droids

Your Equipment.

Storytelling



Storytelling



NOVATEC

Storytelling



NOVATEC

Storytelling



 **NOVATEC**



**You could need more.
Take this too!**



Gamification

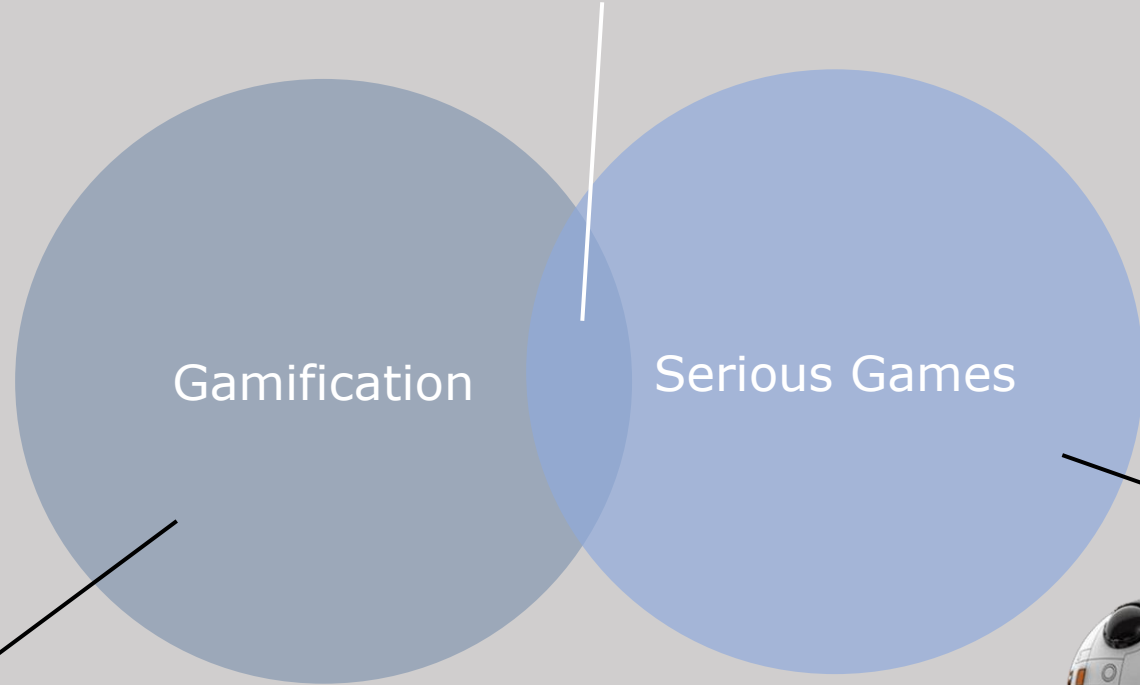


Storytelling



Gamification

We want to motivate the participants in retrospectives through playful elements and mechanics to participate in an engaged way.



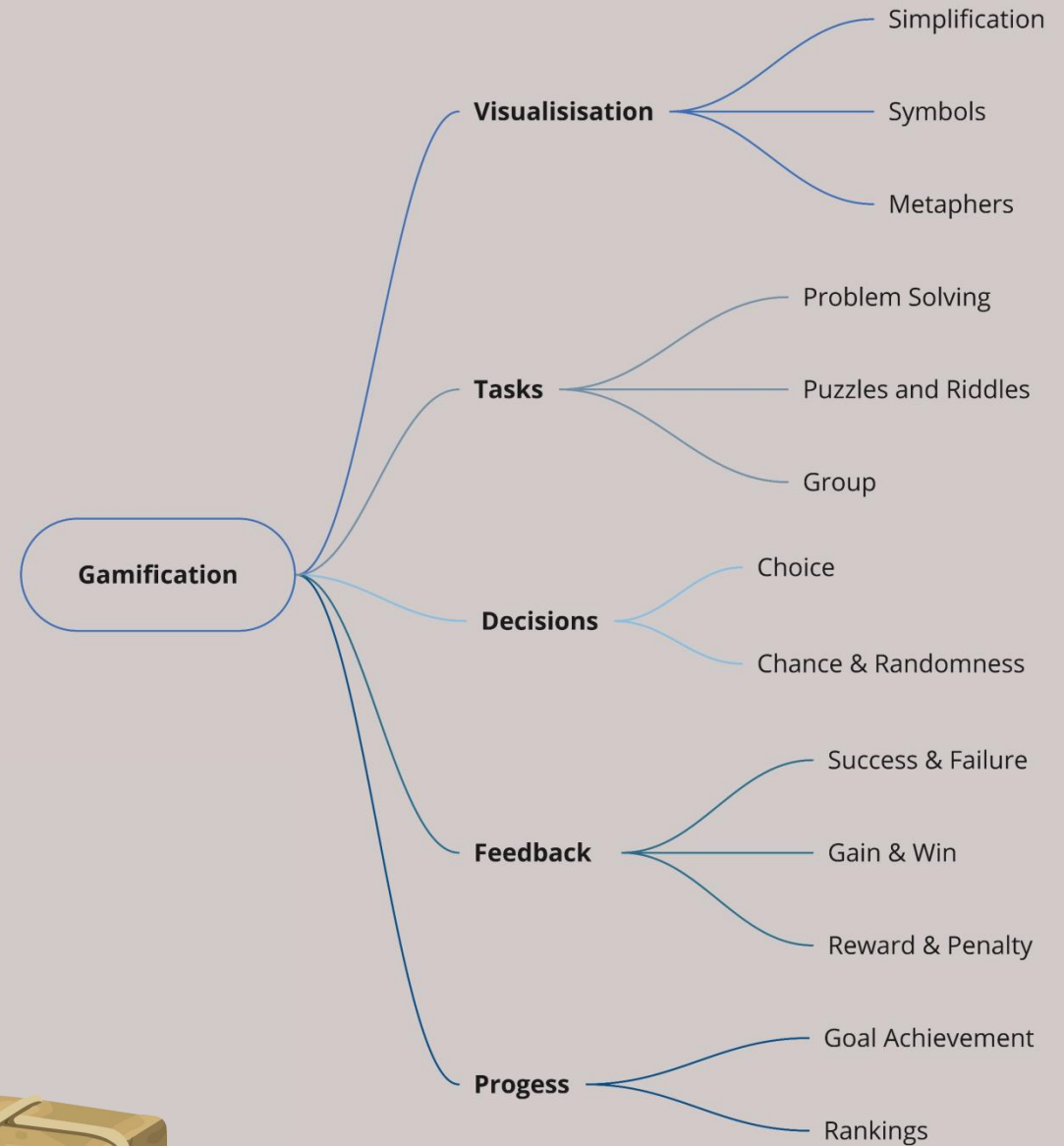
Uses game mechanics in non-game or playful environments. Supposed to Increase motivation and engagement of the participants.

Games that have a specific purpose to fulfil. Motivate desired behaviour or serve as learning support.



Gamification

Motivation
New Solutions
Teambuilding
New Perspectives
Creativity



Gamification



drop ballast

plug the leak

burn something

build a bridge

build a tower

stair / ladder building

build a wall

build a trail



puzzle

collect

build

uncover something

earn something

sort something



build your own character

collect something to equip the group

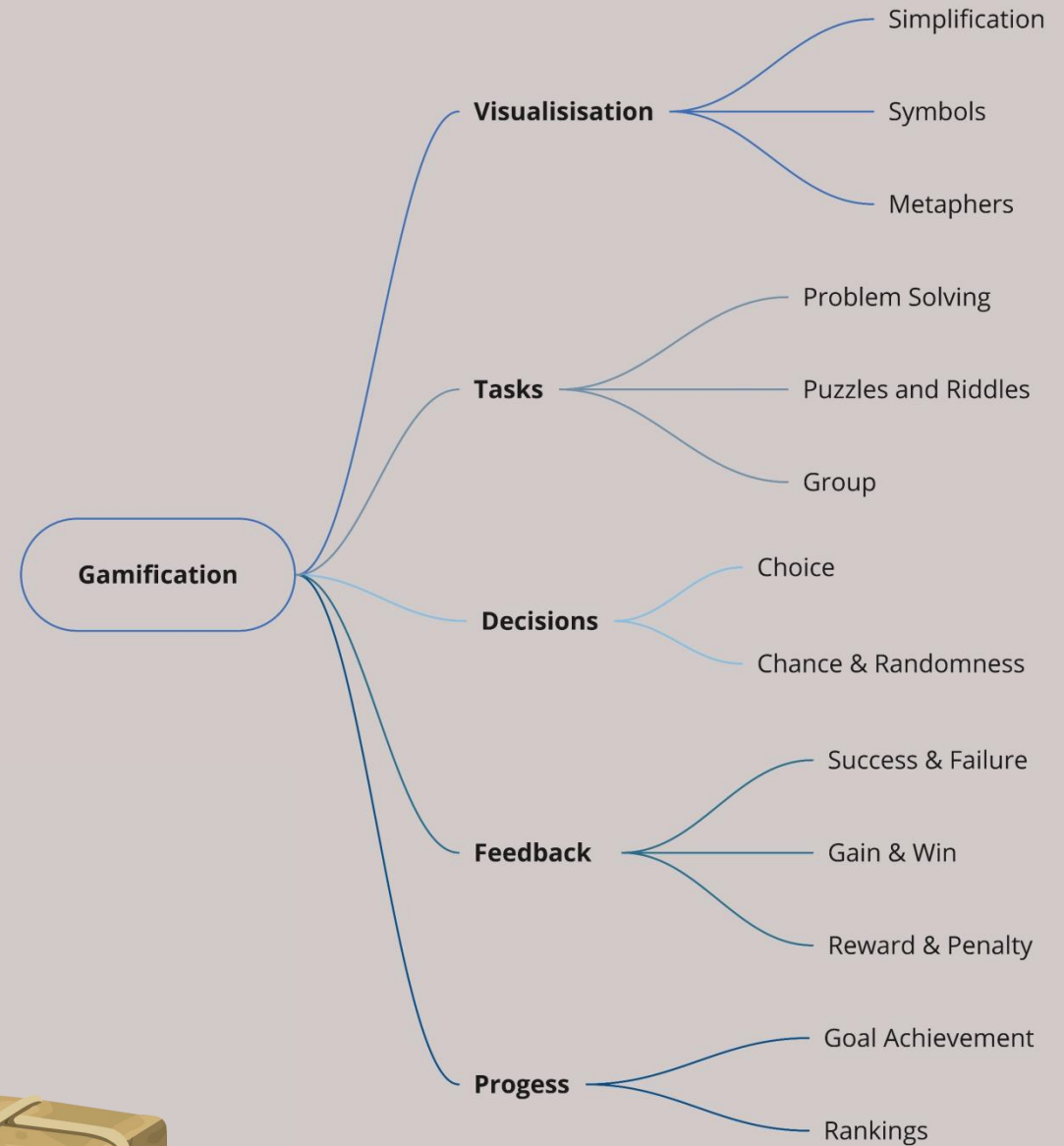
move figures through the Retro

hide things

move on with a story and characters over more than one Retrospective

Gamification

Motivation
New Solutions
Teambuilding
New Perspectives
Creativity



Toxic Gamification



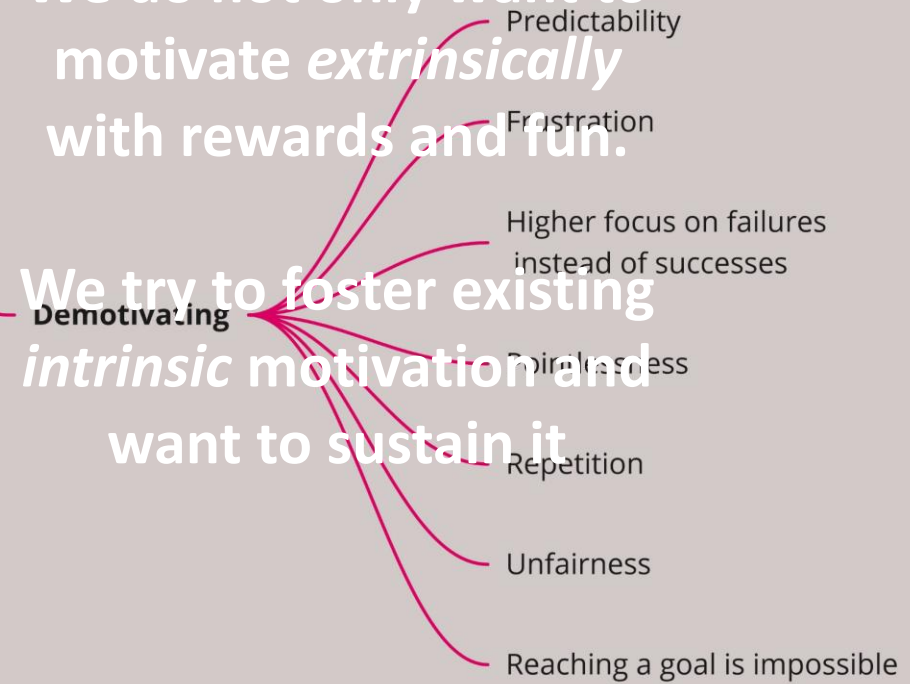
Toxic Gamification



Toxic Gamification

We do not only want to motivate *extrinsically* with rewards and fun.

We try to foster existing *intrinsic* motivation and want to sustain it.



**Now you should have
everything you need.
Good Luck!**



**Jedi... before you go...
I once had a similar mission..
Maybe my experience can help you...**



Fight the **Terminators**

Pre Mortem + Risk Storming - Workshop



**Enough said...
Jedi, combine your strenghts
and develop a plan!**

I will go undercover now...



I will go undercover now...





**Thank you Jedi!
Together we can do this!**

Stickies

- drop ballast
- plug the leak
- burn something
- build a bridge
- build a tower
- stair / ladder building
- build a wall
- build a trail

Icons

- puzzle
- collect
- build
- uncover something
- earn something
- sort something

Advanced

- build your own character
- collect something to equip the group
- move figures through the Retro
- hide things
- move on with a story and characters over more than one Retrospective

Gamification

- Visualisation**
 - Simplification
 - Symbols
 - Metaphers

- Tasks**
 - Problem Solving
 - Puzzles and Riddles
 - Group

- Decisions**
 - Choice
 - Chance & Randomness

- Feedback**
 - Success & Failure
 - Gain & Win
 - Reward & Penalty

- Progress**
 - Goal Achievement
 - Rankings



May the Force be with you!