Online Ball Point Game

Core Protocols for Remote Teams

Richard Kasperowski | Certified Agile Team Building™
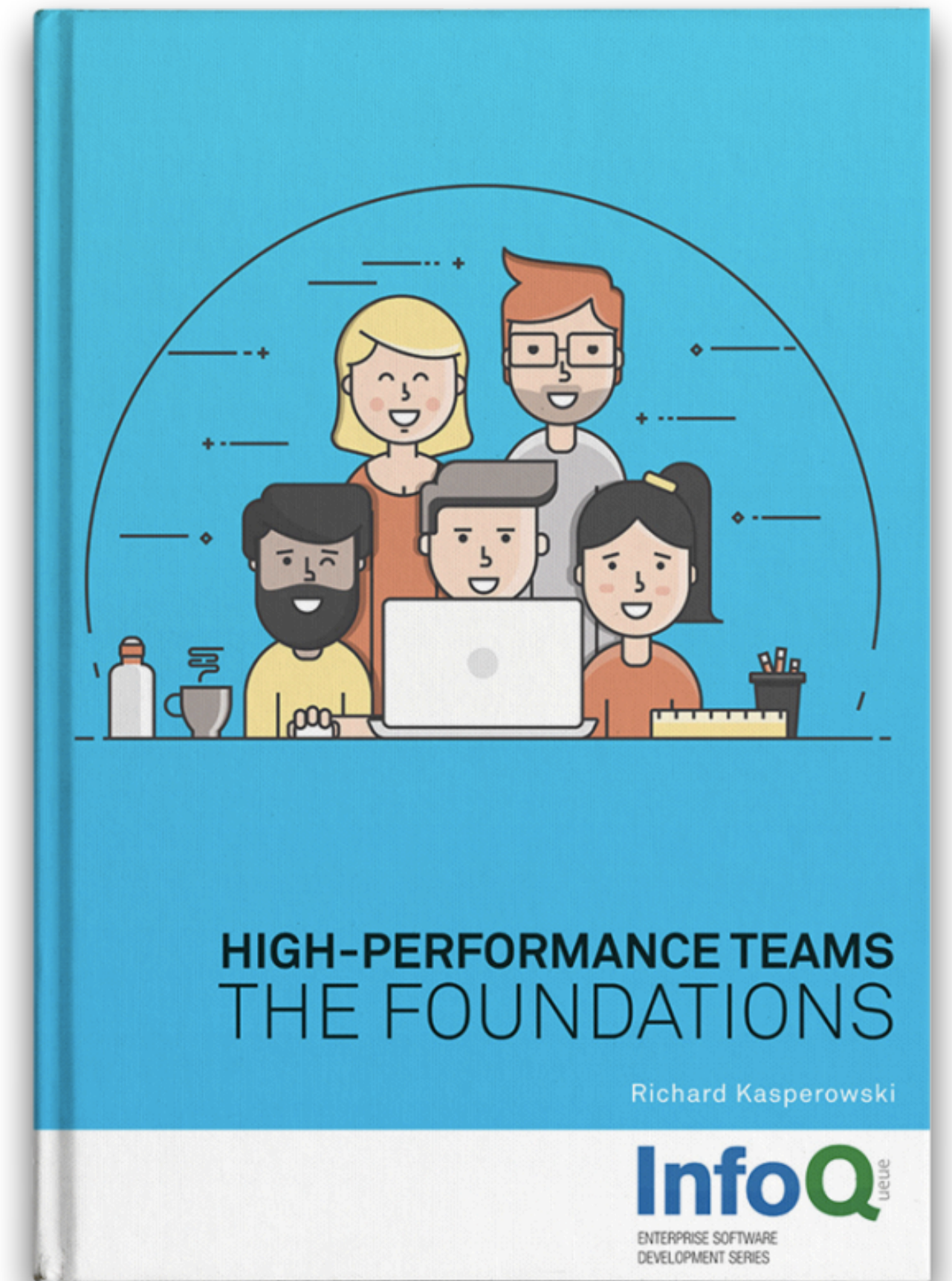
HIGH-PERFORMANCE TEAMS
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What's so great about Ball Point Game?

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What's so great about Ball Point Game?

inspect and adapt

not familiar with it

concepts

new to this game so i don

also new to this game

ah hah moments

insightful

energizing

experiment

simulation

high energy

learning

team

predictability

participation

how to throw

engagement

scrum simulation

collaboration

fast

fun

easy

tuckmans model

simple

teamwork

do not know at all first

it's simple

teach framework

empirical process control

iterative

safe to fail

agile principles

adaptable

comparing with non-agile

continuous improvement

trust

72 46 42

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Agile Game

- A playful activity

- that teaches you something

- or helps you get some work done

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Online Agile Games

✓ **No new tools to learn** (you can only learn one new thing at a time)

 ✓ Simplest online tool that works (Google Doc?)

 ✓ Simple tools from around the house (paper, pencil, poker cards, dice?)

✓ **Don't exactly reproduce offline game**

✓ **Fun** (positive vibe —> brain is ready to learn)

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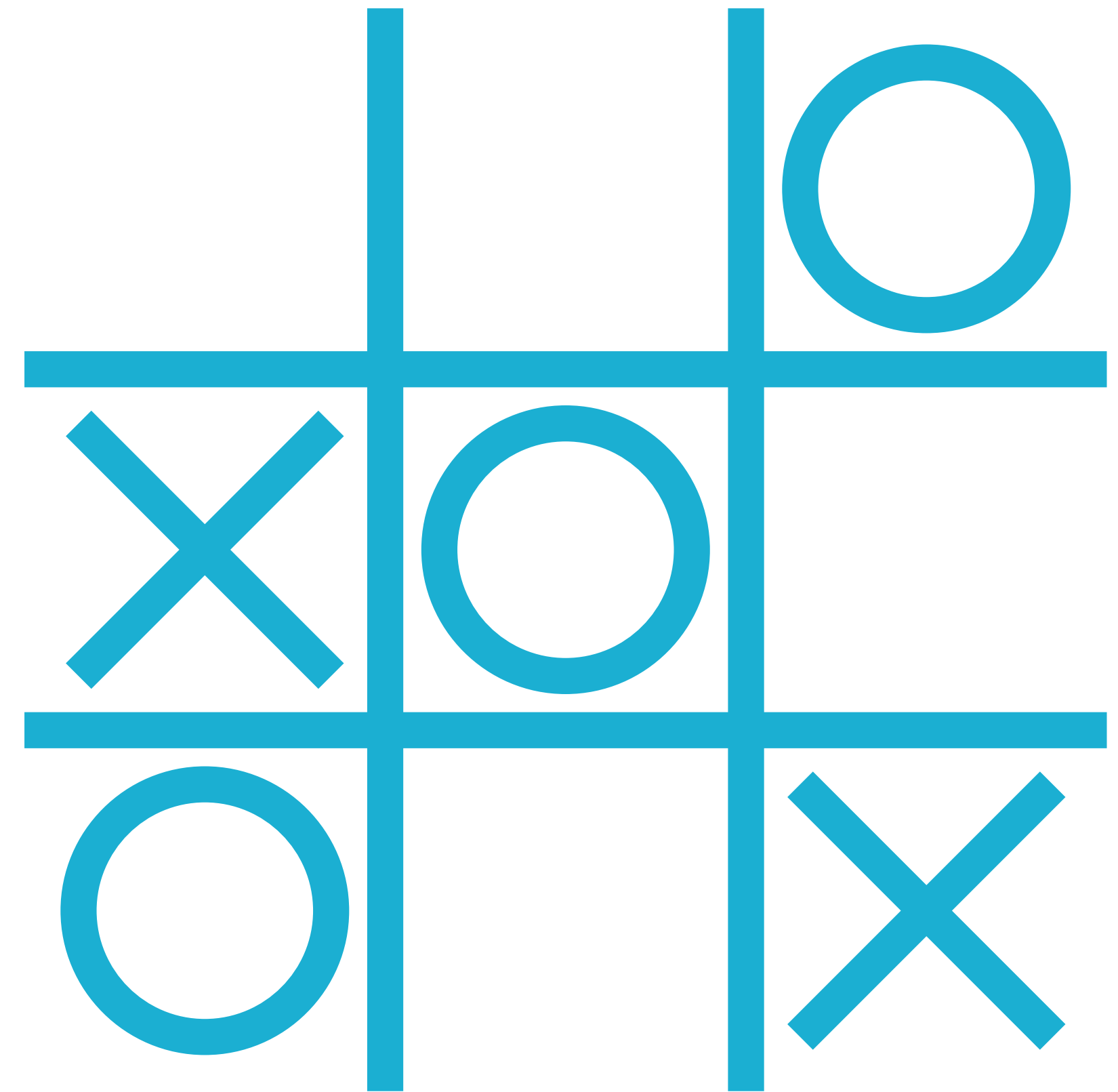
Example: Online Ball Point Game

✓ A conversation with a friend

✓ Advice and play testing – thank you, Agile Games email list community

✓ Trello as "simplest online tool that works"

✓ Failure? Trello too hard? Wrong lessons learned?

✓ kspr.co/onlineballpoint

Online Point Game

"It's like the Ball Point Game, but 100% online"

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Introduction

The Ball Point Game is awesome. I use it every time I introduce Agile to a new group of people. It's an experiential activity that facilitates their teaching themselves many fundamentals of Agile product development and empirical process control.

But it's a face-to-face activity with physical props. It only works in a physical classroom.

The Online Point Game an Agile teaching game that delivers the benefits of the Ball Point Game, but it is 100% online. I've used it successfully in my live online courses.

Facilitator notes

- Copy this Trello board
  https://trello.com/b/piDY4yWD/online-tasks-point-game-example-game-board
- Copy this Google Sheet
  https://docs.google.com/spreadsheets/d/1n_rAoOhyBmEg7g2Byyh3opRUVt9UnJdRejFSzuHS8OQ/edit?usp=sharing

Logistics

- **Zoom - our venue**
  ○ You'll be connected together just like you are right now, using audio and video over Zoom.
  ○ In addition, you'll have a Trello board and a Google spreadsheet.
- **Trello - your game board**
  ○ We'll play this game using Trello as the shared online game board.
  ○ First, you need a Trello account. If you don't already have one, create one now.

Let's play a game.

Online Ball Point Game

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What is your key take-away from tonight?

Not enough time to coordinate	Definitely spend more time on instructions	it was fun
Communication is key	use ideaboards.com so no log in	Have you tried with Jamboard?
Ensure everyone signs up for trello before you say instructions	It worked well. maybe go 3 minutes run time versus 2.	Forecasting is futile!

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What is your key take-away from tonight?

We have a Trello expert thus achieving 12 quickly

Need to understand how to use Trello works

Tools work fine for the general learning objectives

it is not simple

timebox for retrospective need more than 1 min

Have someone there to answer questions in each break out group

It works pretty well - incremental learning. Login is an obstacle though.

Too many tools

Trello was hard to figure out

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What is your key take-away from tonight?

Clear instructions for Quality control before marking a task as done

needed to learn first on how to play. it took some time to understand. now that we understood we can speed up. we also organize in second round so we improve by 200%

talking through it ....communicate, be available

Give 1 minute for reflection and another minute for planning

Need to give more time to strategize

It seemed to work for me....

Timer count down

it will play out nicely with a team using trello already

TRELLO ACCESS before any instructions are given

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What is your key take-away from tonight?

Opens ng Trello accounts on the spot could be a bummer

Jamboard May help with quality control - if two people edit simultaneously, the first comment is lost.

Some friction for sure, but not horrible...just takes a bit more time.

Time for reflection

Consider leveling the playing field. Use a tool no one knows.

shows how onboarding new tools is tough

mani people not familiar with the trello itself , using google sheet is better

Using members is complicated, maybe it is better to use columns

Difficult to forecast something your team has never done before without a bit of research

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What is your key take-away from tonight?

Any tool with stickies could be a faster ramp up

Be aware that everyone's experience and capacities are different. Different tool access/familiarity,, different learning styles, different speeds

Once a team has worked together longer, they have the ability to work better together

stressful when we don't know each other well

We didn't do retros really.

Understand friction, really take care of it more explicitly - get account

break room works

Remo.co instead of Zoom Breakout rooms - might be a better platform.

Maybe - add name to description instead, then you an check for all names.

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What is your key take-away from tonight?

the bigger team takes more coordination

Quality control built in (automatically) ... so ticket moves back when you commit an error

I think use mural or miro is better coz everyone could see others group

Dont assume everyone knows the live game

Have everyone work on the same board

broadcast to all Zoom rooms the time left

Use 1 tool for the game as well as the instructions and the countdown clock

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Certified Agile Team Building™ Training

Want to learn and embody these behaviors?

- kasperowski.com/training

- Respond on feedback form to stay informed

Upcoming classes:

- Agile Technical Skills – May 29

- High-Performance Team Building™ – June 4

- Agile Software Development @ Harvard/online – June
  22 – July 10

- How to Teach Online – July 13

⋯ or book a private class for your organization.

Will you help me make this session the best it can be?

Feedback

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