GAME-CHANGERS: REMOTE

REMOTE-MASTERCLASS FOR X:FLOW, BEATLES LYRICS GAME AND ESCAPE THE BOOM!

🟨 WHAT AWAITS YOU?

- Experience three formats in a single workshop day, ready for immediate implementation
- Engage in interactive sessions, collectively exploring each format
- Many moderation and practical tips, along with valuable exchange regarding your individual cases
- Receive all materials in advance by mail, allowing you to dive straight into the formats
- A personalized follow-up session (60 min) to delve into your application scenarios

🟨 X:FLOW

- Introduction and collaborative walkthrough of the remote version
- Detailed briefing for the application and customization on-site
- Moderation guide and tips for preparation, introduction, implementation, debriefing, and next steps
- Possible variations depending on the number of participants and workshop theme

Your Benefits:

- ❖ You will be listed as an X:Flow Facilitator
- ❖ You can use the remote templates for various workshop sizes unlimitedly
- ❖ You will receive all materials for on-site implementation by mail (only available in conjunction with this masterclass!)

🟨 THE BEATLES LYRICS GAME

- Introduction and collaborative walkthrough of the remote version
- Moderation guide and tips for introduction, implementation, and debriefing

Your Benefits:

- ❖ You can use the remote template unlimitedly

🟨 ESCAPE THE BOOM!

- Introduction and gameplay in multiple rounds
- Detailed briefing for on-site sessions
- Moderation guide and tips for introduction, implementation, and debriefing
- Possible variations depending on workshop goals and team setup

Your Benefits:

- ❖ The full version of Escape the BOOM! + 5 team licenses & printed manuals
- ❖ You can use the remote template unlimitedly

NEXT SESSION

June 20, 2024 | 9:00 AM – 5:00 PM

1.200€ plus VAT incl. Materials & Shipping (DE)

Send your questions or registration by mail:
GameChangers@dimjon.com

GAME-CHANGERS: ON SITE

MASTERCLASS FOR X:FLOW, FLUME AND ESCAPE THE BOOM! – REMOTE ADD-ON BEATLES LYRICS GAME

🟨 WHAT AWAITS YOU?

- Experience three formats in a single workshop day, ready for immediate implementation
- Engage in interactive sessions, collectively exploring each format – hands on!
- Many moderation and practical tips, along with valuable exchange regarding your individual cases
- Receive all materials, allowing you to dive straight into the formats
- A joint remote follow-up session for "The Beatles Lyrics Game"
- A personalized follow-up session (60 min) to delve into your application scenarios

🟨 X:FLOW

- Introduction and collaborative walkthrough
- Moderation guide and tips for preparation, introduction, implementation, debriefing, and next steps
- Possible variations depending on the number of participants and workshop theme
- Detailed briefing for remote sessions

Your Benefits:

- ❖ You will be listed as an X:Flow Facilitator
- ❖ You can use the remote templates for various workshop sizes unlimitedly
- ❖ You will receive all X:Flow materials *

🟨 THE BEATLES LYRICS GAME

- Joint remote follow-up session
- Introduction and collaborative walkthrough
- Moderation guide and tips for introduction, implementation, and debriefing

Your Benefits:

- ❖ You can use the remote template unlimitedly

🟨 FLUME

- Einführung und gemeinsamer Durchlauf
- Moderationsleitfaden und Tipps für die Anmoderation, Durchführung und Debriefing

Deine Vorteile:

- ❖ Du bekommst sämtliches Flume-Material *

🟨 ESCAPE THE BOOM!

- Introduction and gameplay in multiple rounds
- Moderation guide and tips for introduction, implementation, and debriefing
- Possible variations depending on workshop goals and team setup
- Detailed briefing for remote sessions

Your Benefits:

- ❖ The full version of Escape the BOOM! + 5 team licenses & printed manuals
- ❖ You can use the remote template unlimitedly

NEXT SESSION

MUNICH | 18. October 2024 | 9:00 – 17:00
Follow-Up: 21. October 2024 | 14:00 – 16:00
1.600€ plus VAT incl. Materials & Catering
Send your questions or registration by mail:
GameChangers@dimjon.com

* only available in conjunction with this masterclass

WWW.CRAMER.INFO 🟨

X:FLOW

EXPERIENCE THE BENEFITS OF CROSS-FUNCTIONAL TEAMS AND WORK-IN-PROGRESS LIMITS UP CLOSE

☐ WHAT'S IT ABOUT?

The company X:Flow is swamped with work: Sales successfully sells products that must pass multiple departments before delivery. The paths through these departments are difficult to trace and complex, leading to stubborn bottlenecks and long lead times.

Can we improve productivity through cross-functional teams, pull systems, and work-in-progress limits? And how significant will this improvement be? *****

☐ WHO IS IT ABOUT?

Members of organizations (and their management)…

…who are dissatisfied with delivery capability and speed

…who want to understand high-performing teams and organizations

…who want to change their way of working or are already doing so

…who are wondering why Agile and Scrum are not working for them

> *"Gaming reaches places explanations can't even come close!"*

☐ WHAT MAKES X:FLOW SPECIAL?

Unlike linear simulations like Ubongo Flow or the Paper Aeroplane Game, X:Flow depicts the workflow in a networked system typical of knowledge organizations. Participants experience how work is shuffled between departments and often gets stuck at responsibility boundaries. They also learn what measures make teams and organizations more productive and capable of delivery.

☐ WHO & WHAT DO WE NEED?

- Time: 45-90 Minuten
- Remote:
  7-16 participants
  Access to www.mural.co
  for the remote template
- On Site:
  8-30+ participants
- room for 4-6 group tables and
  a flipchart
- X:Flow materials
  (included in all Game-Changers
  Masterclasses)

* Spoiler: yes / incredibly high 😉

ESCAPE THE BOOM!

TEAMBUILDING THROUGH BOMB DEFUSAL

🟨 WHAT'S IT ABOUT?

"You have only 5 minutes to defuse a ticking bomb. And you have no idea how.
Luckily, you have experts on your team, but they can't see the bomb.
So, it all depends on how well you communicate as a team.
Escape the BOOM! is an explosive communication
game that can be excellently used in team events
and retrospectives to reflect on communication
patterns and team roles
- and have fun while doing it."

🟨 WHO IS IT ABOUT?

Teams and departments
Team coaches and Scrum Masters
Various roles collaborating in projects

🟨 WHAT MAKES ESCAPE THE BOOM! SPECIAL?

Escape the BOOM! started as a hobby project and evolved during the COVID-19 pandemic into a popular tool for team coaches and Scrum Masters due to its suitability for Zoom. With Escape the BOOM!, you can reflect on role and communication patterns, retrospectives, single sources, onboarding & team building, mental models, and rules for remote meetings. Translated into more than a dozen languages by volunteer translators,
the game is particularly suitable for intercultural
teams and challenges.
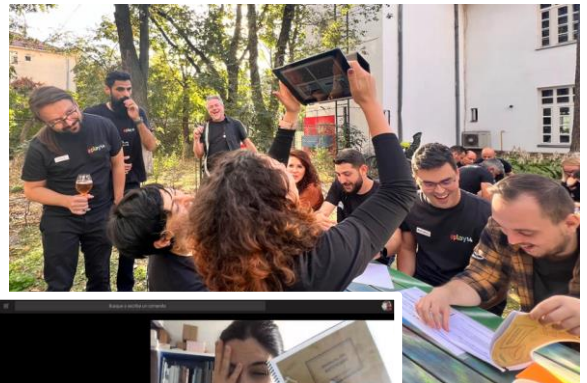
🟨 WHO & WHAT DO WE NEED?

- Time: 45-90 minutes
- On site or remote
- 3 to ∞ participants
  in groups of 3-6 persons
- A smartphone or tablet per group
  with Escape the BOOM! installed
- A manual per participant
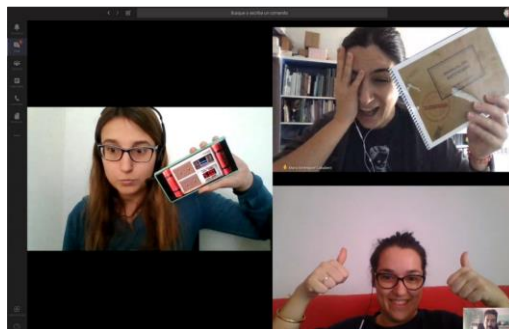
FLUME

SCALED AGILE FLUME EXCERCISE (SAFE 😉)

🟨 WHAT'S IT ABOUT?

A dynamic exercise for on-site seminars. Multiple teams collaboratively construct a waterslide for an amusement park. Throughout the process, they iterate through the Scrum cycle with planning, review, and retrospective sessions, and work with elements such as the product and sprint backlog, as well as the definition of "done". At the end of each sprint, teams must integrate and test their increments into a shared system.

🟨 WHO IS IT ABOUT?

Attendees of seminars or workshops on the topics of Scrum / Agile / Scaled Agile

🟨 WHAT MAKES FLUME SPECIAL?

The slide is constructed using Lego / Hubelino elements and can be tested live at the end of each iteration against a Definition of "Done." During integration, multiple slides are coupled, demonstrating the typical integration problems and the need for cross-team retrospectives.
And playing with Lego reliably sparks the childlike enthusiasm and ambition in all team members.

🟨 WHO & WHAT DO WE NEED?

- Time: 60-90 minutes
- 6 to 20 participants
- Workshop space with 4-5 group tables
- Flume-Backlog, Definition of „Done" cards
  Hubelino materials in various colors
  (included in the On-Site Game-Changers Masterclass!)

THE BEATLES LYRICS GAME

MAKE ITERATIVE WORK TANGIBLE IN REMOTE SEMINARS

☐ WHAT'S IT ABOUT?

A dynamic remote exercise where participants experience the Scrum cycle multiple times in fast-forward and improve their approach through retrospectives. Texts from Beatles hits are to be written by the entire group, but participants are only given certain letters. The cross-functional team must find their own approach and continuously improve to score as many points as possible.

☐ WHO IS IT ABOUT?

Attendees of seminars or workshops on the topics of Scrum / Agile / Hybrid project management

☐ WHAT MAKES THE BEATLES LYRICS GAME SPECIAL?

The Beatles Lyrics Game originated during the COVID-19 pandemic as a remote replacement for on-site exercises such as the "Ball Point Game". Over time, it became evident that the Beatles Lyrics Game could explore additional aspects such as the Definition of "Done", backlog prioritization, and dynamics in cross-functional teams.

☐ WHO & WHAT DO WE NEED?

- Time: 45 minutes
- 6 to 20 participants
- Access to www.mural.co for the remote template