

GAME-CHANGERS: REMOTE

REMOTE-MASTERCLASS FOR X:FLOW, COME TOGETHER AND ESCAPE THE BOOM!

WHAT AWAITS YOU?

- Master and try out three powerful GameChangers formats in one action-packed day.
- Expand your professional facilitation toolkit: **Use all formats in your workshops—no restrictions!**
- We explore all formats together through **hands-on, practical walkthroughs**.
- **Optional Flume introduction:** A quick start to get you going (materials not included).
- Plenty of **facilitation and practical tips**, along with **valuable exchange** on your individual cases.
- **All materials** will be mailed to you in advance, so you can start using the formats **immediately**.
- Access to the exclusive **GameChangers Community** for further updates, support and networking.

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 participants count and workshop topic

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!)

COME TOGETHER

- 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 facilitation guide for both on-site and remote sessions and debriefing topics
- 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

DATES | PRICES | REGISTRATION

Check out www.X-Flow.info for upcoming
GameChangers MasterClasses

Send your questions or registration by mail:
GameChangers@X-Flow.info

Your course fee includes all materials and unlimited use
of the formats, plus you actively support the further
development of X:Flow, Flume, and Escape the BOOM!

GAME-CHANGERS: ON SITE

MASTERCLASS FOR X:FLOW, COME TOGETHER, FLUME AND ESCAPE THE BOOM!

WHAT AWAITS YOU?

- Master and try out all four powerful GameChangers formats in one action-packed day.
- Expand your professional facilitation toolkit: **Use all formats in your workshops—no restrictions!**
- Each GameChangers-Format is explored thoroughly through **hands-on, practical walkthroughs**.
- **Remote Follow-Up:** Another half day to experience the remote formats & variations online.
- Plenty of **facilitation and practical tips**, along with **valuable exchange** on your individual cases.
- **All materials are included**, so you can start using the formats **immediately**.
- Access to the exclusive **GameChangers Community** for further updates, support and networking.

X:FLOW

- Introduction and collaborative walkthrough
- Moderation guide and tips for preparation, introduction, implementation, debriefing, and next steps
- Possible variations depending on the participant count and workshop topic
- 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 *

COME TOGETHER

- 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

Your course fee includes all materials and unlimited use of the formats, catering during the MasterClass, plus you actively support the further development of X:Flow, Flume, and Escape the BOOM!

FLUME

- Introduction and collaborative walkthrough
- Moderation guide and tips for preparation, implementation and debriefing

Your Benefits:

- ❖ You will receive all Flume Materials *

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

DATES | PRICES | REGISTRATION

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* only available in conjunction with this masterclass

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 your
explanations can't
even touch!*

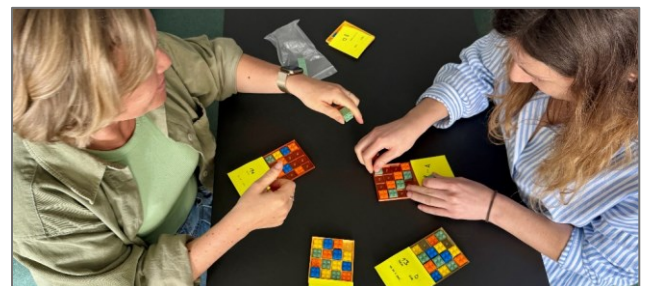
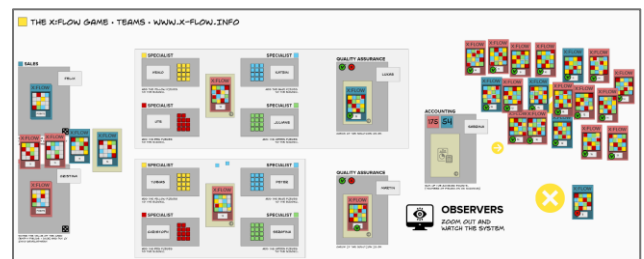
WHAT MAKES X:FLOW SPECIAL?

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:
 - 7-30+ participants
 - Room for 4-6 group tables and a flipchart
- X:Flow materials (included in all Game-Changers Masterclasses)

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* 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

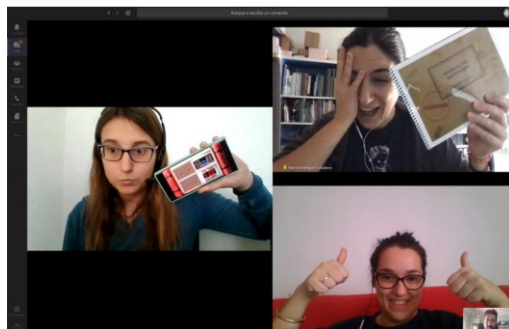


WHAT MAKES ESCAPE THE BOOM! SPECIAL?

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 300 participants
in groups of 3-6 persons
- A smartphone or tablet per group
with Escape the BOOM! installed
- A manual per participant



FLUME

IT'S A SCALED AGILE FLUME EXERCISE (SAFE – PUN INTENDED 😊)

■ 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!)



