



CALVIN and HOBBS

"I WISH MY SHIRT HAD A LOGO OR A PRODUCT ON IT."

"IT SAYS TO THE WORLD, 'MY QUALITY IS SO HIGH THAT IF I HAD THE COMPANY'S ADVERTISING ITS PRODUCT'."

BEHAVIOR

Rachel

1961 - What was the first computer virus?

1962 - Which country was the first to send a satellite into space?

1963 - Which year was the first moon landing?

1964 - What was the first computer virus?

1965 - Which year was the first moon landing?

1966 - Which year was the first moon landing?

1967 - Which year was the first moon landing?

1968 - Which year was the first moon landing?

MONDAY, @ SPACE, TIME - LAST SESSION BEFORE DINNER BREAK

Topic: FUN WITH AGILE: TOYS, GAMES & APPLICATIONS

Convener: DIANA LARSEN

Attendees: BERNARD^o, RACHEL, JUSTIN, STEPHAN, EMMANUEL,
AND ERIC, AND FRIENDS

Notes:

WE SCANNED THE ITEMS AVAILABLE ON THE ENTERTAINMENT TABLE, THEN CHOSE A GAME CALLED "FLUXX"^{*} TO PLAY, ONLY ONE PERSON HAD PLAYED BEFORE. WE PLAYED THREE TIMES. (EMMANUEL WON TWICE.) AFTER THE SECOND AND THIRD TIME, WE DISCUSSED HOW WE COULD USE THIS GAME TO HELP AGILE TEAMS. WE IDENTIFIED:

- AS AN EASY-TO-LEARN, FUN WAY TO INTRODUCE SLACK,
- USING THE FORMAT OF THE GAME, CREATE OUR OWN CARDS THAT REINFORCE AGILE PRACTICES & PRINCIPLES.
- PLAY THE GAME, THEN DISCUSS WITH THE TEAM ALL THE WAYS PLAYING FLUXX IS LIKE DEVELOPING SOFTWARE (CHANGING REQUIREMENTS & GOALS, etc.)

THEN WE SWITCHED TO A NEW GAME CALLED, "CHRONONAUTS"^{*} WE HAD FUN PLAYING THIS GAME TOO; HOWEVER, THE RULES WERE MUCH MORE COMPLICATED, THE GAME TOOK LONGER TO COMPLETE, AND IT REQUIRED MORE FOCUSED, COMPETITIVE ATTENTION TO PLAY. IT FELT LESS "SOCIAL." WHEN WE FINISHED THE GAME, WE AGAIN DISCUSSED HOW TO USE IT WITH TEAMS, THE ONLY USE WE FOUND WAS FOR SOCIAL/SLACK TIME.

WE HAD MORE TOYS & GAMES TO SAMPLE, BUT WE RAN OUT OF TIME.

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