



Ecosystem Value Flows

TMG1 Course, **S3L**, May 2021 edition



Check-ins

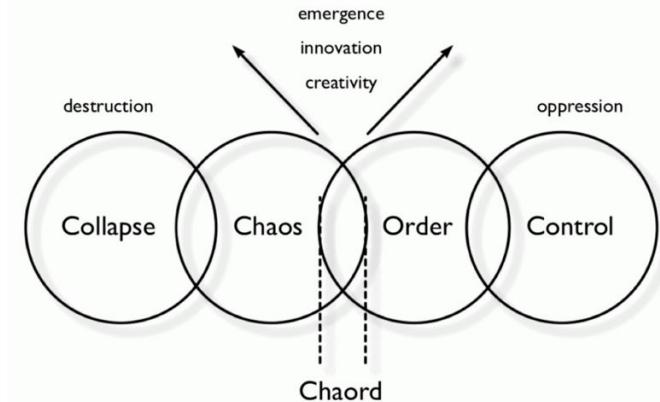
Any pending questions?

Agenda-Improv' topics for today & week

Check-ins & pending questions

- **Why games**
- **Le Grand Jeu Presentation by fredd**
break?
- **Going digital with Electric Circus**
 - *TMG1-E01 alumni Jakub experimenting with web-based version of LGJ*
break?
- **This week's interweaving schedule**
 - *Mapping of stakeholder stories to LGJ mechanics*
 - *Prosocial, collaborative games among TE projects?*
 - *TEC Proposal: build & play across the world*

Close in ~2hrs



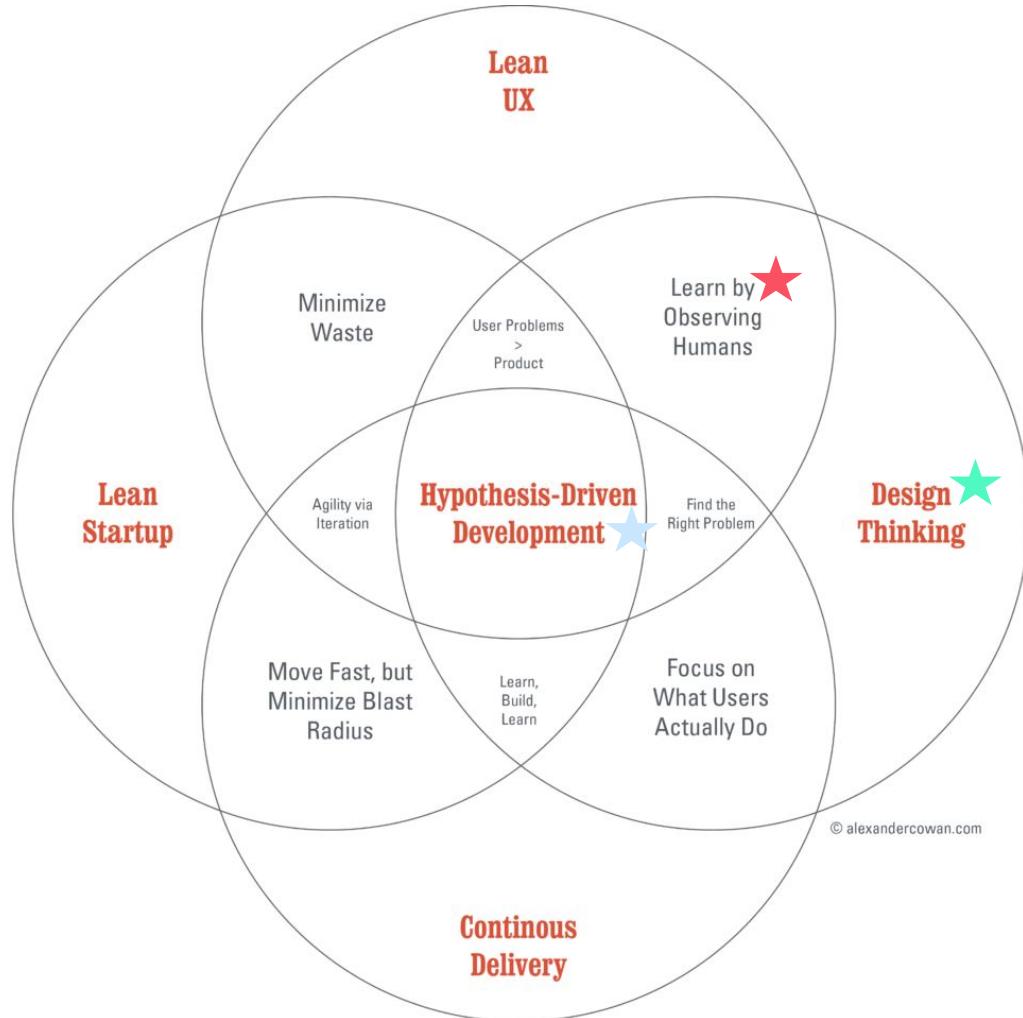
© Simon Robinson From *Holonomics: Business Where People and Planet Matter*, Floris Books, 2014

Chaordic Learning Space, [Lenses](#)

Method: “Post-agile”

where we are headed with Token Model Generation

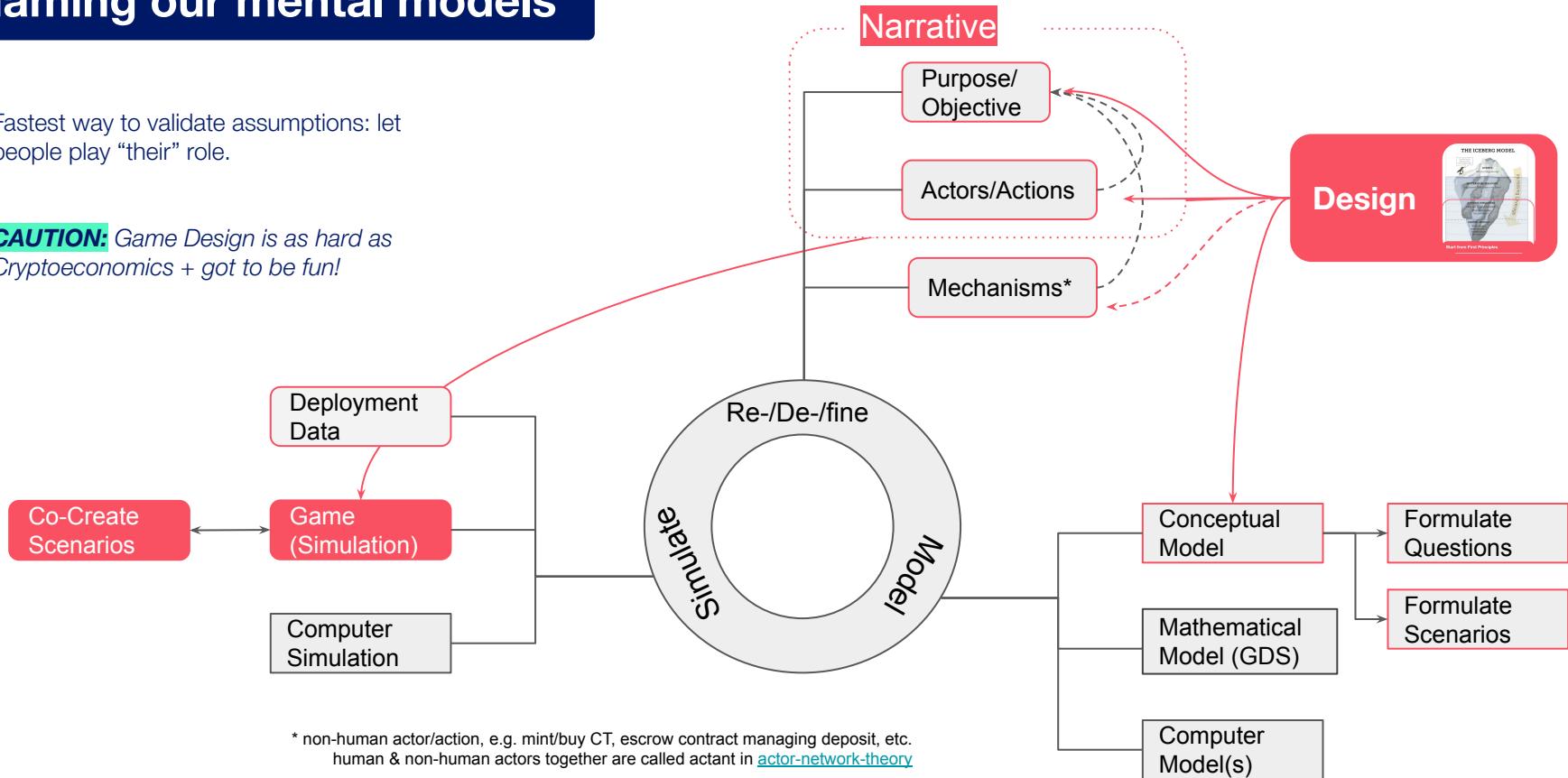
- ★ Design Thinking x Systems Thinking
- ★ Computer-aided
 - Model- & data-driven
 - Version control assumptions
 - Manage Return on Insights
- ★ Game-based Learning Organizations
 - “Test in prod” - if you have to



Gaming our mental models

Fastest way to validate assumptions: let people play “their” role.

CAUTION: Game Design is as hard as Cryptoeconomics + got to be fun!



Human-centered: “Involve me - and I learn”



Electraseed Fund

Electraseed Fun! with
Augmented Bonding
Curves



Understand

- Tokenized funds
- Diversification
- Value



Odyssey Connect 2020: February before Lockdown
([Fossil Free Future Challenge Track](#))

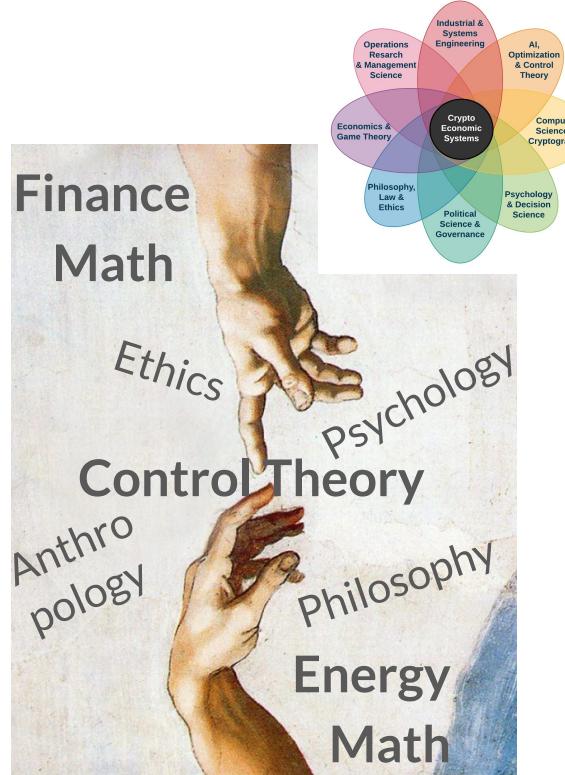
Community-first!

Ecosystem Members



Token Engineer

Requirements engineering
Modeling & Simulation
(Game / Scientific Computing)



Token Engineer



Software Engineer

Primitives & patterns
Architecture & SecDevOps
Audits & Bounties

➤ Education!

source: [Token Engineering Applied, NonCon 2020](#)



Le Grand Jeu: All languages intermix... and stories emerge



Small break?

5 minutes?

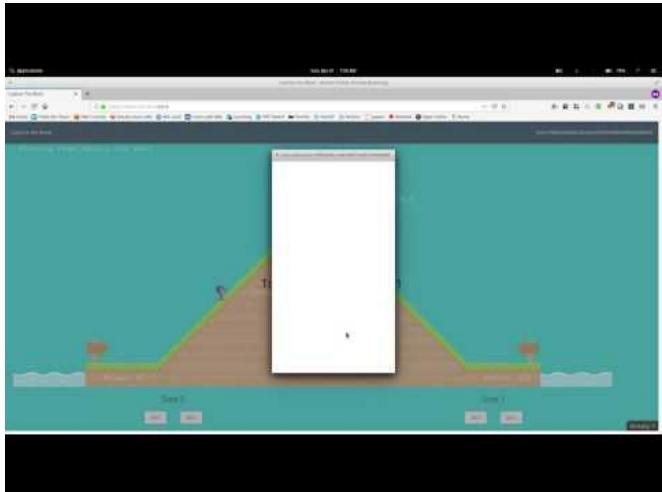
Games

Co-creation: “Unbounded Search through Narrative reveals Universes of Prosocial Value”
- [Andy Tudhope](#) @KERNEL



Le Grand Jeu: All languages intermix... and stories emerge

TE Game Examples: Bonding Curves & Staking Games



"capture the flag" BC dynamics, [Molecule Fund discovery](#) of molecules & drug innovation

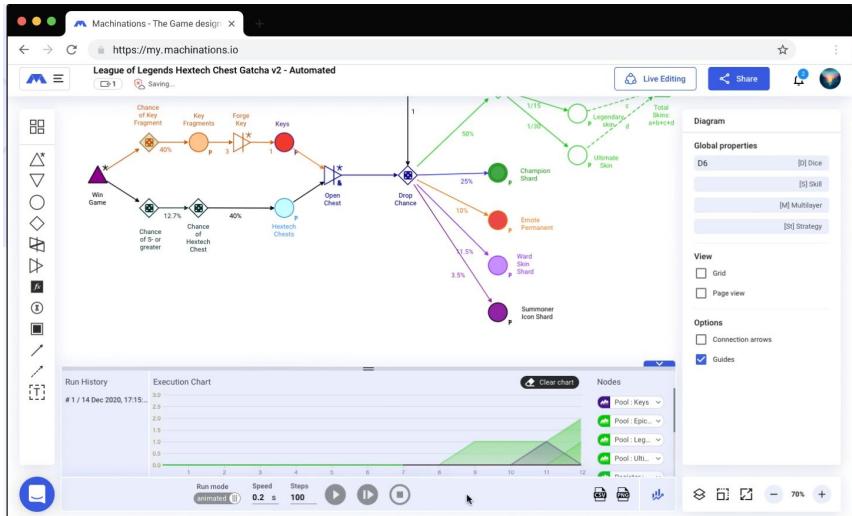


"bondometer" Community Inclusion Currencies, [Grassroots Economics Video & Article](#)

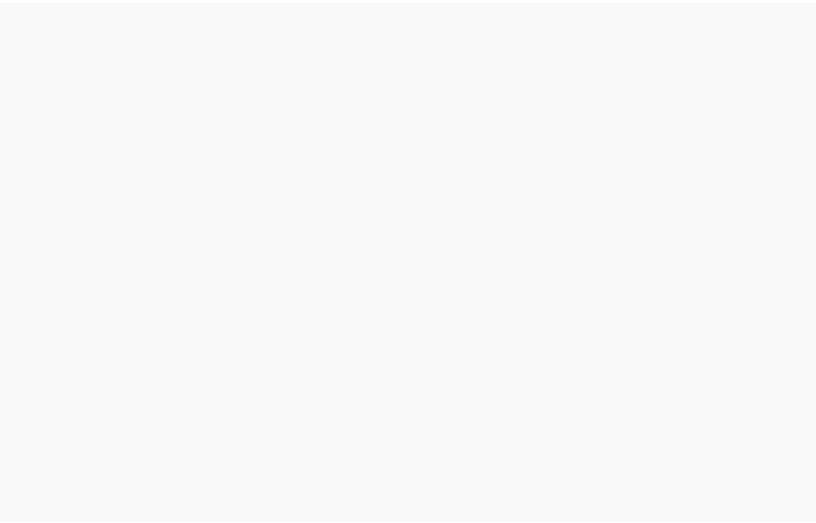


"hatching & curation" [Fun! with ABC](#) instructions [Electraseed Fund \(v1\)](#) clean energy access

More tools for visual techies



<https://machinations.io/>



<https://lamm.blog/introducing-the-meta-market-45ecbbc5b207>

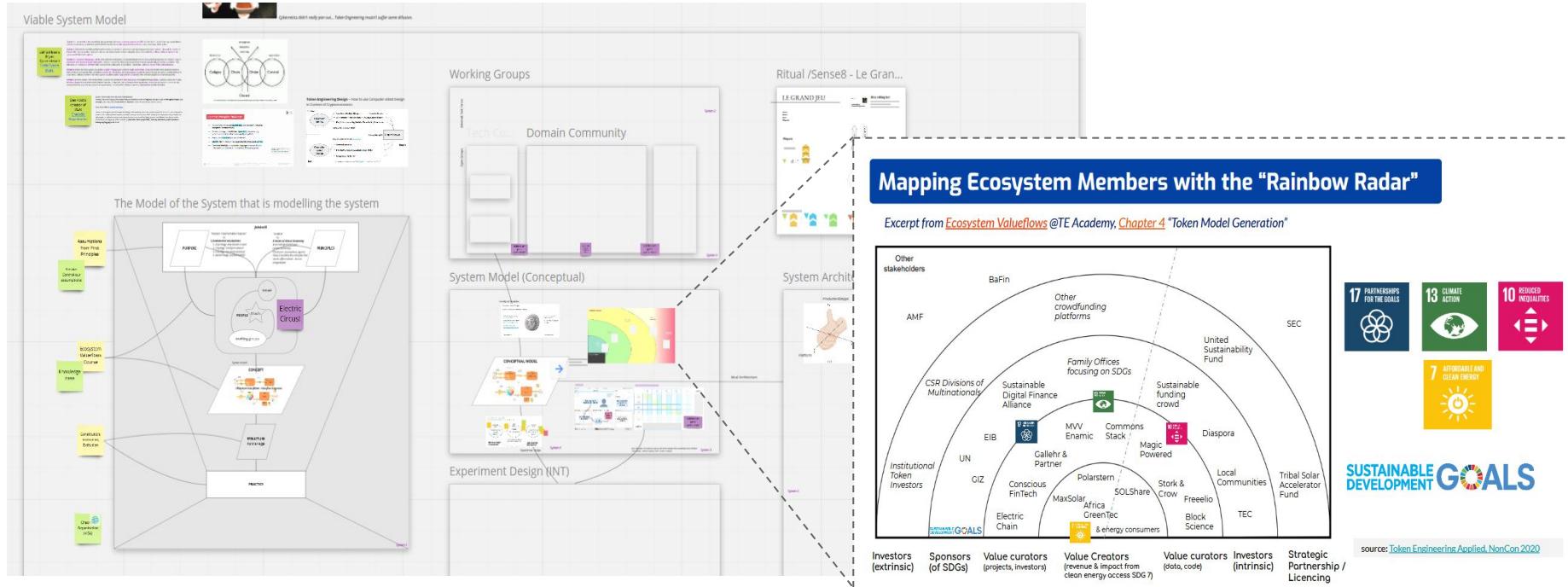
The Vision 

Thesis: We lack suitable socio-technical infrastructure for an open, global digital economy.

DRM, IP, Platforms and NFTs

Ecosystem Design - must get digital too: Game-based?

“Version control your assumptions”



Go digital! (“Electric Circus”)





Small break?

5 minutes?

Make use of Stakeholder Stories

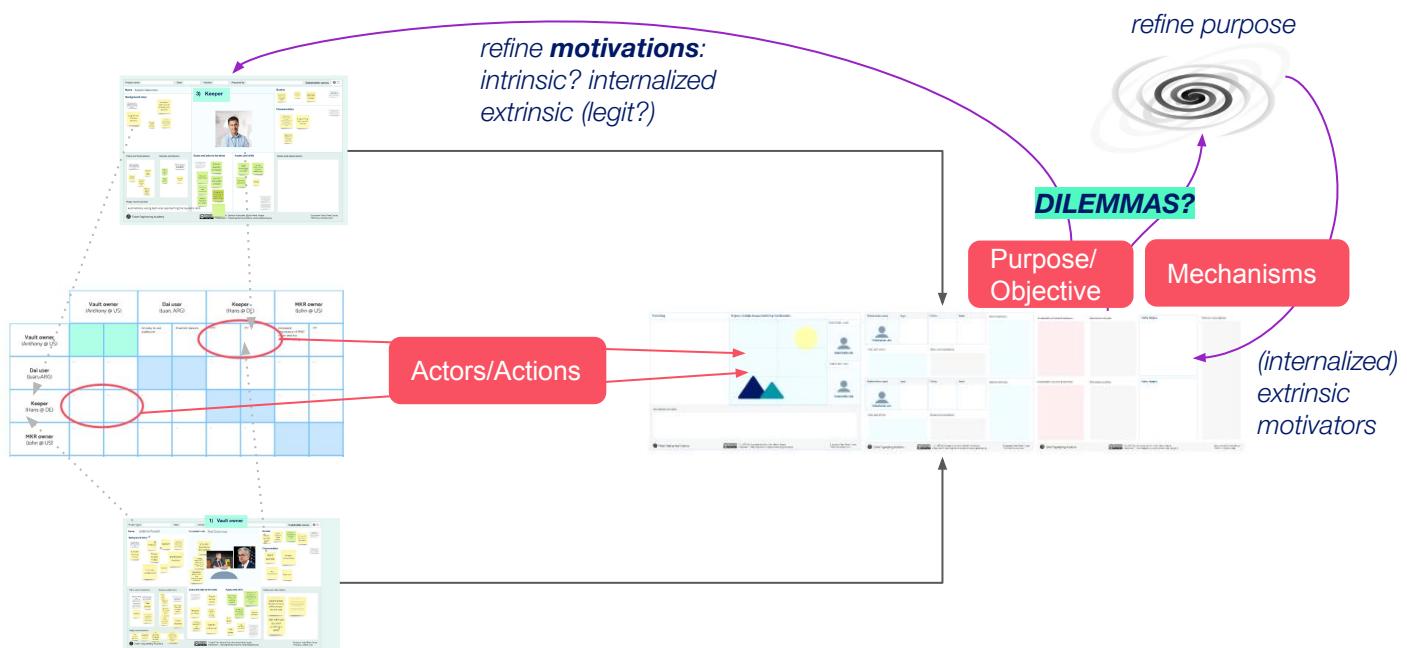
**Begin with the
(value exchange)
Motivation matrix**

**Pick key
interactions & value
exchanges / assets**

**Detail those
interactions, your
assumptions and
what might happen**

**Generate scenarios
to explore further**

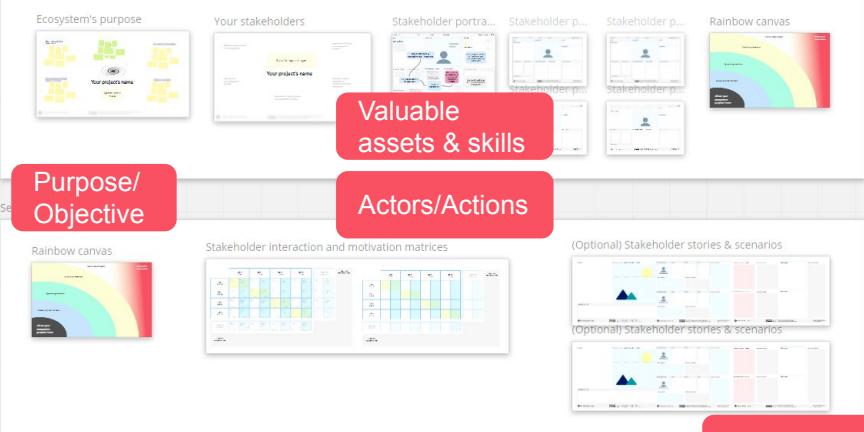
Iterate! & take notes!



Mapping to LGJ mechanics

miro TMG1-May-2021-MainBoard

Session 1



Purpose/
Objective

Valuable
assets & skills

Actors/Actions

Mechanisms

Session 3 - Games

Ecosystem's purpose

Your stakeholders

Stakeholder portra...

Stakeholder p...

Stakeholder p...

Rainbow canvas

Rainbow canvas

Stakeholder interaction and motivation matrices

(Optional) Stakeholder stories & scenarios

(Optional) Stakeholder stories & scenarios

Day 3 - Le Grand Jeu template

LE GRAND JEU

Dice rolling bot

Purpose/
Objective

Players

Game board

Actors/Actions

Valuable
assets & skills

Game Name: _____ Date: _____ Players: _____

Player: ORANGE

ENTER EXIT SAVE POTS

6 4

GAME COMPONENTS BAY

What constitutes a “good” game?

Defining characteristics of a game

- A goal
- Rules
- A feedback system
- Voluntary participation

“Jane controversially suggests that “**ability to win**” may **NOT be a defining characteristic** of a game.”

The 7 key ingredients recipe:

Narrative

Dilemma

Collaboration

Surprises

Competition

Scorecards

(Time)
Pressure

Reality is Broken: Why Games Make Us Better and How They Can Change the World, 2012, Jane McGonigal

A Systemic Guide to Game-based Learning (GBL) in Organizational Teams, 2016, Ken Thompson

Schedule overview

LIVE (PEER-LEARNING) SESSION

SELF-PACED INSTRUCTION

Monday Tuesday Wednesday Thursday Friday

Show what you got
(get feedback to progress)

Week 0

INTROS

6PM CEST

VIDEOS + optional readings

Week 1

6PM CEST

WORK

WORK

WORK

6PM CEST

VIDEOS + optional readings

Week 2

6PM CEST

RESULTS

BONUS

BONUS

6PM CEST

VIDEOS + optional readings

Week 3

6PM CEST

WORK

WORK

RESULTS

FINALS!

Le Grand Jeu Open Game
(peak into game mastering)

Electric Circus/Impact Pirates
(game design deeper dive)

Value flow diagrams
(games helpful but not necessary)

What's next?



Value flow diagrams

Mapping between canvases, game pieces, valueflows

Prep for your own exercise



[Stock]



[Flow]



[policy]



[env.
process]



What makes value / flow



DILEMMAS



VILLAINS & SURPRISES



All relevant stakeholder groups that make value flow as “env. process” to shift focus onto system dynamics; also the the game + “rest of the system” in matrix might help too



The “What?” column in the matrix



Additional insights might come from deep-dives into stories



Mostly it's ideation results from the stories, but also insights from playing the game + trying to stay on track with your ecosystem's purpose

