TokenEngineering Academy

Token Model Generation 1

Ecosystem Value Flows | TMG 1, May 2021

Check-ins

and burning questions

FYI

Please note:

This session will be recorded!

Agenda for today

- **Why / what of Token Model Generation**
- **Course logistics, in detail**
  - Finalizing teams
- **Q&A**

Close in ~1.5-2hrs

Purpose of the course TMG1

A soft intro to Token Engineering Design AND

\+ gathering inputs for digital twin creation

\+ making sure you target "positive sum games"

https://www.youtube.com/watch?v=rWRbTnE1PEM

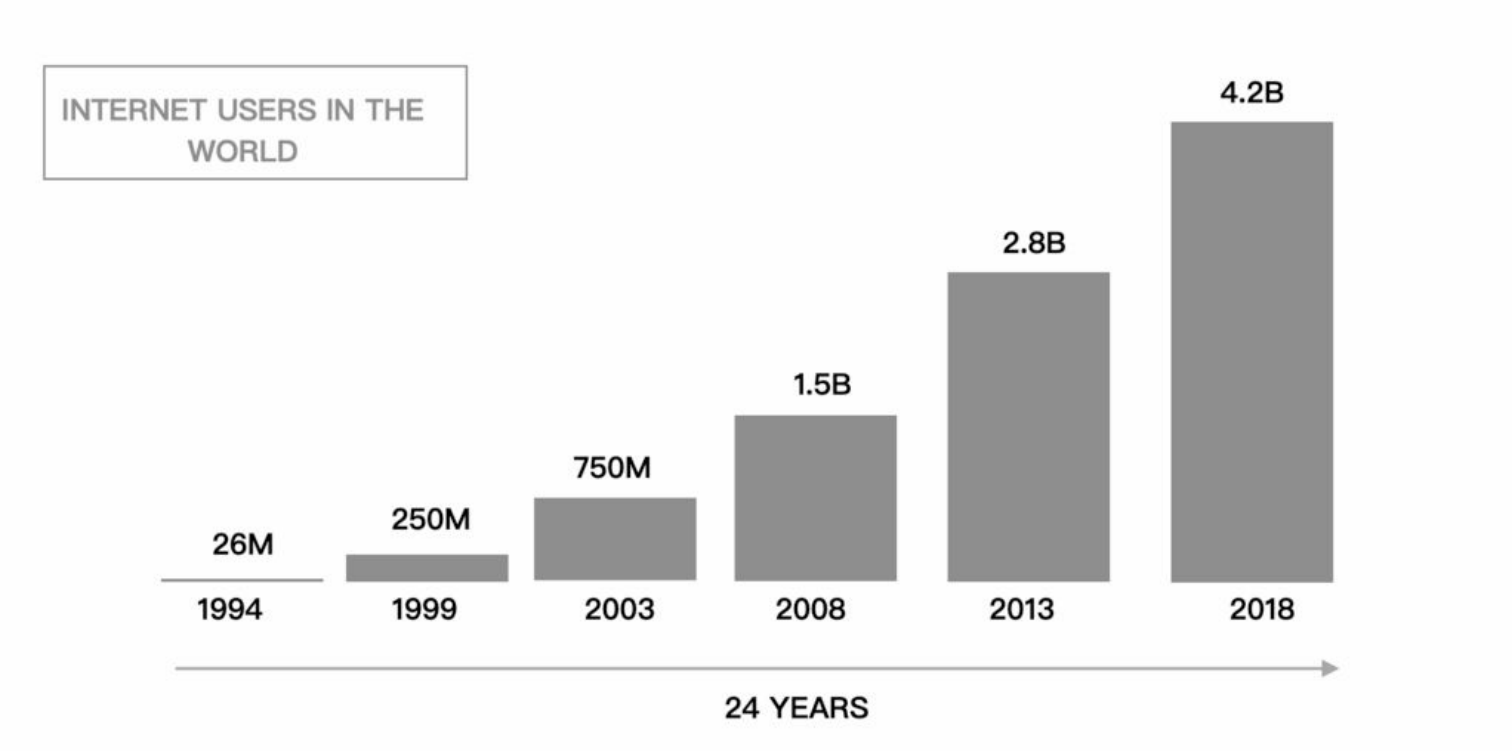
Business plan

Business plan to

Create value

Deliver value

Monetize value



Source: https://hackernoon.com/internet-vs-blockchain-revolution-are-we-in-1994-what-to-expect-next-part-5-170562d7229

http://142.250.179.238

← Access to →

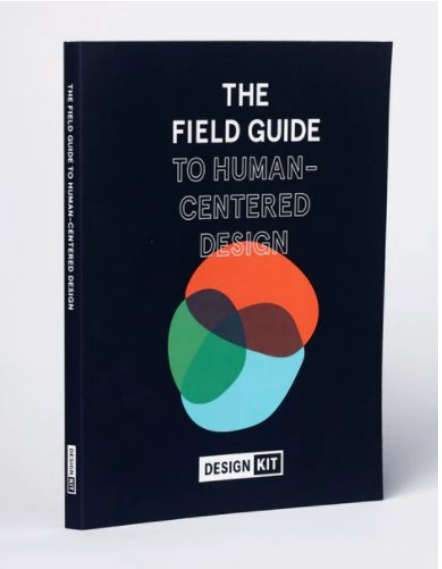
Information

Talent

Capital

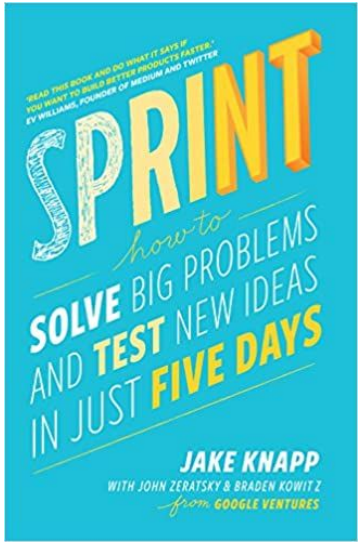
Toolbox(es)

Define and create value



https://www.ideo.com/post/design-kit

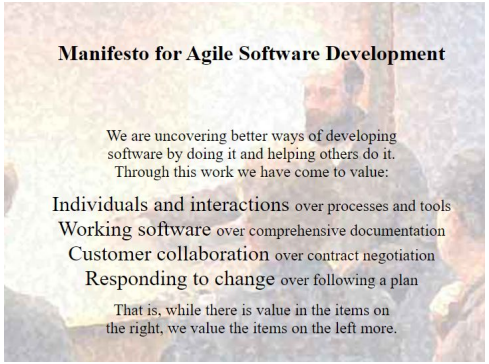
(2015)



(2016)

(2014)

Deliver value



https://agilemanifesto.org/

(2001)

aws

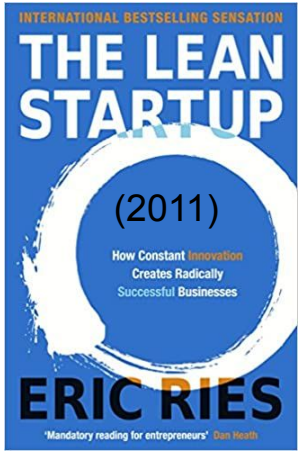
(2002)

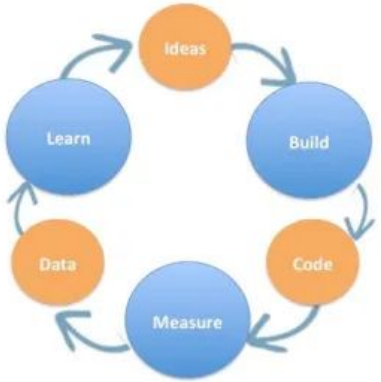
Business plan?

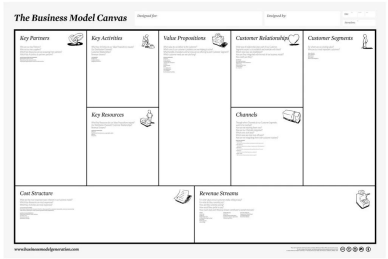
& Monetizing value?

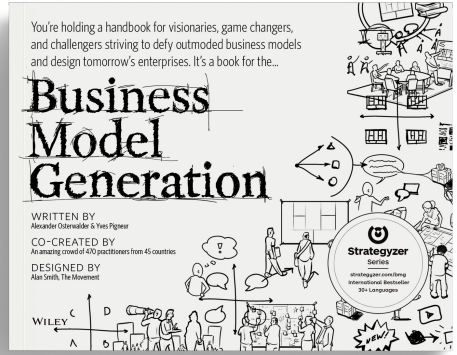
Business plan vs.

https://steveblank.com/2015/05/06/build-measure-learn-throw-things-against-the-wall-and-see-if-they-work/





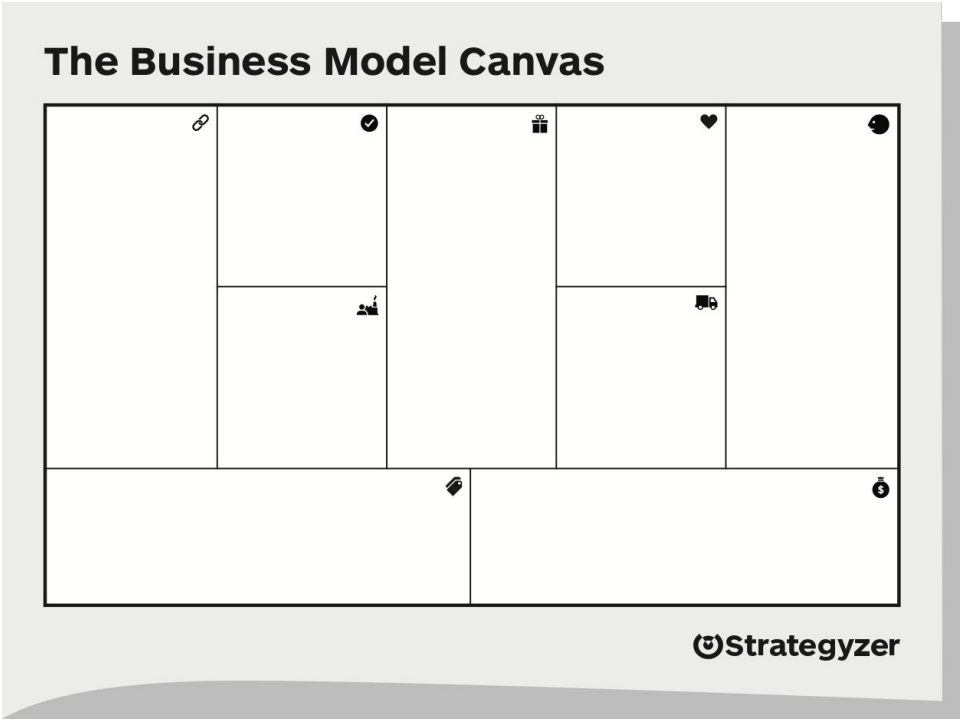


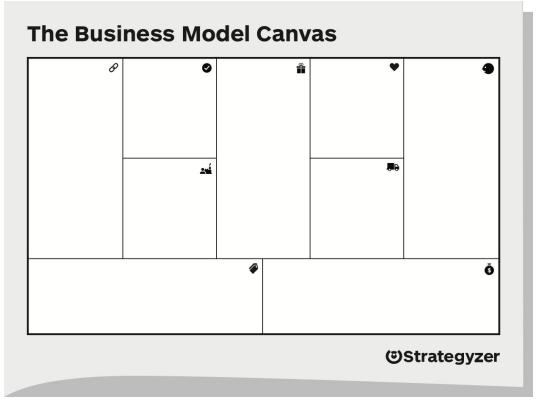


(2010)

Business plan vs.

Identify & Validate Key Assumptions





https://www.amazon.co.uk/Business-Model-Generation-Visionaries-Challengers/dp/0470876417/

Blockchain + token models


T+ 00:08:00
STAGE 2 TELEMETRY
SPEED
23036
km/h
ALTITUDE
178
km
https://www.youtube.com/watch?v=r6bOk-_iyPI&list=PLrbN9O7Iuz2savonBue2UFfaJtBRiuLon&index=1
FALCON HEAVY TEST FLIGHT
STARTUP
LIFTOFF
MAX-Q
BOOSTER ENGINE CUTOFF
MAIN ENGINE CUTOFF
FAIRING DEPLOY
BOOSTERS LAND
CORE LANDS
STAGE 2 SHUTDOWN
SPACEX

SOLID FOUNDATION & INSIGHT

How do those
blockchains and tokens…

Create

Deliver

Sustain value(s)

Accessible

Responsible

Transparent

Systematic

Token engineering and design

It takes a village...

Acknowledgements, to many

Attributions box, v1

The Ecosystem Game exercises use Le Grand Jeu as an inspiration for participants, and are a result of many hours of playtesting games with Federico Bonelli and Raffaella Rovida, as part of co-design in Token Engineering.

The canvases are inspired by Ville Elorante's "ideology-free design toolkit for digital ecosystem design." We added focus on motivations, and made the Rainbow canvas even more ideology-free by removing all labels.

Originally, the **Stakeholder Profile** is inspired by the Ecosystem Entity-Role Portrait originally released by Boundaryless Srl, developed on the basis of Xplane Empathy Map and Strategyzer AG Value Proposition Canvas, plus John Hagel III's work. The **Motivation Matrix** is inspired by previous work by Ezio Manzini. The **Rainbow Canvas** is inspired by the Ecosystem Canvas. All of which are originally released by Boundaryless Srl (available for download on www.platformdesigntoolkit.com) and is licensed under the Creative Commons Attribution - Share Alike 4.0 International License. To view a copy of this license, visit http://creativecommons.org/license/by-sa/4.0.

Without these contributions our efforts to find an easy but suitable onboarding to Token Engineering would have taken much longer. In preparation of this compilation for the course "**Ecosystem Value Flows**", we found that **motivations** of ecosystem stakeholders matters as much as our **assumptions** about those. We developed "***Stakeholder Stories***" *using storyboarding as a way to ideate and document ecosystem dynamics that emerge through actions and the motivations behind those actions, as well as desired outcomes and defined policies.* Many thanks to Angela Kreitenweis, the initiator of Token Engineering Academy for sparring on these new storyboard elements and the course. The **Value Network Specification** uses the adapted stock & flow notation developed by Dr. Michael Zargham at BlockScience for cadCAD. Ecosystem Value Flows is a subsection taken from the "Token Model Generation" Chapter of the crowdsourced and crowdfunded book "A Hitchhiker's Guide to Token Engineering."

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It takes a village...

Token Model Generation

Ecosystem Value Flows

Take away #1

"In time…the Cartographers Guilds struck a Map of the Empire whose size was that of the Empire, and which coincided point for point with it.

The following Generations, saw that that vast Map was Useless…."

Jorge Luis Borges, "On Exactitude in Science", 1946 [1998 English translation: 325]

All models are wrong, some are useful

*** and a "digital twin" is as useless if it's as vast as the real system**

Take away #2

"Our perception of the world is being generated by our brain and can be considered as a 'map' of reality written in neural patterns. Reality exists outside our mind but we can construct models of this 'territory' based on what we glimpse through our senses."

See Less Wrong Wiki for further links

Do not mistake the map for the territory

*** even what you measure may or may not manifest**

After 3 weeks

And work on actual cases, you will have learnt:

- how to use tools to sort through a multi-aspect, multi-stakeholder **situation**
  - design for **emergence**
  - use lenses & **leverage points**
- describe the ecosystem value flows in a visual **common language** common to system designers and engineers, adopted and adapted for token engineering

- identify your **assumptions**
- *document your **assumptions***
- *to better track your **assumptions***

OK, I get it!

No, you don't :)

"Counterintuitive"

Forrester's word for describing complex systems and leverage points.

"The math was right, the assumptions were wrong"

- retrospective on financial engineering that lead to financial crisis 2008

Take away #3: Enable everyone to know & question your assumptions

"It ain't what you don't know that gets you into trouble. It's what you know for sure that just ain't so."

The Big Short

The one guy who remembered the underlying assumption.

$$E = VN(d_1) - De^{-R_f \tau} N(d_2)$$

where

$$d_1 = \frac{\ln(V/D) + (R_f + 0.5\sigma_V^2)\tau}{\sigma_V \sqrt{\tau}}$$

$$d_2 = d_1 - \sigma_V \sqrt{\tau}$$

E is the current market value of the firm's equity,
V is the current market value of the firm's assets,
D is the face value of the firm's debt,
σ_V is the instantaneous standard deviation of asset return at time,
τ is the time remaining to maturity,
R_f is the risk-free rate over τ,
$N(x)$ is the cumulative standard normal distribution of x.

- The math

Property prices will always go up

- The assumption

Don't be keen on applying cryptoeconomics

… unless you learn to keep your assumptions, your model

- **accountable**,
- **transparent**, and
- **understandable**

by **all stakeholders**

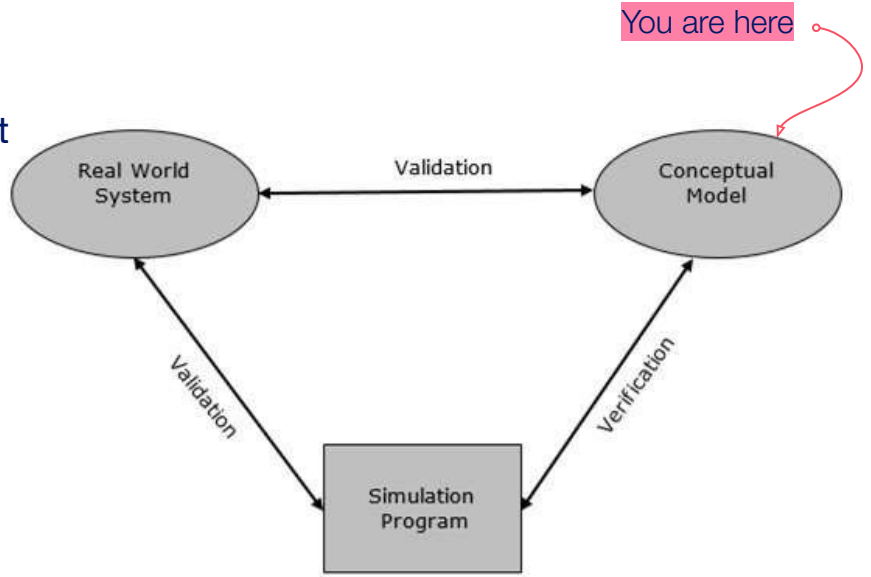
or else we'll keep producing tragedies at **digital pace and scale**.

Aim of "Ecosystem Value Flows" (TMG1)

Use tools and processes that help you

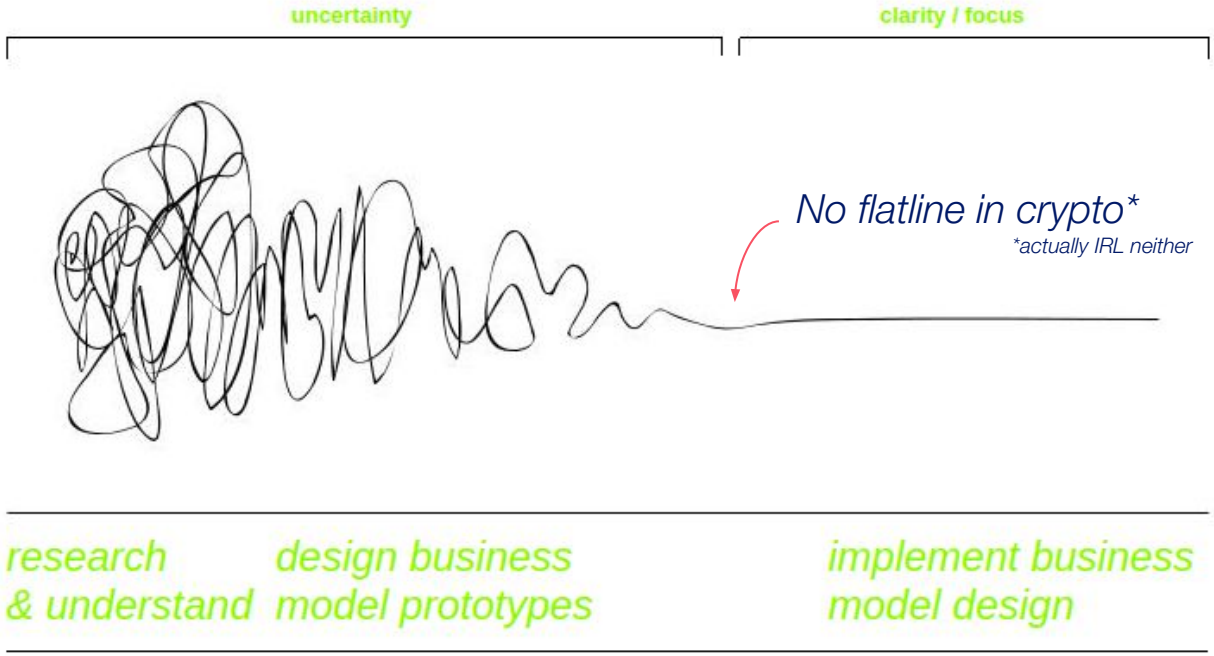
- layout, *version control your assumptions*, such that
- all people know/consent when to opt-in/-out, and

- such that the model can be validated and verified



In the existing system only "sophisticated investors" participate, and "bailout" is democratized. Your aim is to "democratize wealth".

BMG ain't gonna cut it



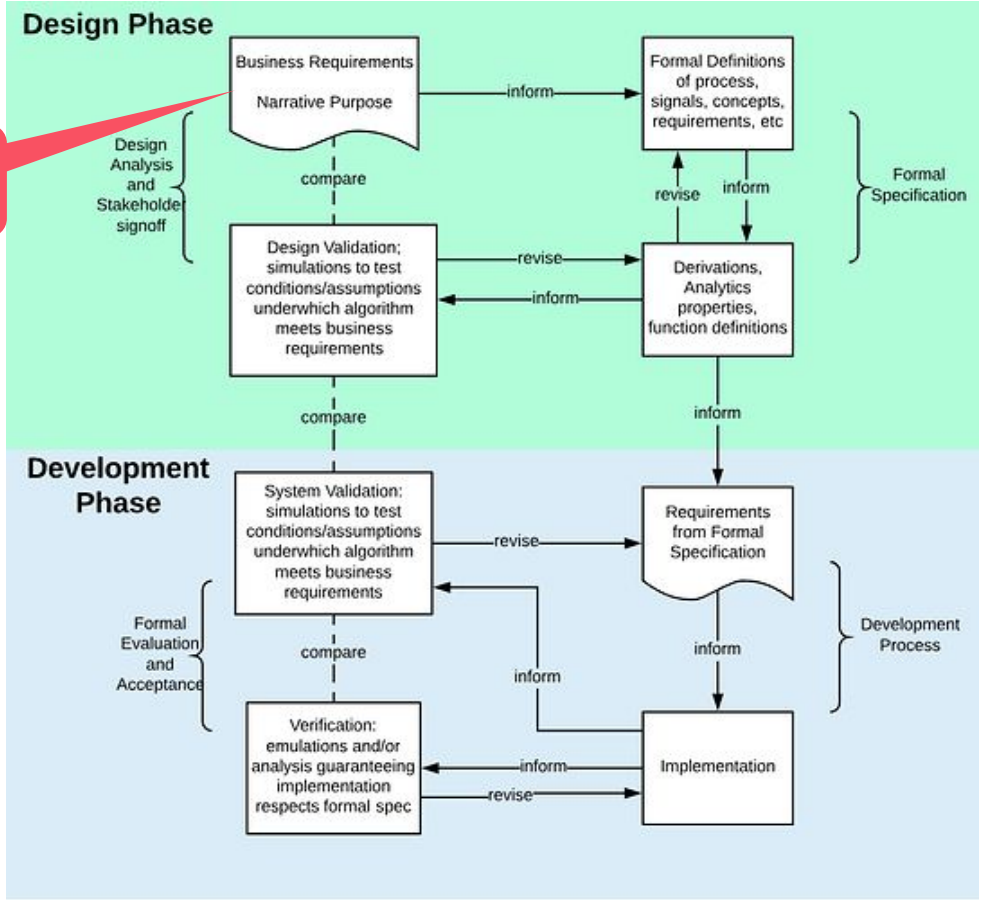
Source: Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers, 2010

Book by Alexander Osterwalder and Yves Pigneur

Engineering Design ?

We are here

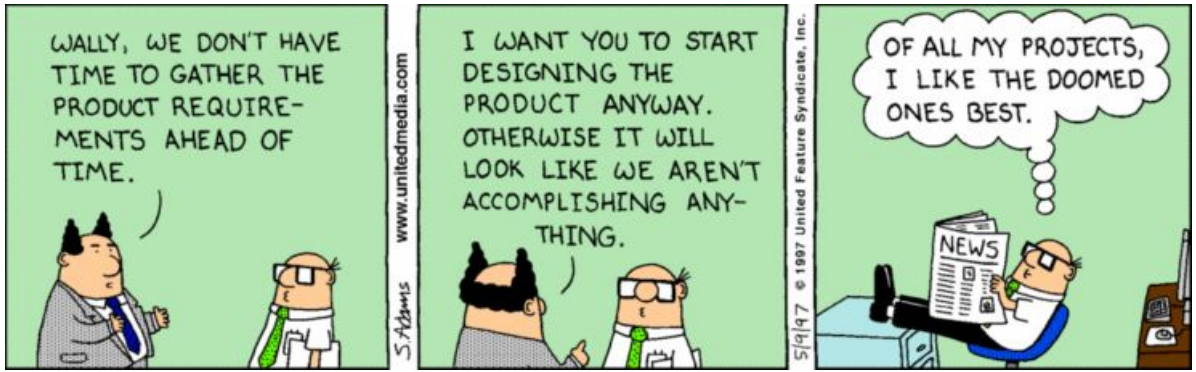
- Model design & System development
- Highly iterative
  - Inform →
  - ← Revise
- Qualitative & Quantitative comparison



Source: Nick, BlockScience in [cadCAD Community Forum]

… What typically happens:

- **Design by** (**technical**) **Requirement** (given **by business** side - **or not**)
- Avoiding changes
- …



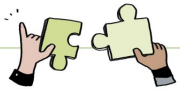
*Let's make it better by finding a **common language** that focuses on "**unearthing value systems**", that is clear about assumptions - and worldviews.*

Agile?

We are uncovering **better ways of developing software by doing it and helping others do it.** Through this work we have come to value:

Individuals and interactions **over** processes and tools

Working software **over** comprehensive documentation



Customer collaboration **over** contract negotiation

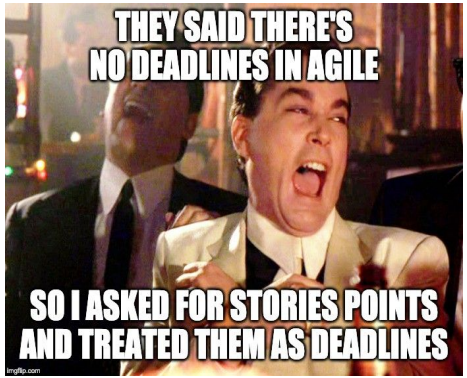
Responding to change **over** following a plan

That is, while there is **value in the items on the right**, we **value the items on the left more**.

https://agilemanifesto.org/

@SketchingSM
www.sketchingscrummaster.com

… What typically happens:



Source: 23 more frAgile memes

https://medium.com/serious-scrum/25-agile-memes-to-get-you-through-a-difficult-transformation-21525954ed76

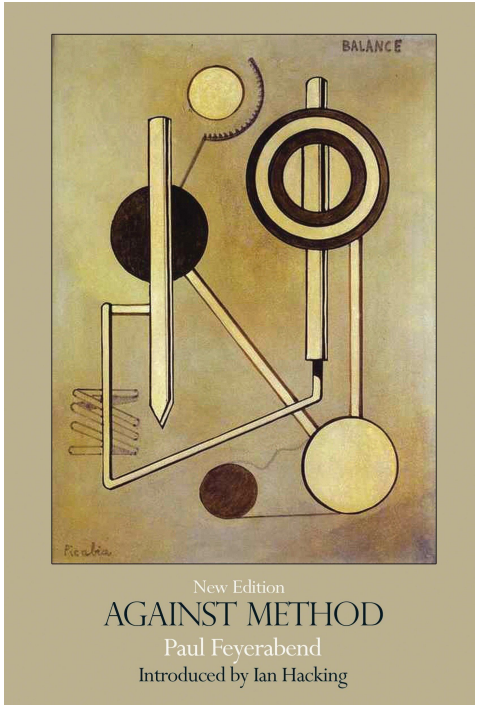
There are no silos. No "business" | "customer" | "IT/Engineering" functional silos.
Only in our industrial era heads.
Only because we lack a common language.

Ok, but which method should WE use??

Paul Feyerabend AGAINST METHOD

Or, to speak more generally: *Unanimity of opinion may be fitting for a rigid church, for the frightened or greedy victims of some (ancient, or modern) myth, or for the weak and willing followers of some tyrant. Variety of opinion is necessary for objective knowledge. And a method that encourages variety is also the only method that is compatible with a humanitarian outlook.* (To the extent to which the consistency condition delimits variety, it contains a theological element which lies, of course, in the worship of 'facts' so characteristic of nearly all empiricism.[11])

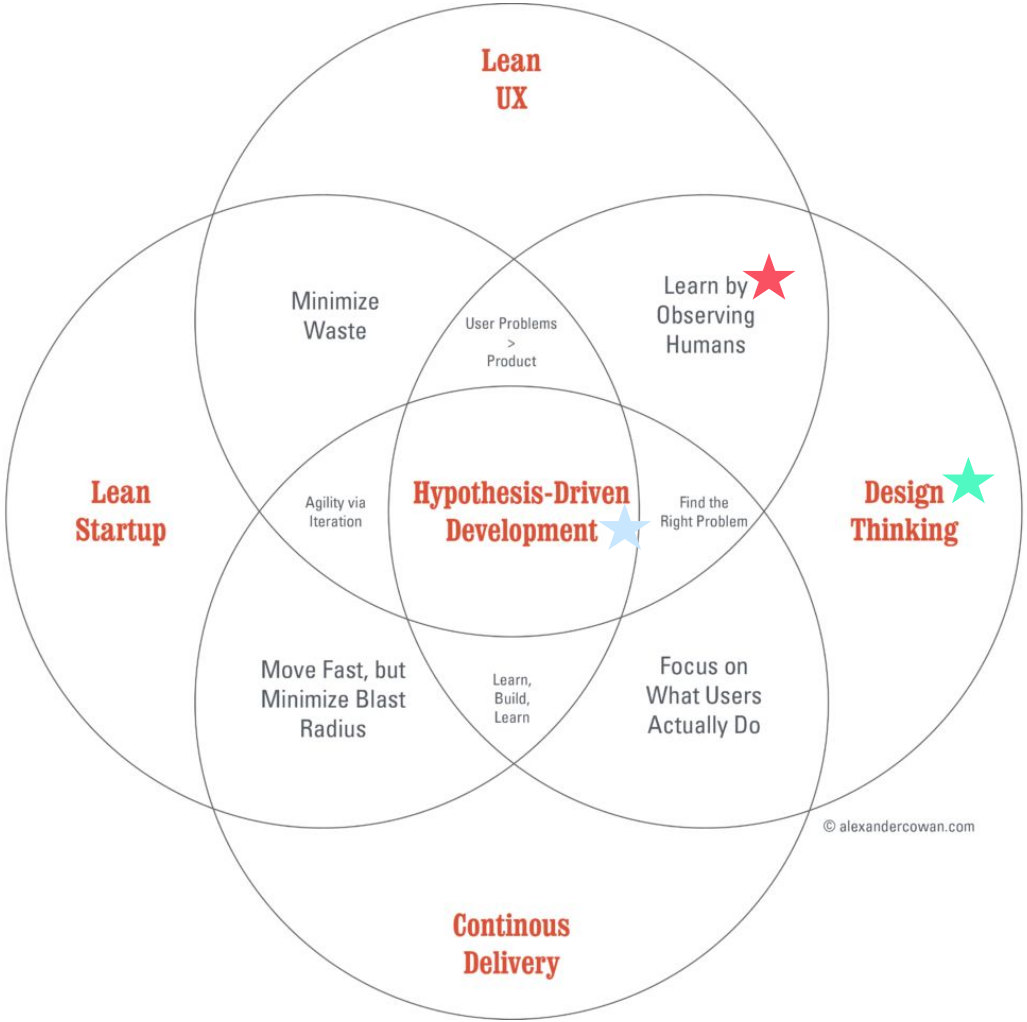
Outline of an Anarchistic Theory of Knowledge



Trend: “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



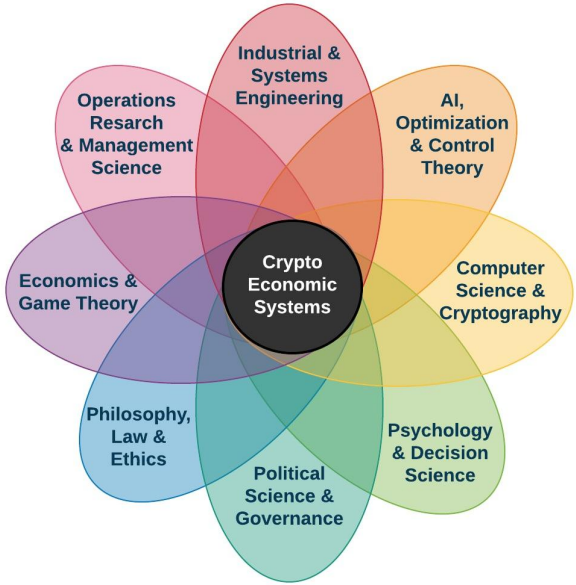
Token Engineering is

a new Transdisciplinary Art of Doing Science & Engineering*

*Great book by R. Hamming, “Art of Science and Engineering: Learning to Learn”, on how **highly effective thinking** is an art that engineers and scientists can be taught to develop.

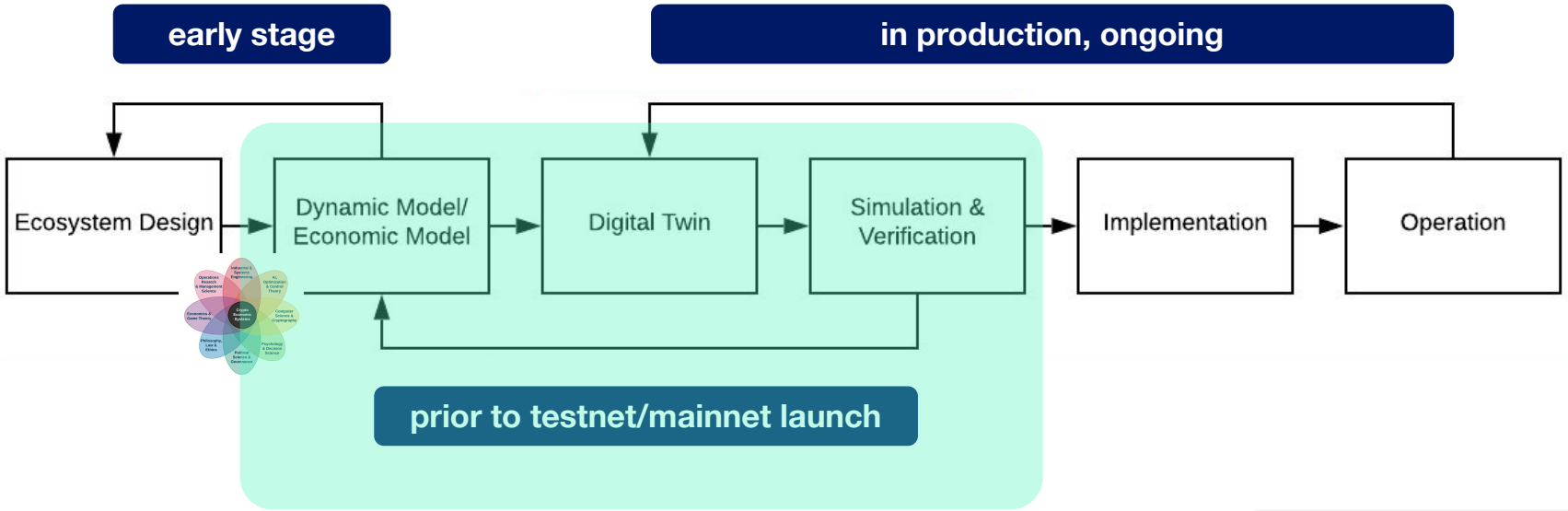
“Cross-disciplines”

* cross-functional was agile



From the Cryptoeconomics Foundations paper by Shermin & Zargham, Nov 2019 , rainbowed by Jeff

Computer-aided Design in the TE Process



As with every pipeline: **Garbage in, garbage out**

Source: Introduction to Token Engineering

Design matters

Computer aids designing, it does not question your assumptions.

*"Just leaving the **rational mind** to itself, it will tend to **maximize** towards **efficacy & power**, without requiring the **wisdom** as to **what to do with that power**."*

- Fabian Bruder

"Epilogue: An Interface to Moral Philosophy for Token Engineers"

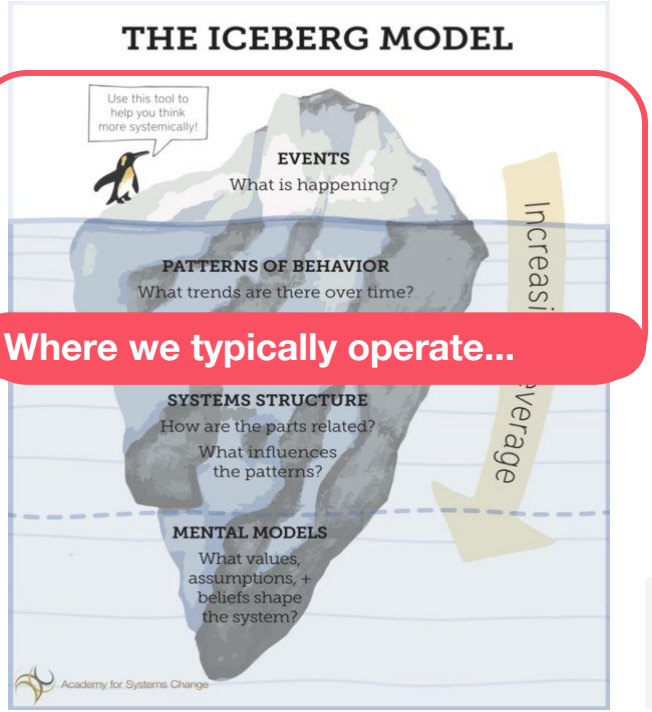
A Hitchhiker's Guide to Token Engineering

Engineer "Incentive Machines"?

You can get people to do stuff, by rewarding them with tokens.

Blockchains are incentive machines.

"Can Blockchains go rogue?", 2018, Trent McConaghy



"Leverage Points and the Iceberg Model"

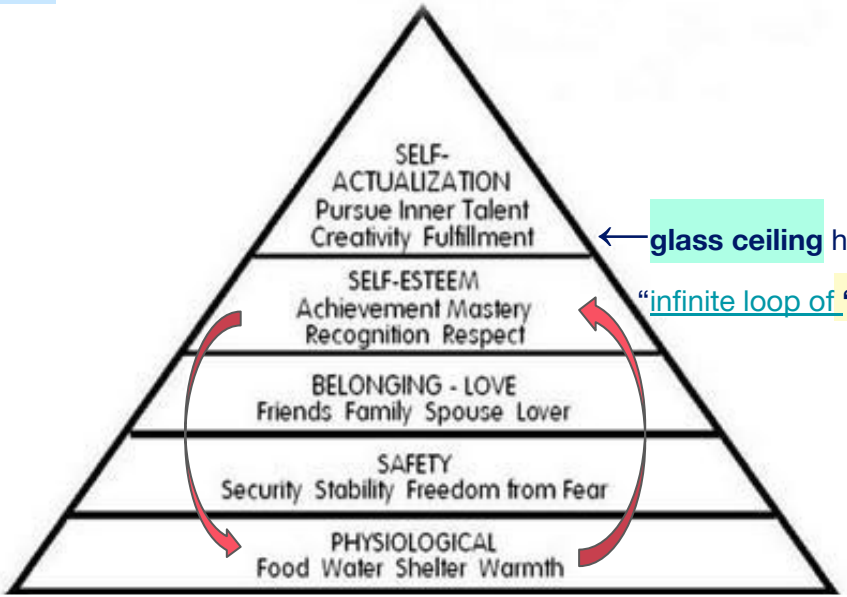
Donella Maedows, Academy for Change

So, can Blockchains go rogue?

You can get people to do stuff, by rewarding them with tokens. Blockchains are incentive machines.

"Can Blockchains go rogue?", 2018, Trent McConaghy

Yes! Mass Manipulation Machines



← **glass ceiling** here causes

"infinite loop of **"More"** ↓here

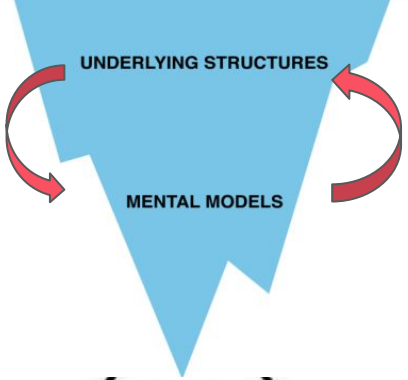
Maslow's Hierarchy of Needs

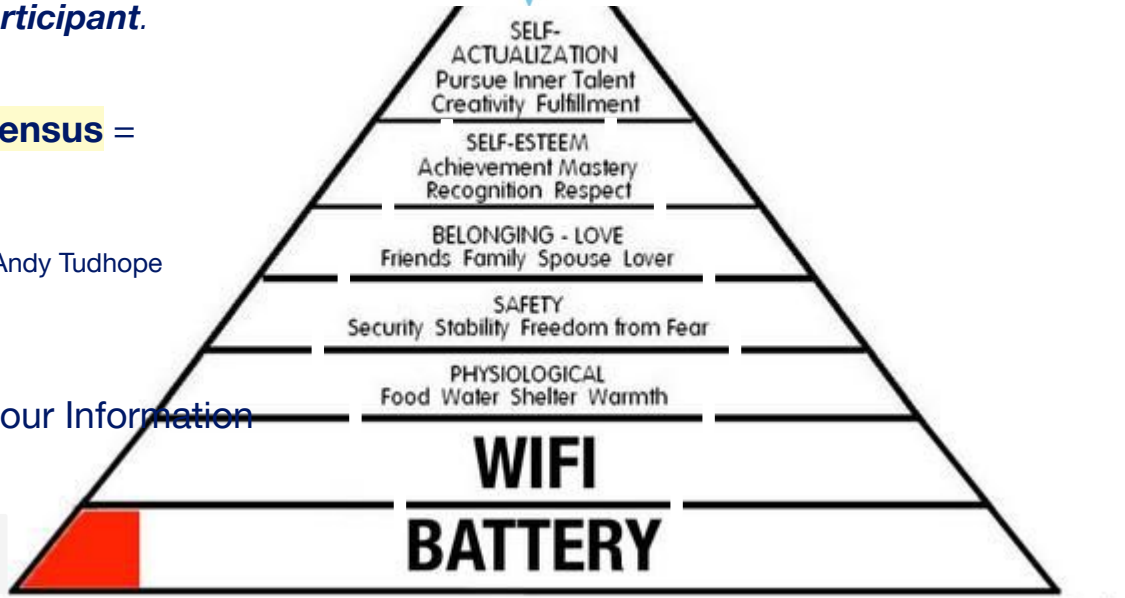
Engineer stable, safe socio-technical systems!

Insight: Mechanism Design as-is is too mechanistic, rigid.
*What we need is a **compass**.*
*Not only as token engineers but **for every participant**.*

- **Self-sovereign Individuals & Consensus** = *"Feel Together"*
- "Old **community** in its new form" - Andy Tudhope
- Provide **safety** for participants
- **Digitizing utility infrastructures** of our Information Society

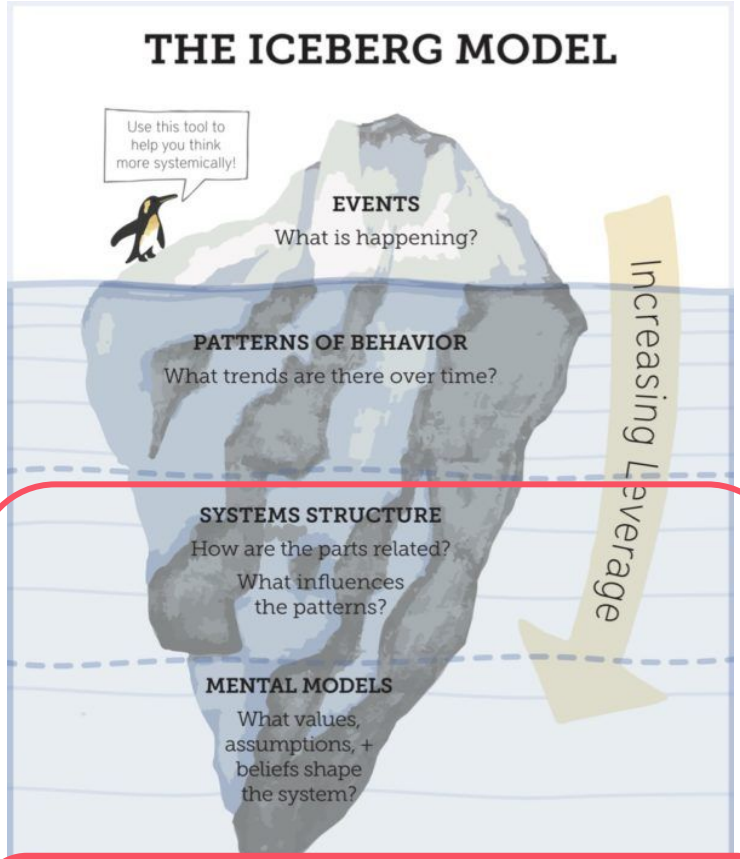
"Epilogue: An Interface to Moral Philosophy for Token Engineers"
A Hitchhiker's Guide to Token Engineering





Source: https://twitter.com/morten/status/503519307402600449

Go deeper



Design:

Transform:

Start from First Principles

"Leverage Points and the Iceberg Model"

Donella Maedows, Academy for Change

From 1st Principles

- Not only when things are **quantifiable**, but holistically including **intangible, intrinsic values**.
- Decision making on **qualitative**, **dynamical** processes, e.g. socio-economic interaction in decentralized systems
- Fluent, and **consistent** across worldviews
- **Identify** when a *mode* is **mis-applied and/or hijacked, correct**
- **Common Principle**, i.e. **common language** in communication, collaboration, coordination, change & conflict management

"Epilogue: An Interface to Moral Philosophy for Token Engineers"

A Hitchhiker's Guide to Token Engineering

4 assumptions 8 paradigms: “fab4rel8”

*Check your assumptions for **consistency**, fluent across all these **paradigms (worldviews)**:*

1. Mode: **command and control,** worldview: **Everything runs from order into disorder**
2. Mode: **polarized opposites**, worldview: **React** to reduce harm or realize advantage
3. Mode: **conservative**, worldview: **Never change a running system**
4. Mode: **logical positivism**, worldview: **What we can’t measure, doesn’t exist.**
5. Mode: **liberal**, worldview: **We generate and steer towards the better** options.
6. Mode: **possibilities,** worldview: Identify & choose best, **construct** solution
7. Mode: **pattern-based solutions** (processes independent of content)
   worldview: **holistic**
8. Mode: **limits of knowability**, worldview: **uncertainty** due to imperfect knowledge or indetermination

Highest Leverage Point: Transcending Paradigms

"The higher the leverage point, the more the system will resist changing it — that's why societies have to rub out truly enlightened beings.

There are no cheap tickets to mastery.

You have to work hard at it, whether that means rigorously analyzing a system or ***rigorously casting off your own paradigms*** *and throwing yourself into the* ***Humility of Not Knowing****.*

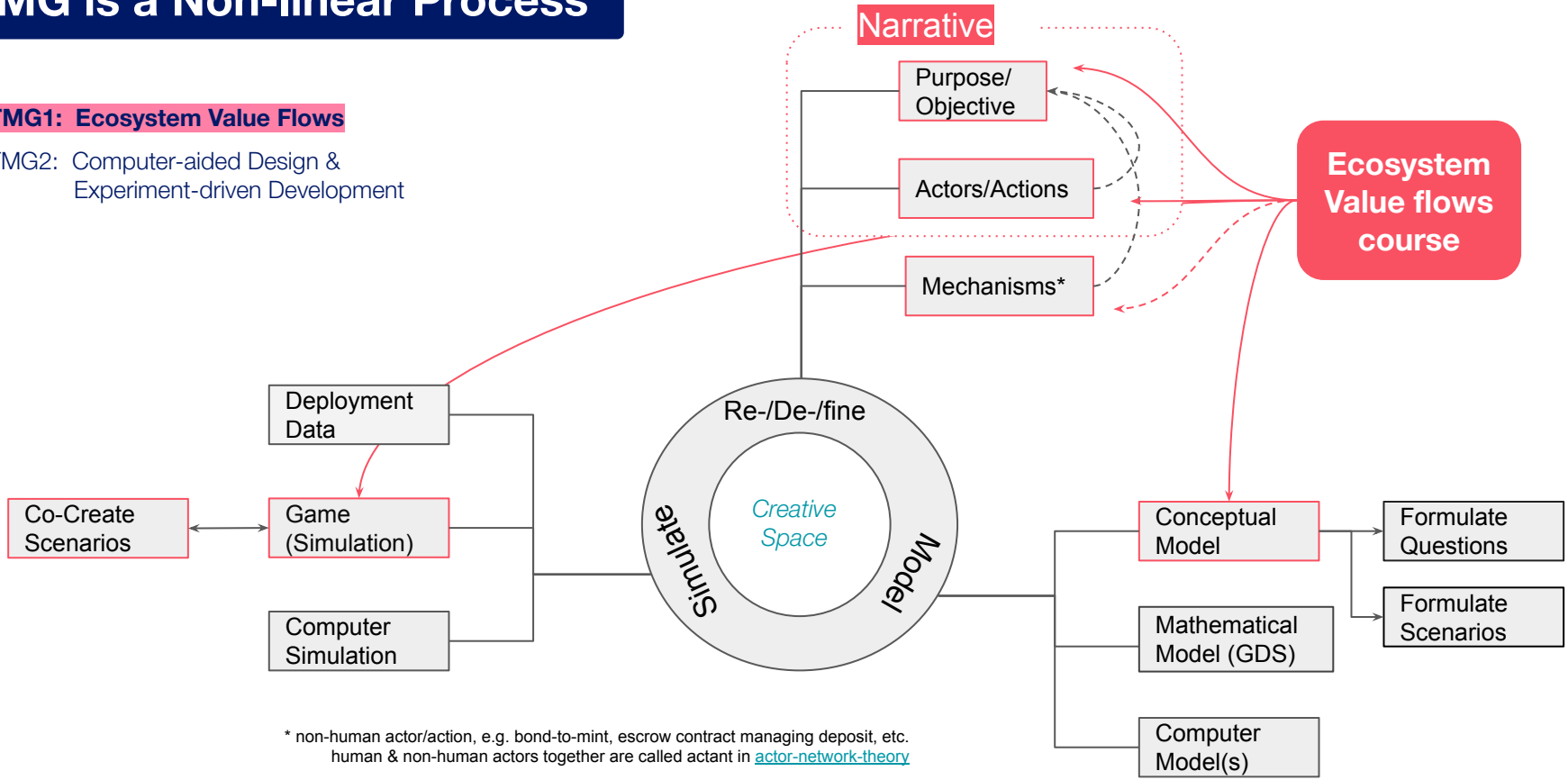
In the end, it seems that mastery has less to do with pushing leverage points than it does with ***strategically, profoundly, madly letting go.****"*

Donella Maedows, "Leverage Points: Places to Intervene in a System"

TMG is a Non-linear Process

TMG1: Ecosystem Value Flows

TMG2: Computer-aided Design & Experiment-driven Development



* non-human actor/action, e.g. bond-to-mint, escrow contract managing deposit, etc.
human & non-human actors together are called actant in actor-network-theory

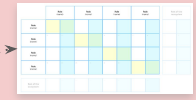
Ecosystem Value Flows

Peer Learning
Purpose & Participants



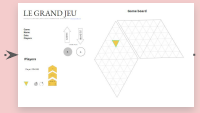



Peer Learning
Incentives

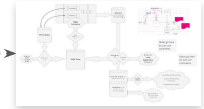




Live Presentations
Game & Governance



Peer Learning
Valueflows



Value Network Specification

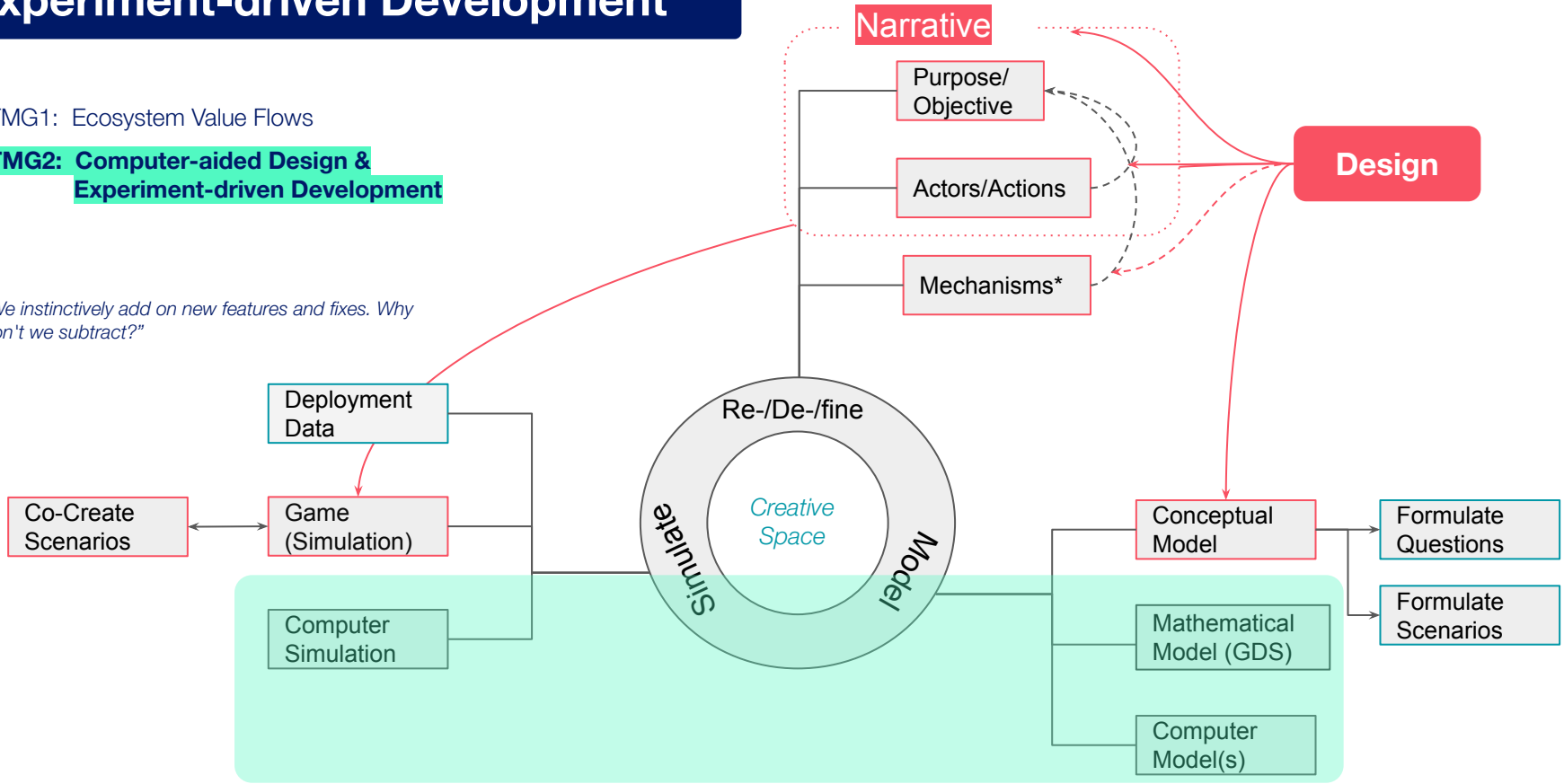
Using adapted stock & flow diagrams

Experiment-driven Development

TMG1: Ecosystem Value Flows

TMG2: Computer-aided Design & Experiment-driven Development

"We instinctively add on new features and fixes. Why don't we subtract?"



Dancing with Systems

When you tokenize, you **make a system**

- *more complex!,*
- *more adaptive!!,*
- *more dynamic!!!*

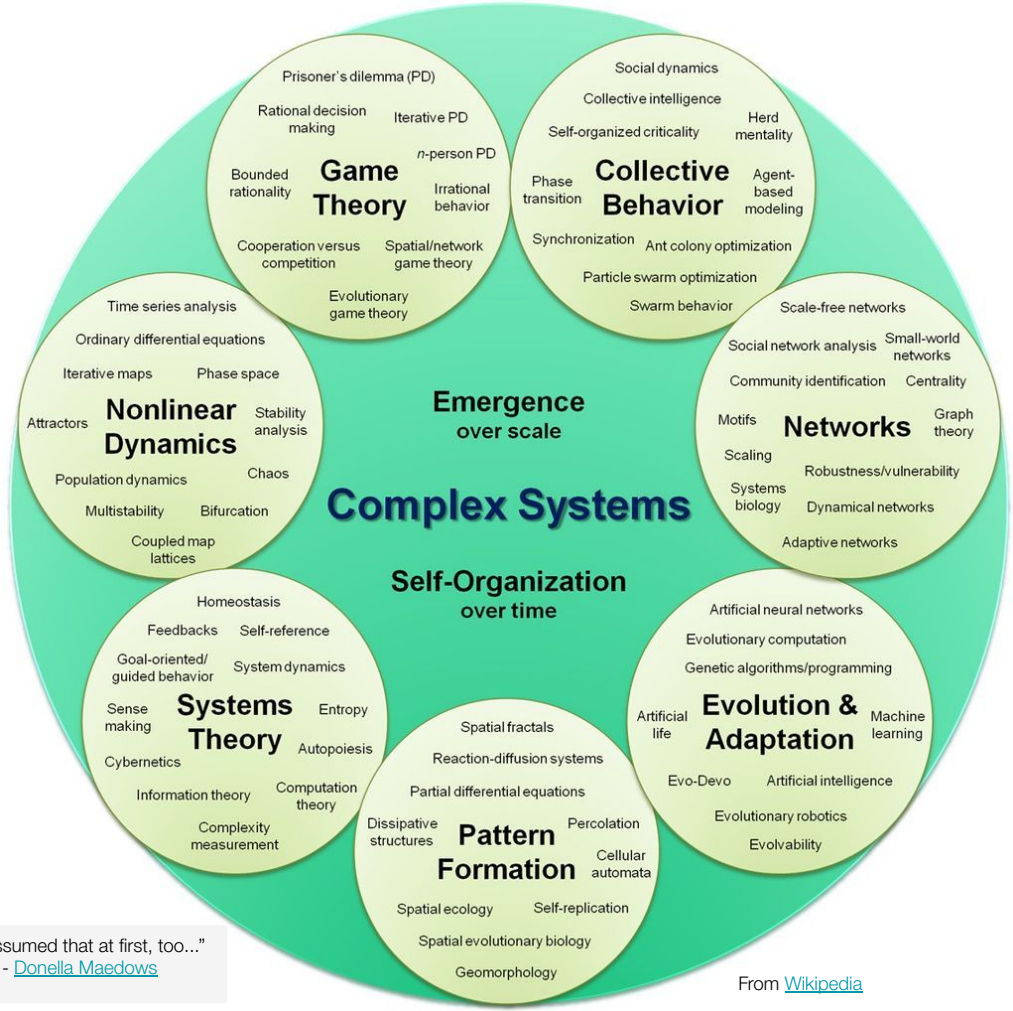
you're dancing with a complex system:

The Dance

1. Get the beat.
2. Listen to the wisdom of the system.
3. Expose your mental models to the open air.
4. Stay humble. Stay a learner.
5. Honor and protect information.
6. Locate responsibility in the system.
7. Make feedback policies for feedback systems.
8. Pay attention to what is important, not just what is quantifiable.
9. Go for the good of the whole.
10. Expand time horizons.
11. Expand thought horizons.
12. Expand the boundary of caring.
13. Celebrate complexity.
14. Hold fast to the goal of goodness.

People who are raised in the industrial world and who get enthused about systems thinking are likely to make a terrible mistake. They are likely to assume that here, in systems analysis, in interconnection and complication, in the power of the computer, here at last, is the key to prediction and control. This mistake is likely because the mindset of the industrial world assumes that there is a key to prediction and control.

"...I assumed that at first, too..."
- Donella Maedows

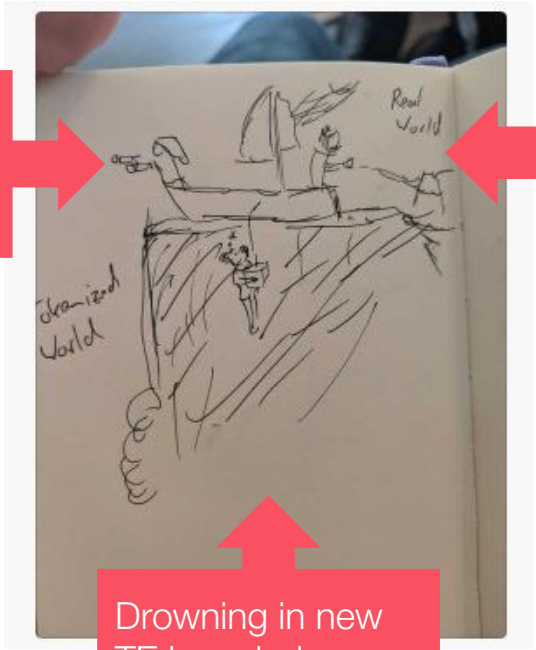


From Wikipedia

Onboarding must not be this hard

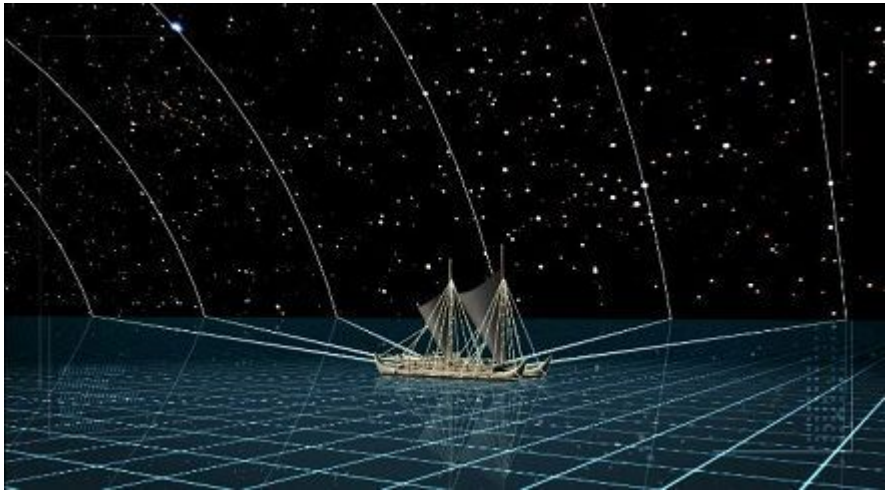
Pushing us over the edge

Trying to hold on to the safe shore



Drowning in new TE knowledge

Trust Yourself. Trust Your Intuition



https://en.wikipedia.org/wiki/Polynesian_navigation

Break?

How much time do you need?

Logistics

Schedule overview

Day	Date	Content	Start (CEST)	Duration
Thursday	2021-05-06	Kick Off, Project Presentations	**6:00 PM**	**120 min**
Friday	2021-05-07	Token Model Generation Method (TMG) Course Flow & Logistics	**6:00 PM**	**90 min**
Weekend		Videos released + optional readings		
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Thursday	2021-05-27	Sharing Results	**6:00 PM**	**90 min**
Friday	2021-05-28	Final Presentations	**6:00 PM**	**120 min**

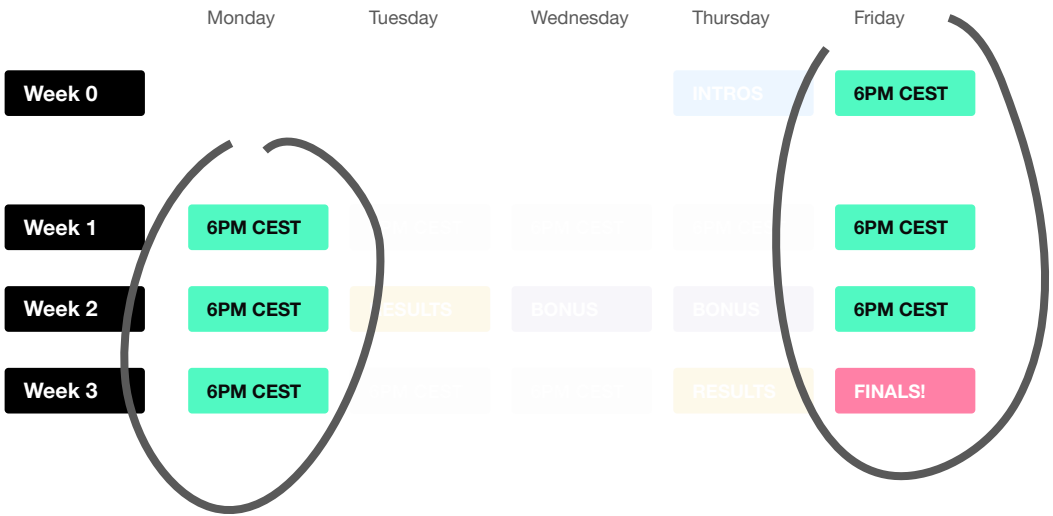
Week 0

Week 1

Week 2

Week 3

Schedule overview



MAXIMIZING LIVE LEARNING AND DISCUSSIONS

Schedule overview

LIVE PEER-LEARNING SESSION

SELF-PACED INSTRUCTION

	Monday	Tuesday	Wednesday	Thursday	Friday	
Week 0				INTROS	6PM CEST	VIDEOS + optional readings
Week 1	6PM CEST				6PM CEST	VIDEOS + optional readings
Week 2	6PM CEST	RESULTS	BONUS	BONUS	6PM CEST	VIDEOS + optional readings
Week 3	6PM CEST			RESULTS	FINALS!	

FLEXIBLE CONTENT CONSUMPTION (to focus on live discussions and learnings)

Schedule overview

LIVE PEER-LEARNING SESSION

SELF-PACED INSTRUCTION

ALL THE OTHER SESSIONS

	Monday	Tuesday	Wednesday	Thursday	Friday	
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!	

Schedule overview

LIVE PEER-LEARNING SESSION

SELF-PACED INSTRUCTION

ALL THE OTHER SESSIONS

TMG1
May'2021

	Monday	Tuesday	Wednesday	Thursday	Friday	
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!	

Be ready to present / communicate

Tip: rotate a facilitator role!

Schedule overview

LIVE PEER-LEARNING SESSION

SELF-PACED INSTRUCTION

ALL THE OTHER SESSIONS

TMG1
May'2021

	Monday	Tuesday	Wednesday	Thursday	Friday	
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!	

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Week 0

1STOPSHOP

Week 1

Ecosystem Purpose | **Identifying the stakeholders'** | **Stakeholders' profiles** | Rainbow Canvas

Motivation (transaction) matrix | **Rainbow Canvas** | Stakeholder stories (VID)

Week 2

Games | Electric Circus | Le Grand Jeu | **Valueflow diagrams**

Week 3

The Practice & ethics | Legal Engineering | Progressive Decentralization

=== COMBINING IT ALL ===

+ what comes next?

Schedule overview

	Monday	Tuesday	Wednesday	Thursday	Friday	
Week 0				TODAY	6PM CEST	**VIDEOS** + optional readings
Week 1	6PM CEST				6PM CEST	**VIDEOS** + optional readings
Week 2	6PM CEST				6PM CEST	**VIDEOS** + optional readings
Week 3	6PM CEST			RESULTS	FINALS!	

Details, tomorrow!

6PM CEST

TMG1

Initiation (Projects & Teams + TMG Intro + Logistics)

Weekend

VIDEOS (readings opt.) watch: canvas instructions, examples

S1PL

Peer Learning Session 1 (S1PL): Purpose & Participants

Ecosystem Purpose | **Identifying the stakeholders'** | **Stakeholders' profiles** | Rainbow Canvas

Stakeholder Interview/Research week

S2PL

Peer Learning Session 2 (S2PL): Incentives

Motivation (transaction) matrix | **Rainbow Canvas** | Stakeholder stories (VID)

Weekend

VIDEOS (readings opt.) watch: LGJ Primer, on Participation

S3L

Live Presentation Session 3 (S3L): Games

Le Grand Jeu | Electric Circus

Masterclass Games & Feedback week — **A dedicated Sharing + feedback session**

S4PL

Peer Learning Session 4 (S4PL): Value Flows
Our common visual language and who to talk to next

Valueflow diagrams

Weekend

VIDEOS (readings opt.) watch: Fab4Rel8 + CAG

S5PL

Live Presentation Session 5 (S5L): TMG The Practice & Governance

The Practice | Legal Engineering | Progressive Decentralization

The reckoning! — **A dedicated Sharing + feedback session**

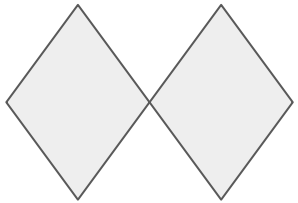
Finals

Final Presentations

Freedom!

TMG1 - Course structure

S1PL	**Describe the purpose, stakeholders and values**	**Ecosystem purpose**	**Identifying the stakeholders'**	**Stakeholders' profiles**
S2PL	**Look for intrinsic motivation & systemic incentives**	**Motivation (transaction) matrix**	**Stakeholder stories**	(preliminary) System boundary
	Work week			
S3L	**Decision-making & learning-by-playing**	**System boundary**	**Governance**	**Games / Le Grand Jeu**
S4PL	**Our common visual language and who to talk to next**	**Adapteds stock & flow diagrams**		
S5PL	**Work week**			
Finals	**Final Presentations**			



Tools & checks

- **Discord** "🤓-tmg1-may2021" for all chats (including chats during video calls!
- Same **ZOOM** for all lectures

  https://us02web.zoom.us/j/83061396688
- **GDrive** for all training material (including recordings!)
- **Miro** for working with canvases

TE Academy TMG1 - May 2021

Communication Channels

What	Link	Purpose	Notes
Discord	https://discord.gg/gccFqRJ	all asynchronous discussions	🤓-tmg1-may2021
Zoom (for lectures)	https://us02web.zoom.us/j/83061396688?pwd=dUhKQVJ1U0hFbW1MSkJlLzJPT0xndz09	Video call and recordings of the lectures	PLEASE USE THE DESKTOP CLIENT available here https://zoom.us/
Zoom Password	TMG1MAY21		
GDrive	https://drive.google.com/drive/folders/18crrlc17ToM0zaQ9srmhWNIVjlkNXtqo	File sharing, all training materials	
Miro	https://miro.com/app/board/o9J_lGPmmsE=/	Online co-creation and collaboration on canvases	Miro Tutorials https://www.youtube.com/channel/UCfhGfqBKDcFI74bBJ9vjLDQ
Online Content		Instructions we've prepared for self-contained learning	We'll share every Friday the content you need to prepare for the following week
Session recordings	TBD		

MIRO Workspaces

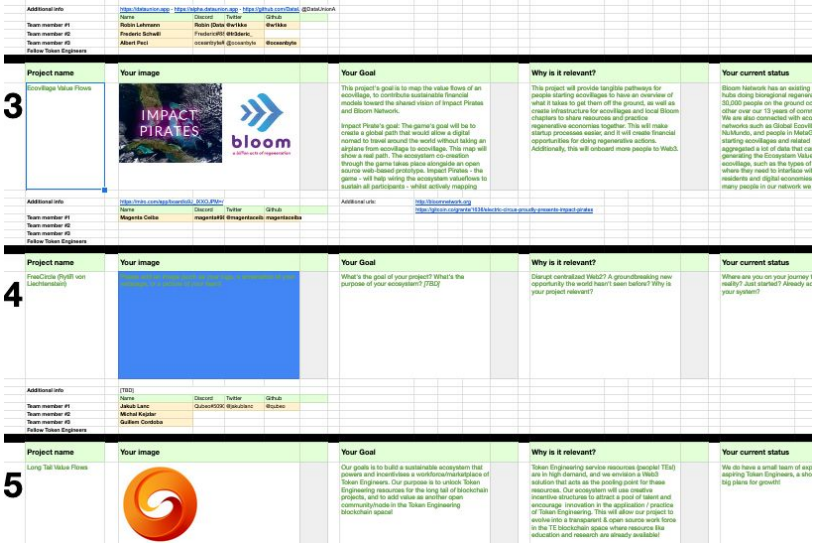
Main MIRO Board	https://miro.com/app/board/o9J_lGPmmsE=/	Main board with key info and links to other boards
Day 1	TBD	Exercises and content
Day 2	TBD	

FIND all links at 1STOPSHOP file!
We'll share the link via Discord :)

TMG1MAY21 is the key!

Projects and teams

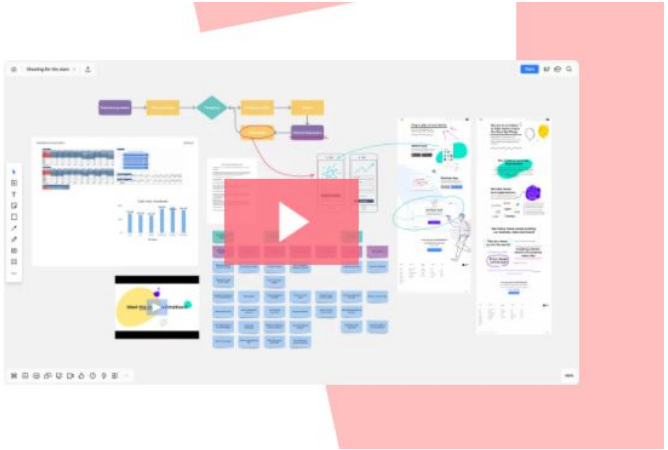
- Update the **Project Overviews** at **1STOPSHOP**
- Join a case/project you'd like to work on and **contact the project owner**



Please make sure you join a team and add your contact data in the 1StopShop!

Online collaboration

- We'll be using **Miro boards** for content collab
- Your teams are free to **self-organize** when it comes to **videoconferencing** outside of our joint, recorded sessions



https://miro.com/features/

Miro

Homework

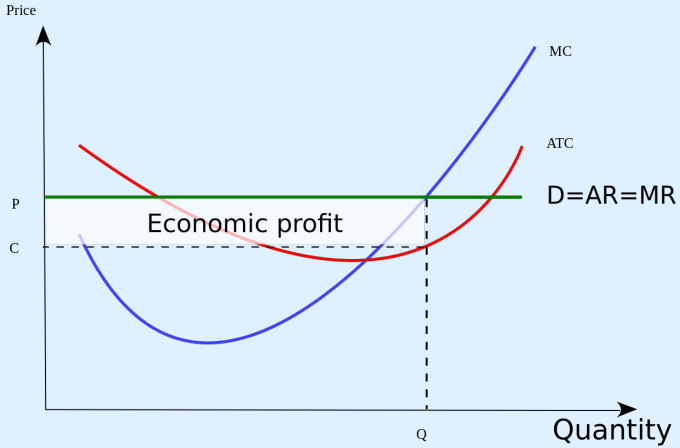
Familiarize yourself with MIRO

Go to our **MAIN BOARD**

What's next?

Ecosystem's Purpose

From purpose we derive goals from which we derive objectives to optimize for.



"Only in the short run can a firm in a perfectly competitive market make an economic profit." source: Wikipedia

source: Wikipedia

Sell more. Higher price. Lower cost.
Quality? Innovation? Wellbeing?

Be careful what you optimize for...

What's next?

S1PL

Describe the purpose, stakeholders and values

Ecosystem purpose

Identifying the stakeholders'

Stakeholders' profiles

Rainbow Canvas

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Check out the instructional videos over the weekend!

Familiarize yourself with MIRO

Add missing data to the 1STOPSHOP file

TMG1 - Course structure

S1PL	**Describe the purpose, stakeholders and values**	**Ecosystem purpose**	**Identifying the stakeholders'**	**Stakeholders' profiles**
Day 2	Look for intrinsic motivation & systemic incentives	Motivation (transaction) matrix	Stakeholder stories	(preliminary) System boundary
	Work week			
Day 3	Decision-making & learning-by-doing	System boundary	Governance	Games / Le Grand Jeu
Day 4	Our common visual language and who to talk to next	Adapteds stock & flow diagrams		
	Work week			
	Final Presentations			

See you MONDAY at 6pm CEST!

All info: **1STOPSHOP**

To do's

- Check out the instructional videos over the weekend!
- Familiarize yourself with MIRO
- Find the stakeholders for interviews!