

Step 5 — Learn and use gameplay

The other class of choice is context specific. You will learn there exists many approaches that you can deploy in order to influence the map. These approaches depend upon the map and the position of pieces within it i.e. they are not universal and you have to learn when and where to use them. To get you started, some basic from of gameplay (often called stratagems) are :-

Gameplay

Open approaches

Whether source or data or practice, the act of making something open reduces barriers to adoption, encourages collaboration and accelerates the evolution of the component.

IPR

Intellectual property rights (IPR) can be used to slow evolution by limiting competition even to the point of ring fencing a component making it difficult for others to evolve it further.

Fear, uncertainty and doubt

Often used to slow evolution by exploiting inertia to change within customers and forcing new entrants to divert energy away from the components and into countering the accusations.

Exploiting constraint

An existing constraint can be exploited to fragment a single player by