



RED HAT AMERICAS TECH EXCHANGE ORLANDO, FLORIDA | 14-18 OCTOBER, 2019

THE POWER OF



Share • Solve • Create



How to lead **Candy or Swag:**
a game that teaches the principles of
transparency and collaboration

Open Source Principles



Collaboration

Working together to solve a problem.

Release early and often

It doesn't have to be perfect: put something out, get feedback, and refine.

Transparency

Being able to see what others are doing. “Showing” your work.

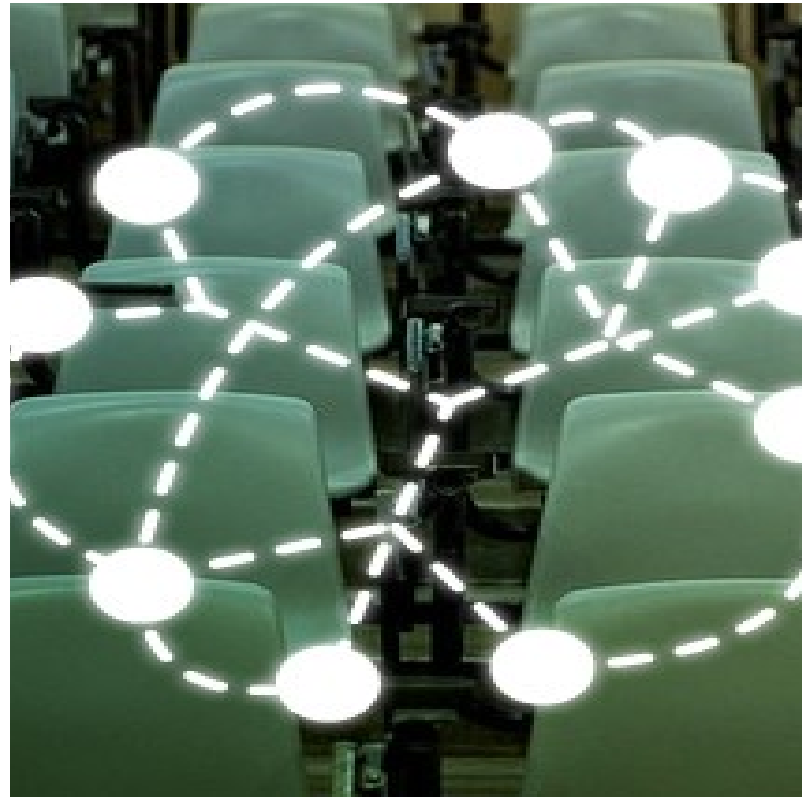
Meritocracy

Good ideas can come from anywhere and anyone.

Community

We are stronger when we work together.

Background



What is Candy or Swag?

Game based on the Prisoner's Dilemma but flipped to focus on reward rather than punishment

What does Candy or Swag teach?

Collaboration and transparency = better ways to work!

Who can play?

Almost any age -- from third grade through college.

Really: why Candy or Swag?

Great new team icebreaker, plus...

Much more fun and engaging way to internalize open source principles than a lecture.

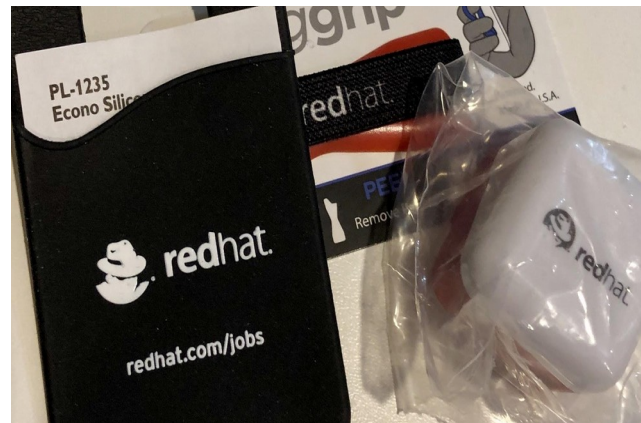
What's required?



Candy

(1 piece/student/round) x (# of rounds) + (spares)

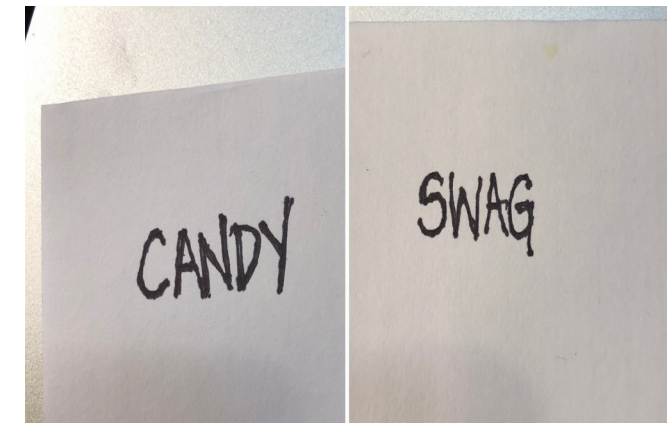
- Wrapped :-)
- At least 5 rounds
- Does not have to be candy. Can use any small value “goodie”: stickers, etc!



“Swag”

(1 item/student + a few spares)

- Higher value “prize”
- Doesn't have to be expensive
- Think: pop socket; phone charger; stick-on wallet; pens



Candy or Swag Choice Cards

(1 card/student + a few spares)

- Have “Candy” on one side, “Swag” on the other
- Needs to be able to be held in hand without text showing
- Not fancy ;-)

Now we play



For a group size of n ; target $(t) = n/10$

The number of people who pick Swag = (s)

— The Payout Matrix

Situation	Who Gets Candy	Who Gets Swag	Summary
$s > t$	No one	No one	Everyone loses
$s \leq t$ (everyone else picks candy)	Everyone except swag-pickers	Swag-pickers	Everyone wins something, some people win a lot
$s = 0$	Everyone	No one	Everyone wins a little, no one wins big

Example: In 10-person group, at most 1 person gets swag per round. So if no one chooses swag, then everyone gets candy. If 1 person chooses swag, then that person gets swag and everyone else gets candy. If 2 or more people choose swag, then no one gets anything.

Phase 1: “Control” gameplay

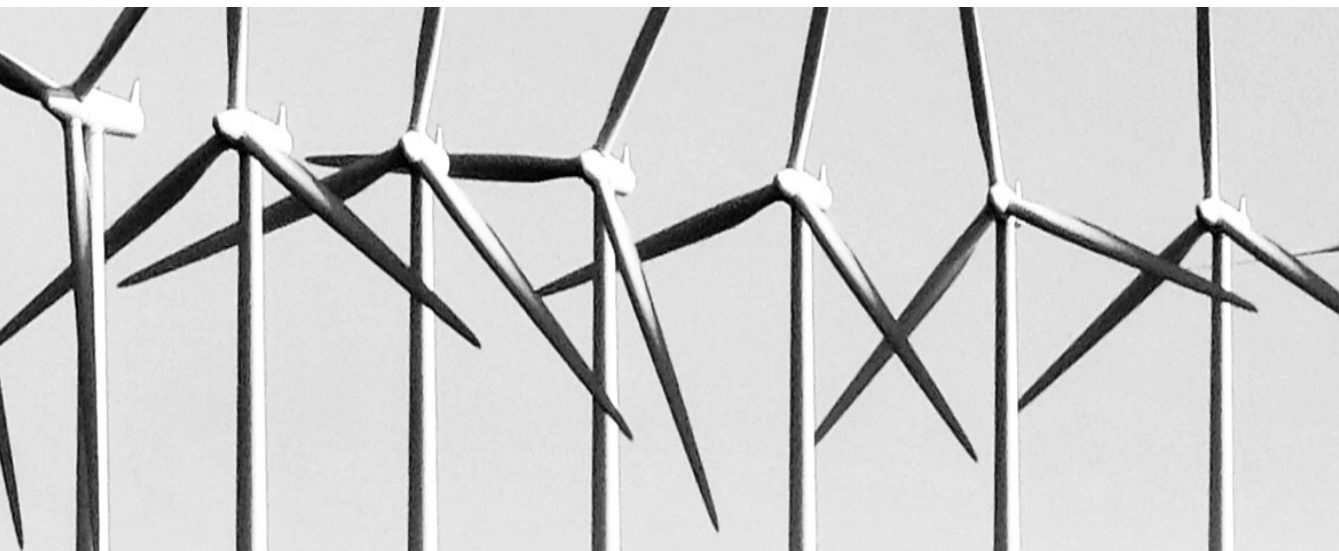


Key Features:

- Silent
- Cards held so you can see but no one else can
- Track scores on board
- Aim for 3-6 rounds, depending on timing/class size
- Don't let them see how much swag you have
- Do not disclose # of rounds

Reflection...

Phase 2: Collaboration

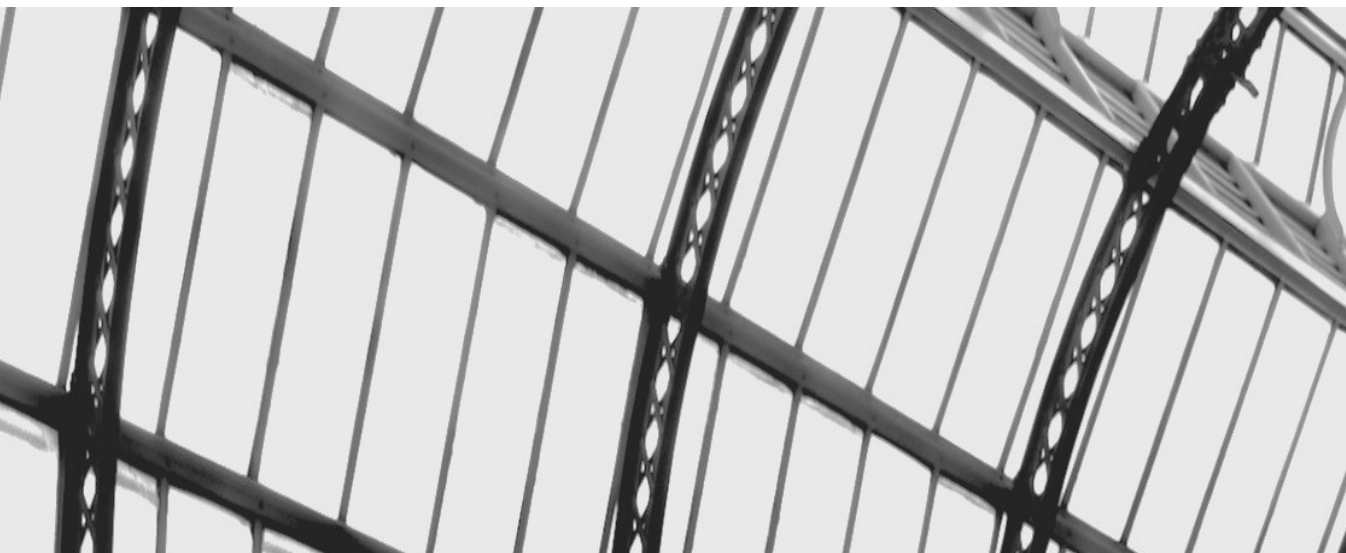


Key Features:

- 1 min. to collaborate
- Other rules like Control phase
- Exact time less important than experience
- 3-4 rounds, depending on timing/ class size/ how quickly they master collaboration

Introduce a “bad actor”...

Phase 3: Transparency



Key Features:

- If you have a “Plant,” they should agree to plan but “cheat”. If not, you can propose hypothetical situation where someone doesn’t follow plan
- Review open source principles: guide discussion to what might fix “cheater” problem
- Choice cards placed face up on table rather than held in hand

Activity Wrap Up & Lessons Learned