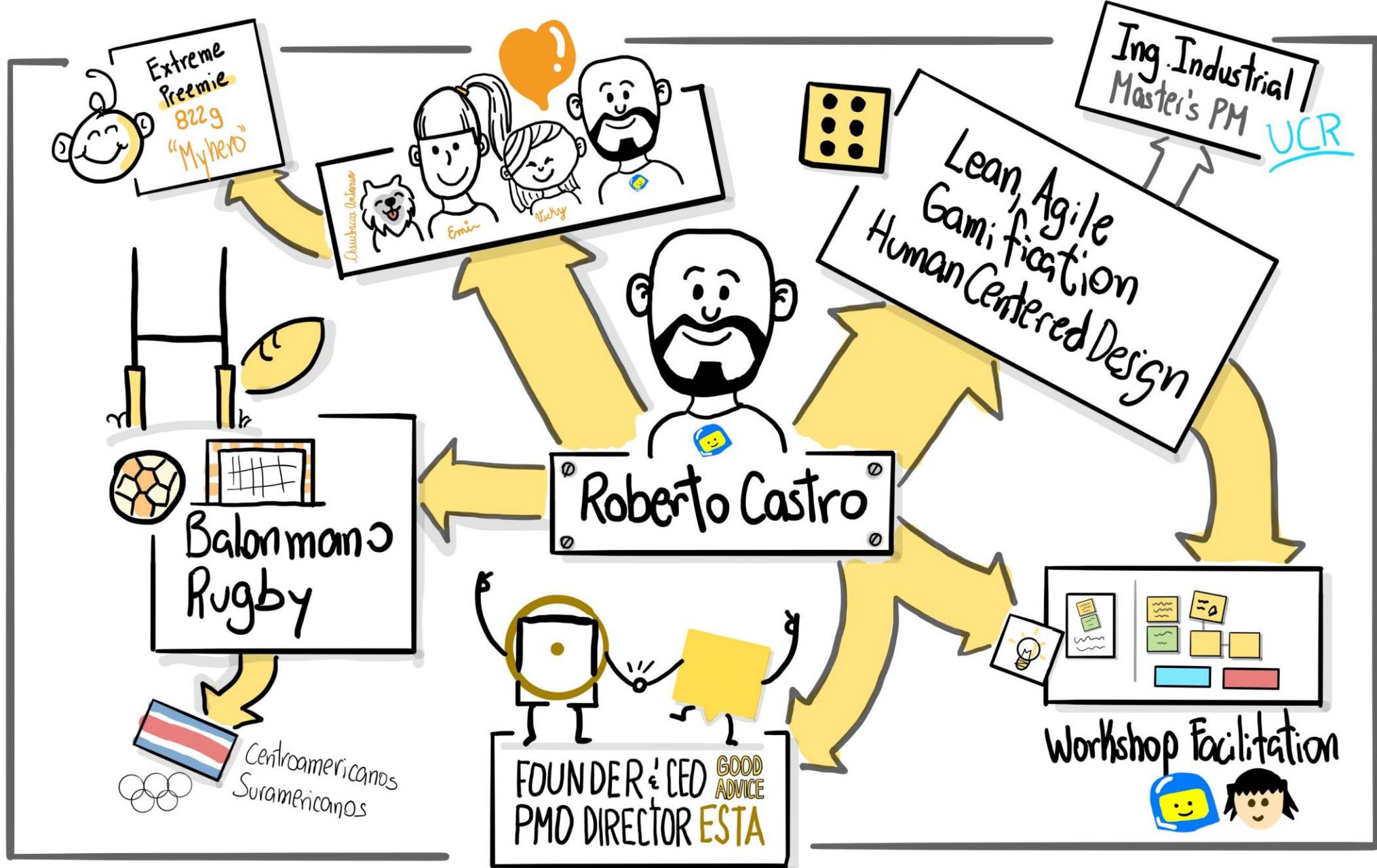




playformance

Achieving performance thru agility,
creativity & play

by **GOOD ADVICE**
consulting



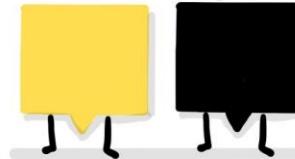
THIS IS THE WAY

Our Manifesto



20 min

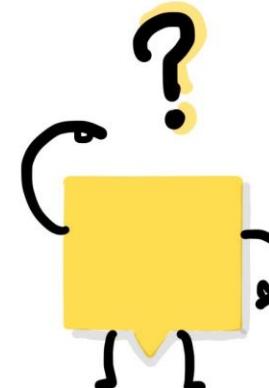
Share
reflect



use the app
chat



only you can
see me



use the questions
section in the app

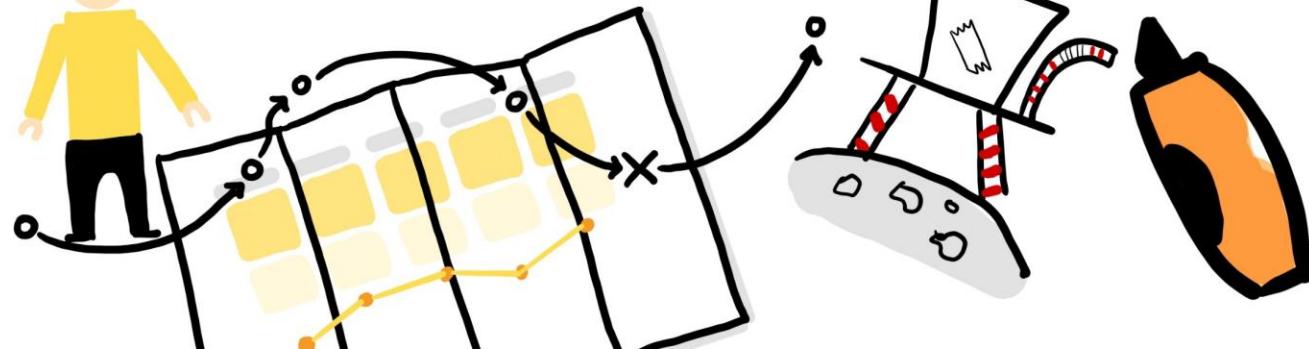
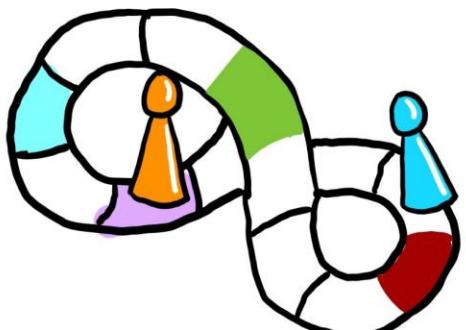
1

How can we
improve our
sessions ?

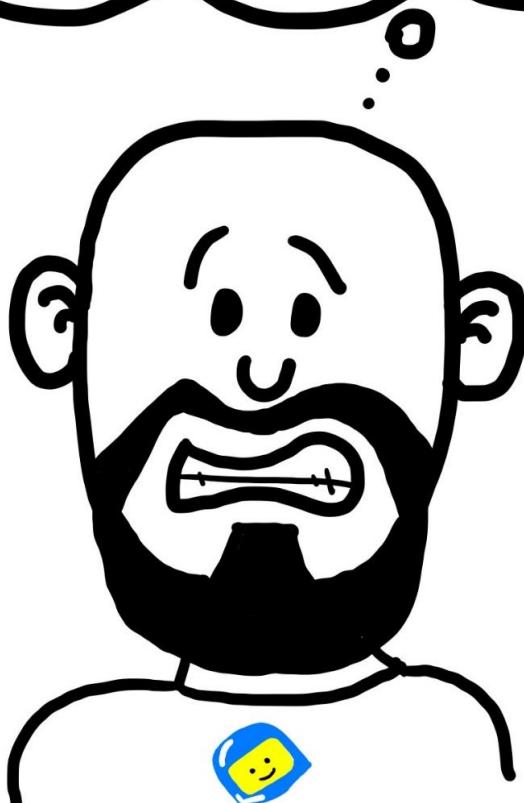
2

How can we
create a scalable
System to change
behaviors ?

Through **PLAY**

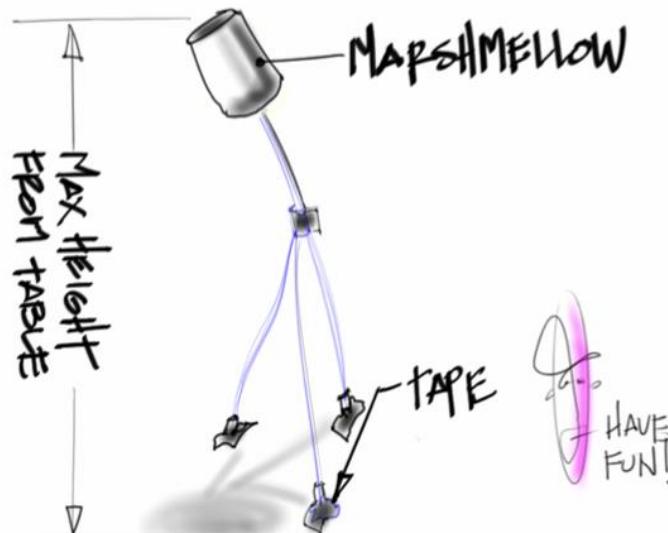


How can I help others learn, help each other and improve their interactions?



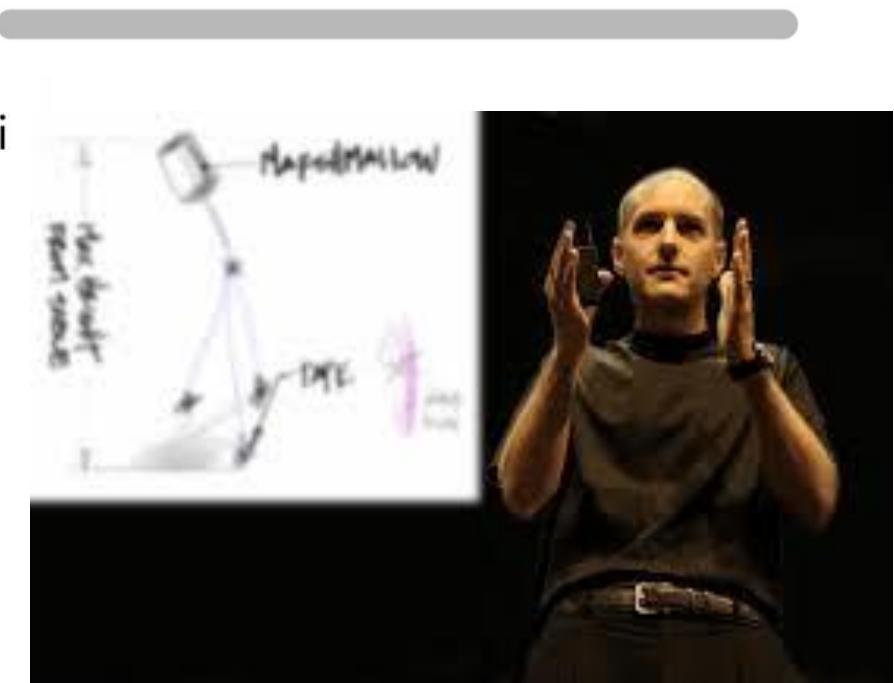
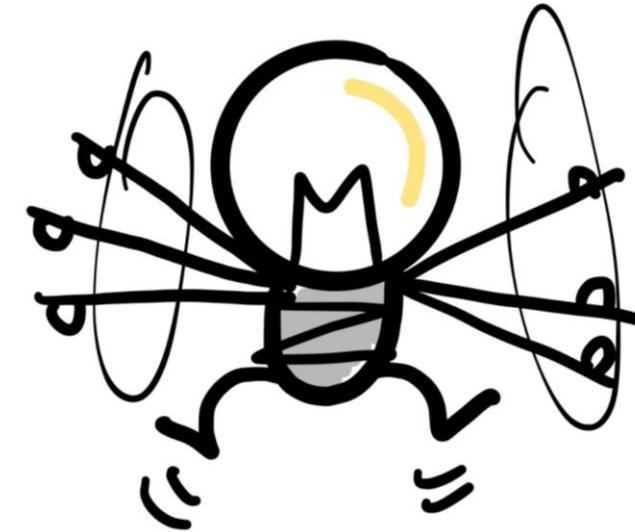
Peter Skillman 2006 TED Talk

Design Challenge

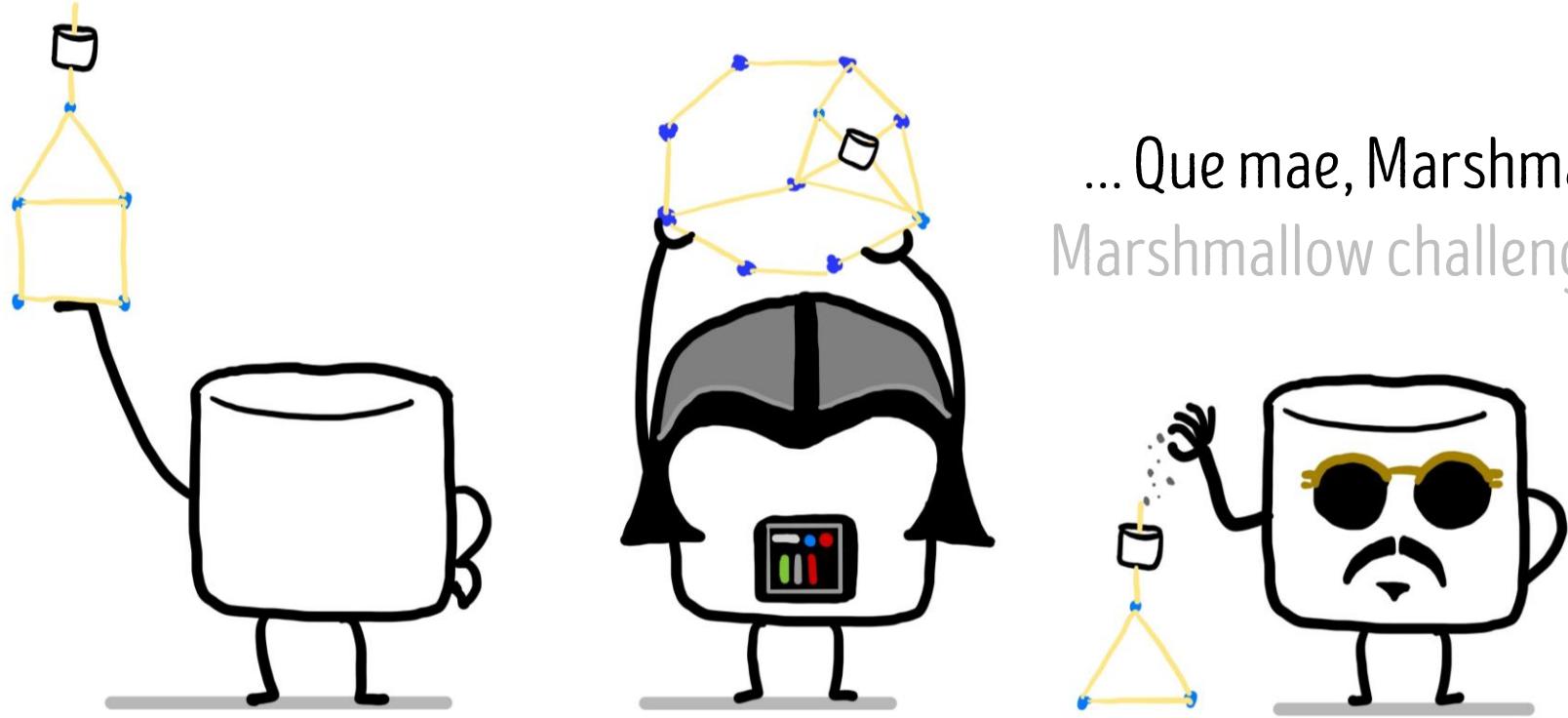


20 pieces of spaghetti
1 meter of tape
One piece of string
One marshmallow
Free standing
18 minutes

Sketch first...
or just start building



<http://www.peterskillmandesign.com/>

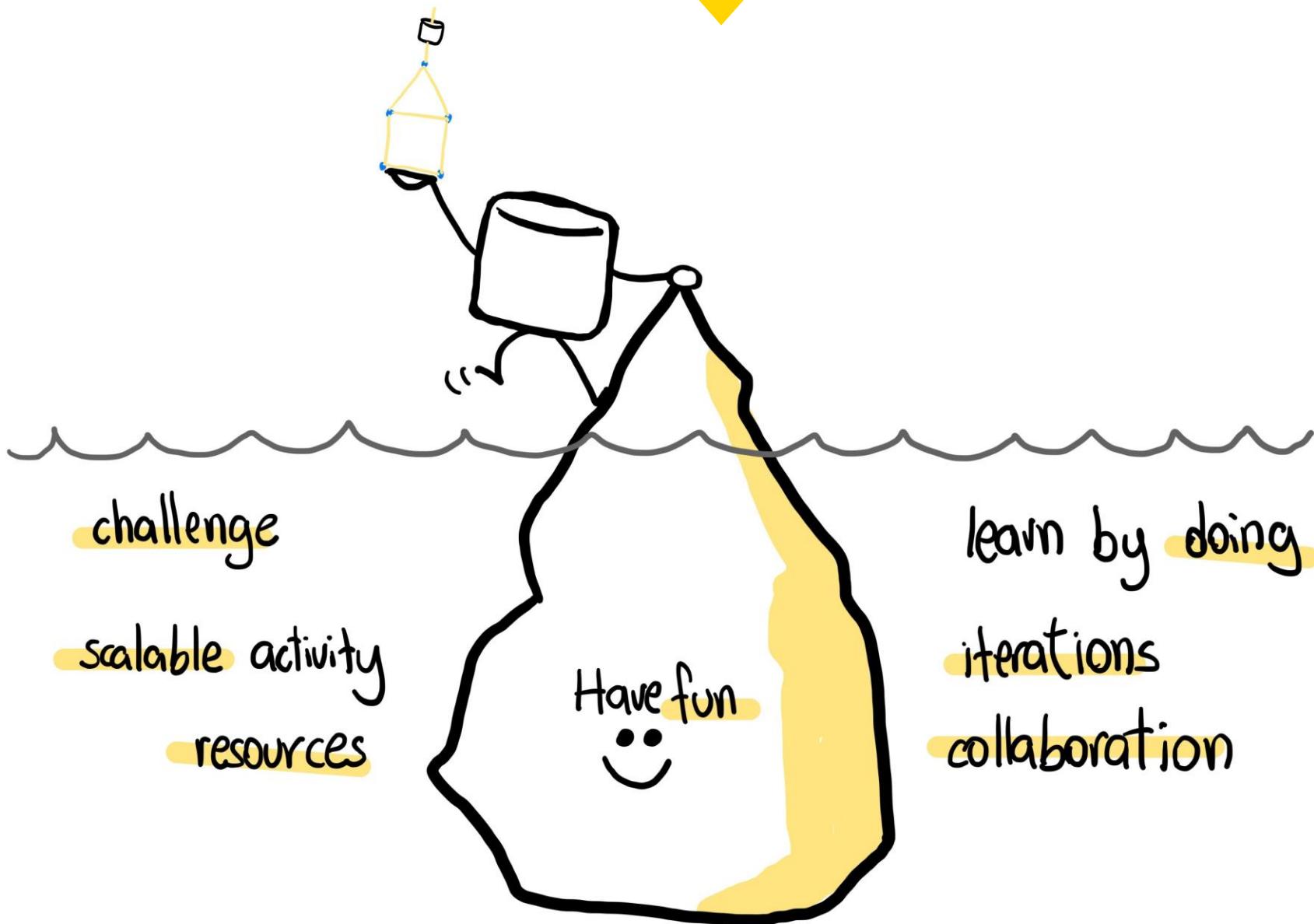


... Que mae, Marshmallow challenge?
Marshmallow challenge, bro?! (“Again”)

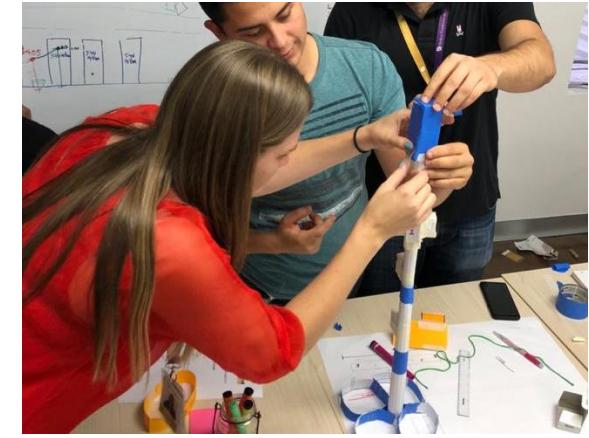
I used marshmallow challenge (several times ☺) within and between teams. Design challenge, team vision, retrospectives, etc, etc ...

What really made this challenge effective?

The Iceberg Slide ☺



Include collaborative hands-on activities and play in everything I do



Include collaborative hands-on activities and play in everything I do



INTRO
Virtual Facilitation!

| | | |
|---|---|--|
| P | Always think about what's necessary? (Person or not) | Facilitator's part to deliver effective virtual sessions. Abilities to overcome a lack of tools or resources available. |
| O | What does one need to achieve, when the audience is remote? (Tools and techniques to use) | Take at least 3 things to apply them in your virtual sessions. Use zoom or teams, Facebook groups, WhatsApp or Google Hangouts. |
| W | Any questions or feedback during the meeting? | Ideas, techniques, tools and inspiration to design better virtual sessions with your ideas, focus, personal touch and productive meetings. |
| E | How many ways to connect participants in a group? | Interaction with participants (Microphone, Breakout rooms, Video, Liberating structures) |
| R | Where to go? | Robust as the main facilitator. Assistants will participate and interact with each other. |

Grupo 1

Grupo 2

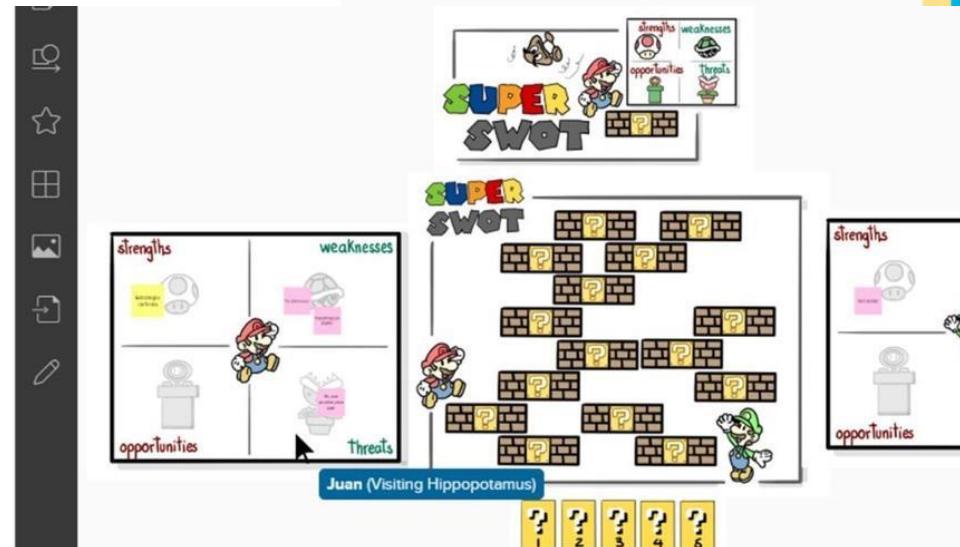
Facilitar / escuchar ideas de + y -

Desarrollar ideas

Dejar volar la imaginación

10+

200 IDEAS.





How can we
improve our
sessions?

5 LAWS adult learning

Bob Pike

Babies with
big bodies



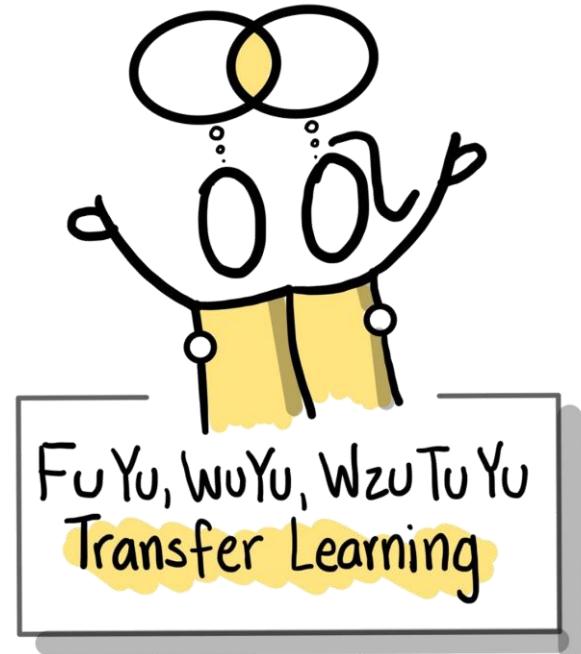
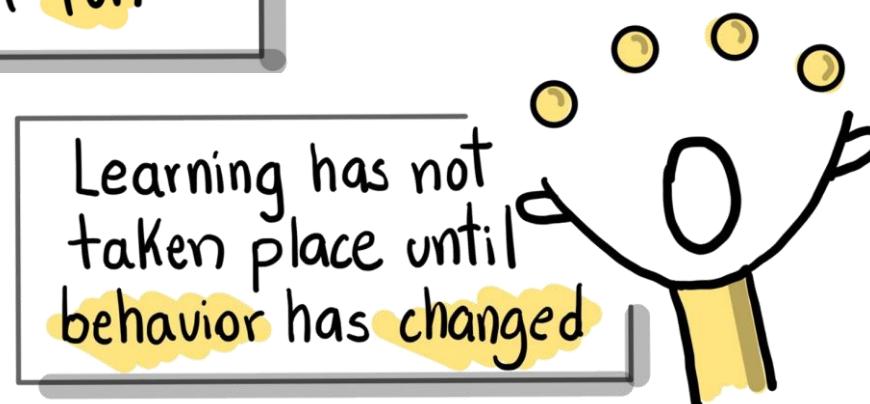
Learning is directly
proportional to the
amount of fun



Don't argue with
their own data



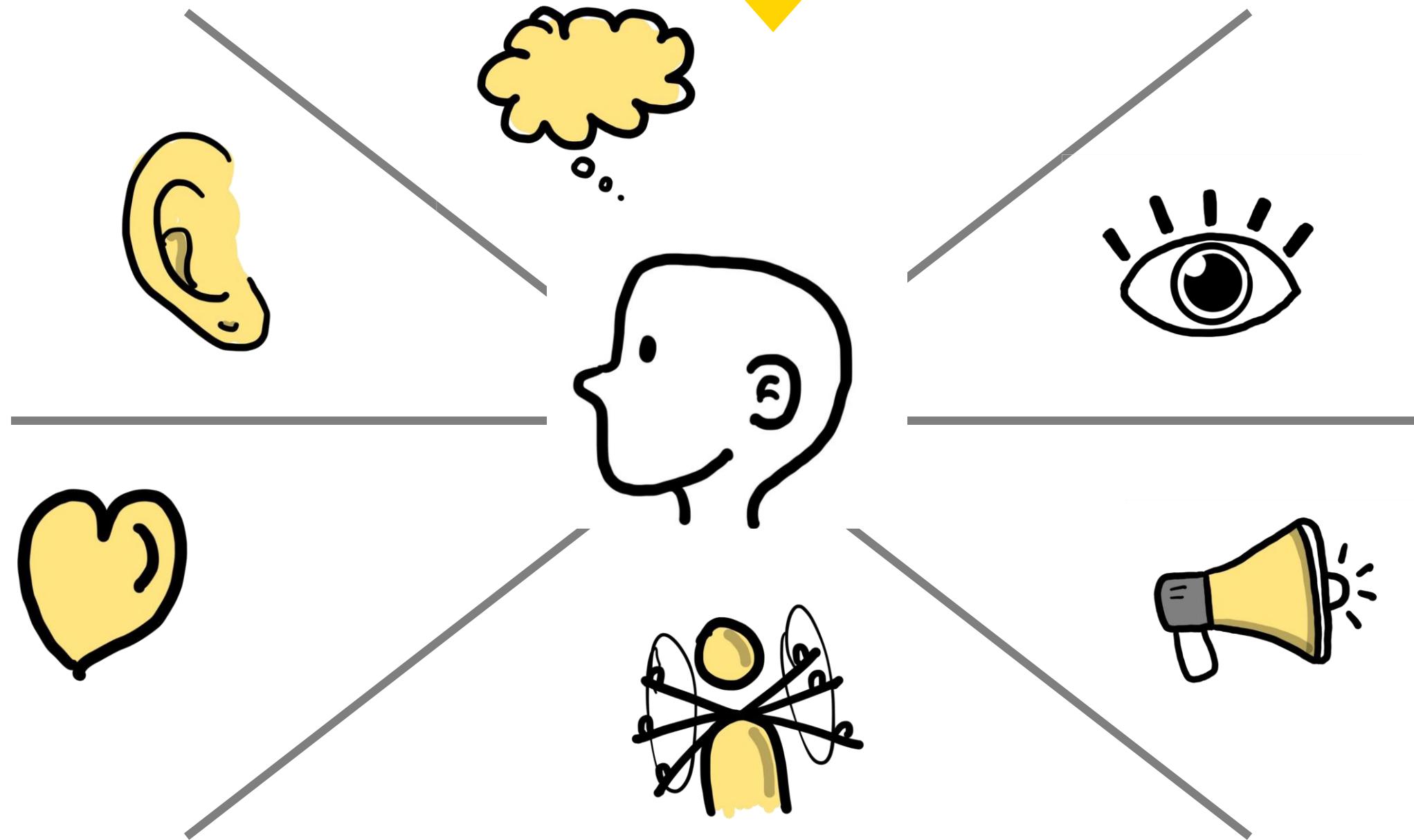
Learning has not
taken place until
behavior has changed

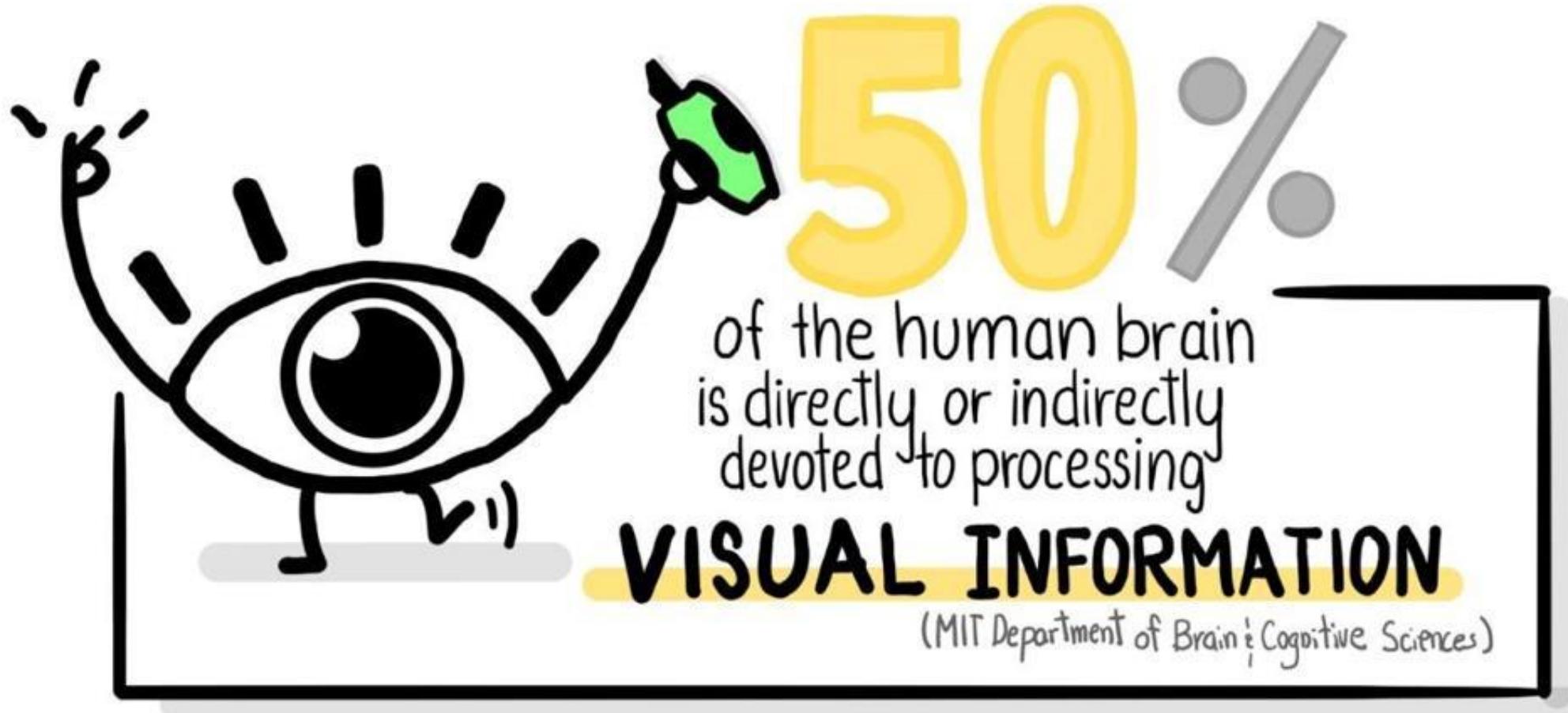


LEANING IN, 100% collaboration



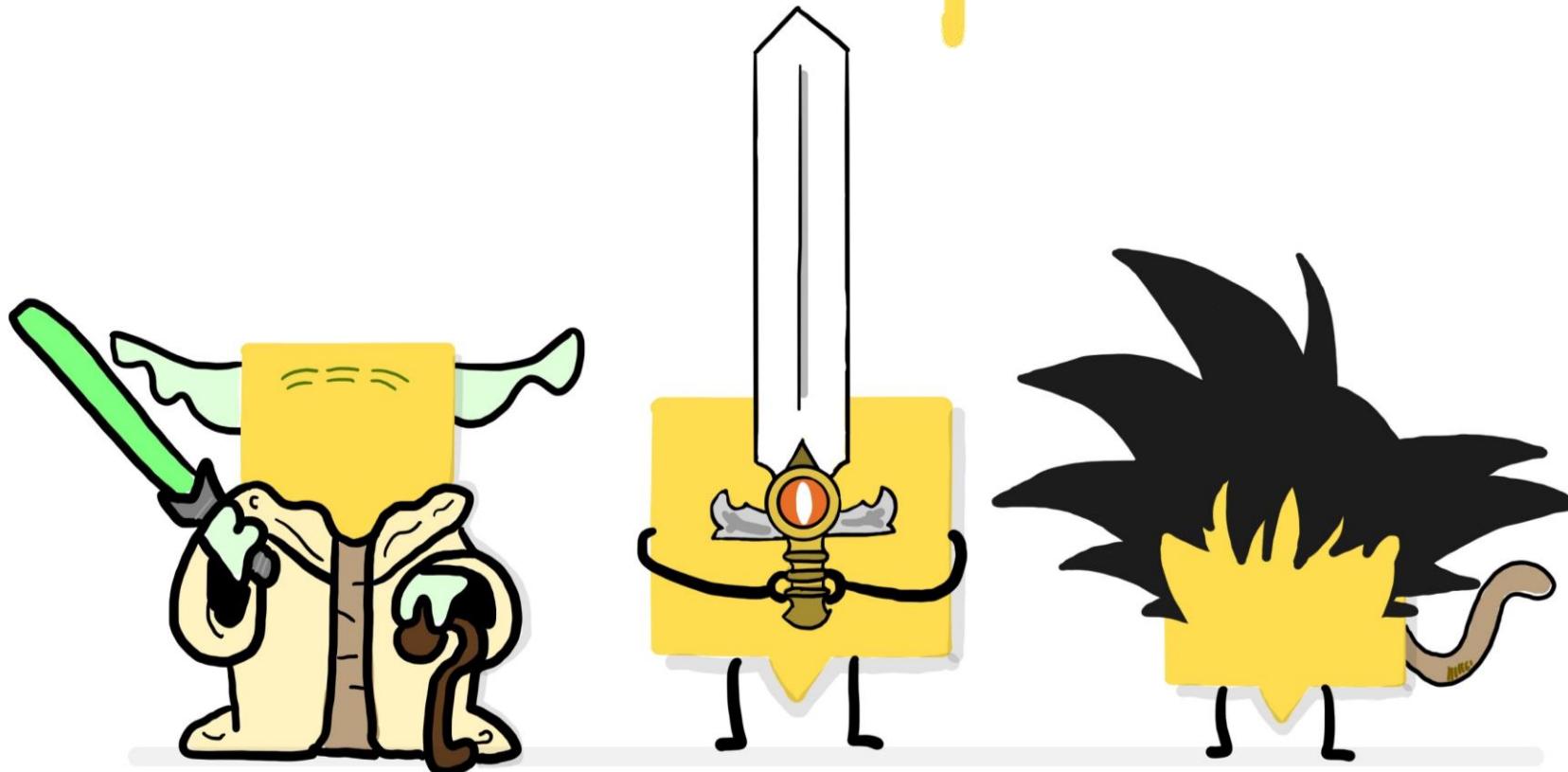
Empathy Map

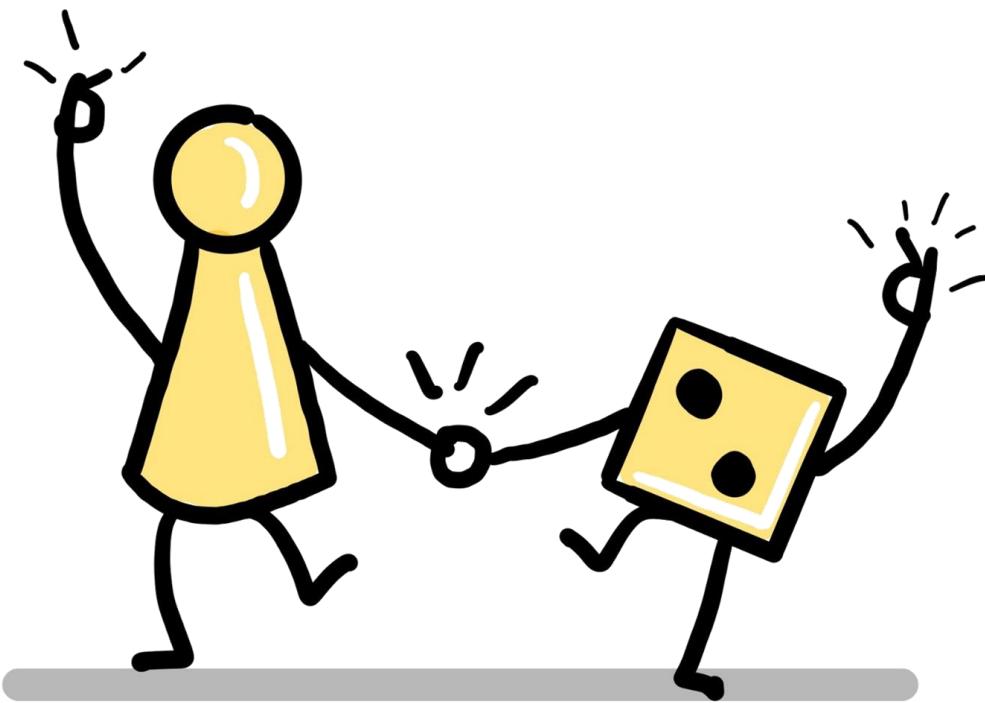


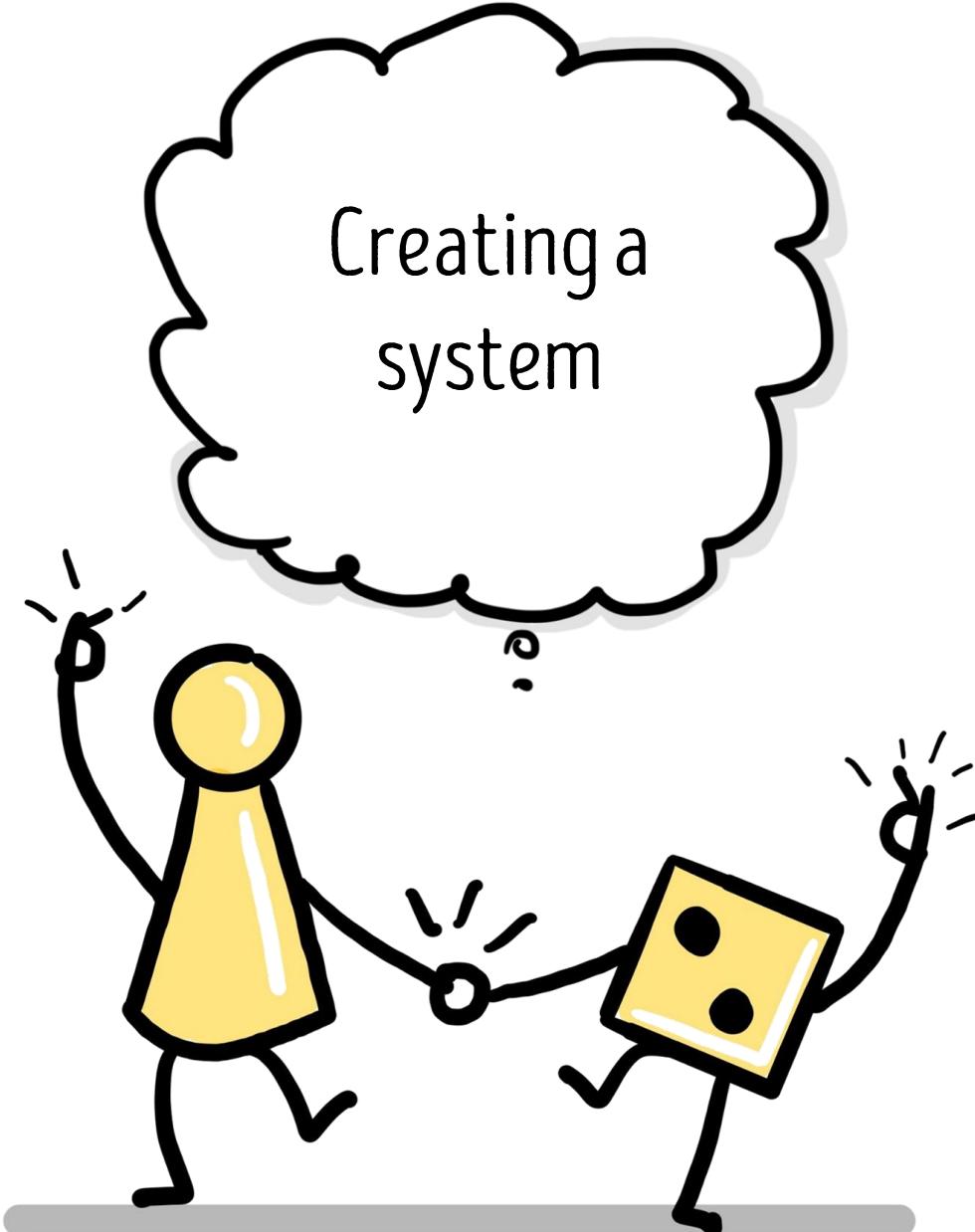


Recomendation: GO VISUAL

People and their interactions
Are the important







Creating a
system



You must unlearn what you have learned

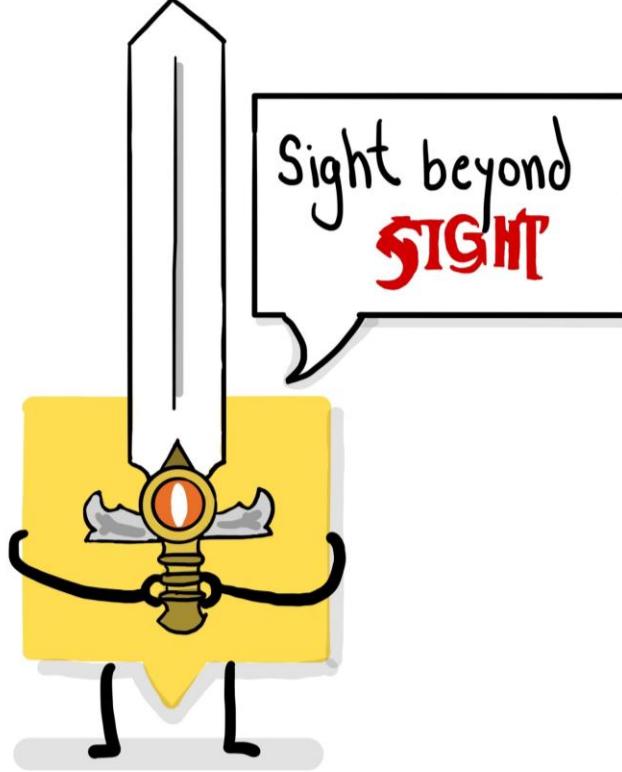


“Gamification is a **human centered system**
that uses **game - thinking and mechanics**
to **engage players and achieve results**”



“Roberto Castro”

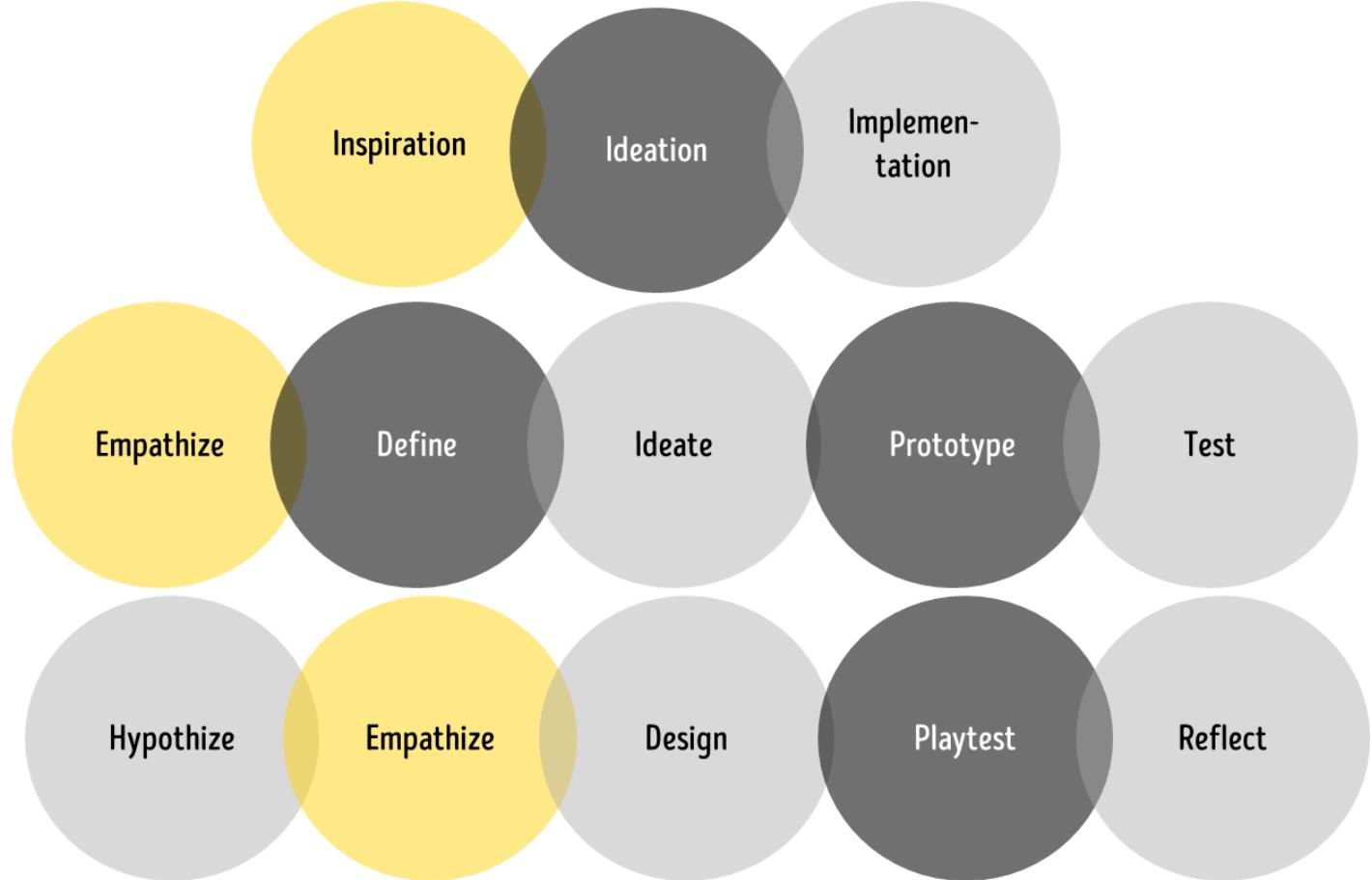




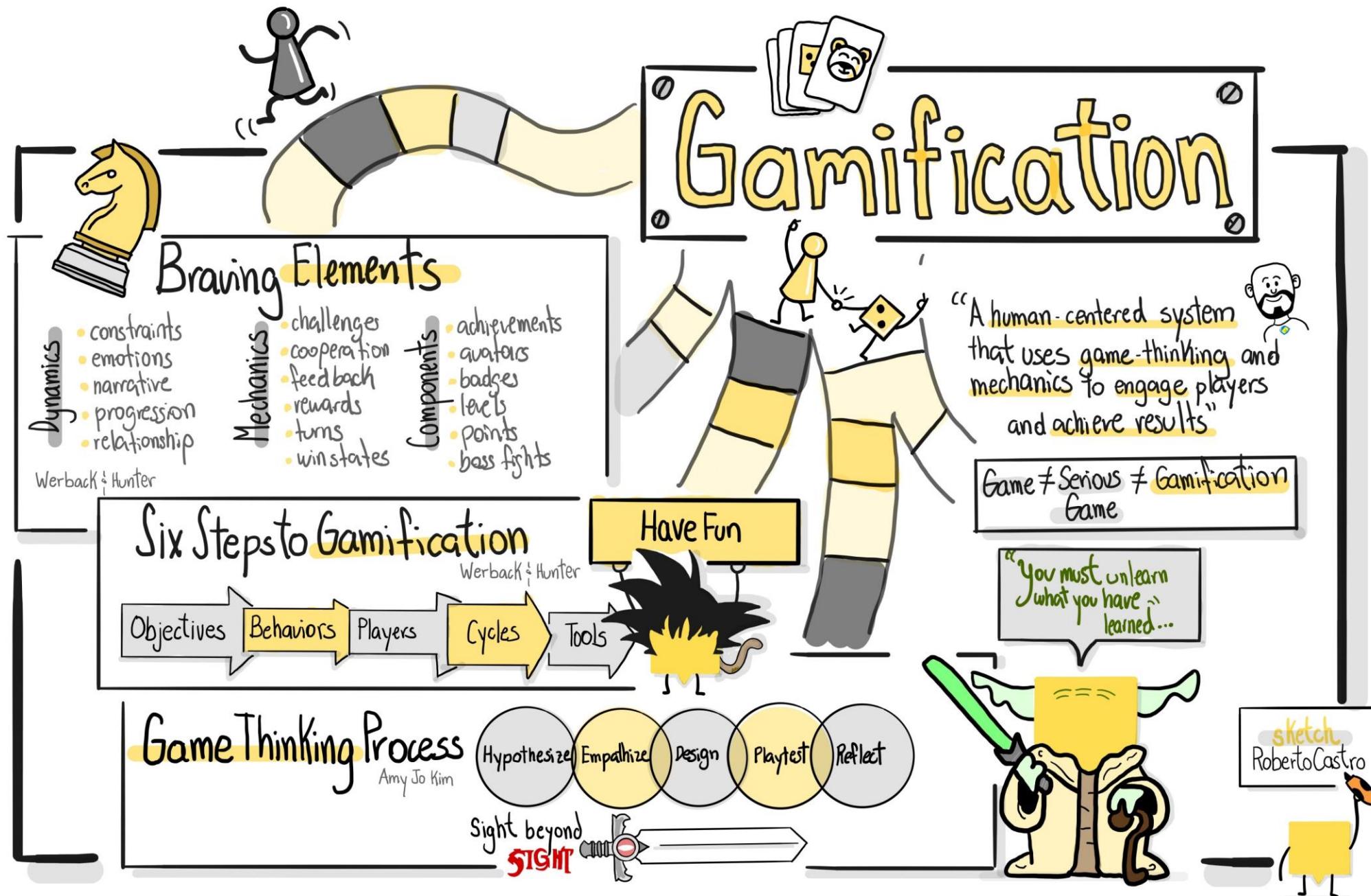
Basic Human Centered Design

Design Thinking

Game Thinking Process



“Human centered design system”
Remember people and interactions!



FRSS AWAKENS

SAFETY
-THINGS-



Lord Commanders
of the Night Watch

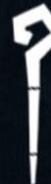
- Fastest CitiLean Apprentice
100% completion
- Largest CitiLean Apprentice
Completion % increase

GAME OF FROS



The Khals of
Khals

- Highest team participation
in Bright Ideas
- Highest Bright Idea
Completion rate



High Priests

- Highest team participation
rate in Innovation Cafés



Lords of the
Seven Kingdoms
and Protectors
of the Realm

- Employee with more Bright Ideas
Completed
- Employee with the Bright Idea
with highest savings
- Employee with the Bright Idea
with better risk and control impact

KAIZEN TOURNAMENT

PDE



PROCESS
ENGINEERING

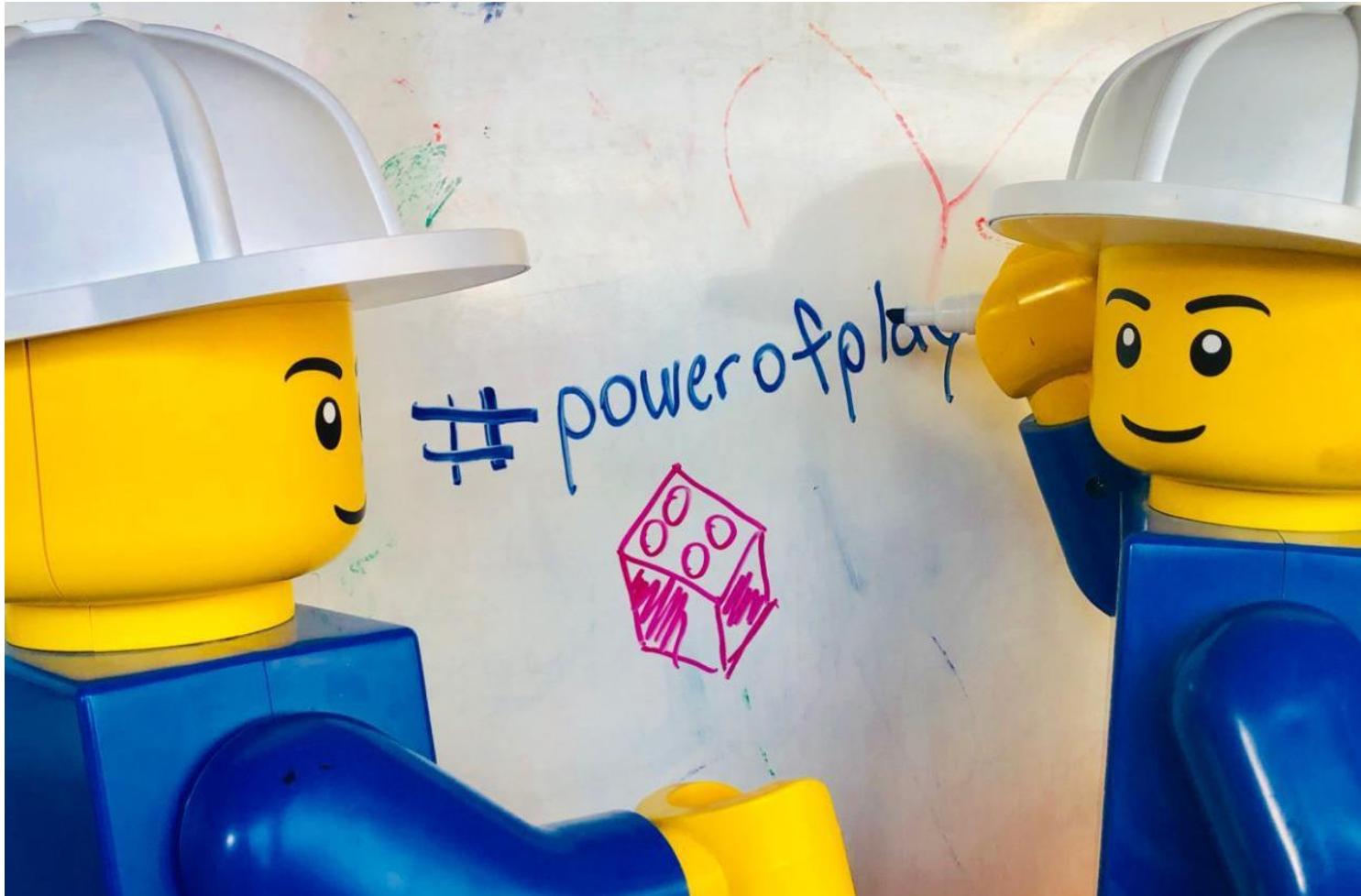


REGULATORY
AFFAIRS

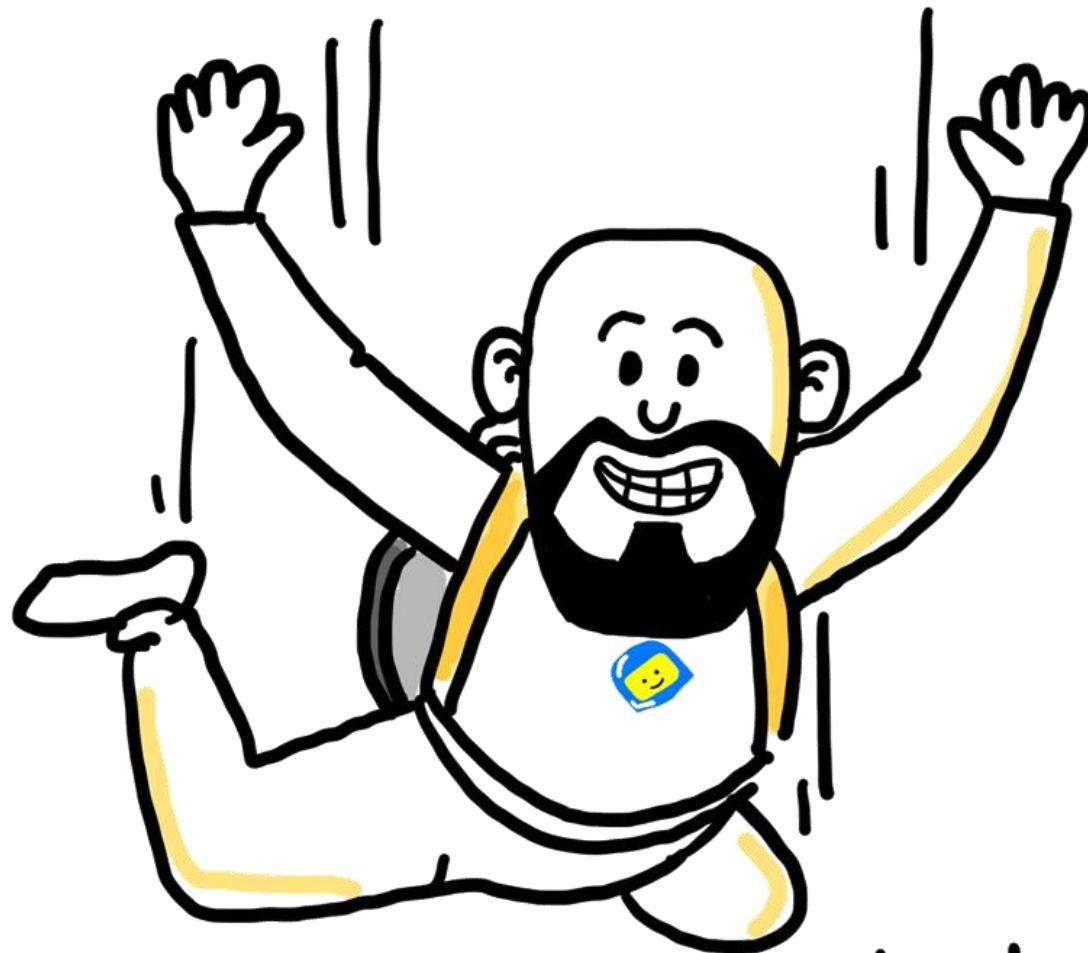


KAIZEN AWARD





“We don’t stop playing because we grow old; we grow old because we stop playing.” George Bernard Shaw



Take the leap...and play!



“You can discover more about a person in an hour of play than in a year of conversation” Plato

