Organizational Design

Tutorial

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uc3m

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The Uber Game is a short simulation about working in the gig economy developed by the Financial Times

It takes 20–30 minutes to finish and requires you to make choices that affect the story

Play the game and prepare to discuss it in class
ig.ft.com/uber-game

Question 1

Who earned more within your team, and was it enough to pay the mortgage?

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Question 2

After comparing difficulty and performance, what does the game teach us about how gig-economy companies motivate and control workers?

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Read the article *What Motivates the Gig Economy* by Alex Rosenblat, Harvard Business Review

You can find the article on Aula Global
tiny.cc/orgdesign-11

Are they right?

See you on Friday!