

**WHAT**  
**ROLEPLAYING GAMES**  
**CAN TEACH US ABOUT**  
**COLLABORATION**

**DISCLAIMER**

**I'M NOT A BUSINESS/PM PERSON**

**WHO HAS PLAYED A  
ROLEPLAYING GAME?**

# WHAT IS A ROLEPLAYING GAME?





**COLLABORATIVE**

**STORY TELLING**

**WTF DOES THIS  
HAVE TO DO WITH  
BUILDING SOFTWARE?**



**COLLABORATION**



*Session 0*

# WHAT IS A<sup>1</sup> Session 0

<sup>1</sup><https://rpg.stackexchange.com/questions/105388/what-is-a-session-0>

**1. Roles**

**2. Ground Rules**

**3. Expectation Management**

**BUT DON'T WE HAVE THE**

**KICKOFF**

**FOR THIS?**

YES

YESish

**KICKOFF**  
**IS THE PLACE FOR THIS**



**GETTING ON THE  
SAME PAGE**

**WE WANT TO MAKE SURE  
THAT EVERY PERSON FEELS  
HEARD**

THAT EVERYONE  
WILL ENJOY THE

*Game*

OF COURSE WE'RE  
NOT PLAYING A

*Game*

**BUT WE ARE**  
**COLLABORATING**

**COLLABORATION**  
**WORKS BEST WHEN**  
**PEOPLE ARE INVESTED**

**WHEN SHOULD I DO THIS?**



**BUSINESS  
PEOPLE?**

**TECH  
PEOPLE?**

**UP TO YOU**

**I SUGGEST  
WITH EVERYBODY**

**LET'S DISCUSS**

# *Slides* **ON GITHUB<sup>4</sup>**

TWITTER @ZEEKERDEV

<sup>4</sup> <https://github.com/Zeeker/talks>

