

WHAT
ROLEPLAYING GAMES
CAN TEACH US ABOUT
COLLABORATION

DISCLAIMER

I'M NOT A BUSINESS/PM PERSON

Maybe this is all old news to you?

**WHO HAS PLAYED A
ROLEPLAYING GAME?**

WHAT IS A ROLEPLAYING GAME?

You're probably thinking of
something like this



Bunch of nerds, sitting around
a table, pretending to be Orcs
and Elves

COLLABORATIVE STORY TELLING

Playing somebody else,
reacting to the world
!!! building something
together !!!

WTF DOES THIS HAVE TO DO WITH BUILDING SOFTWARE?

Sitting alone in your room, not
very much but

There is a common theme:

COLLABORATION

Coordinating important for
Long running projects
How does roleplaying tackle
this?

Session 0

WHAT IS A¹ *Session 0*

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

1. Roles

2. Ground Rules

3. Expectation Management

1. Who is doing what? What responsibilities exist?

2. How are we working together? When are we working together? DoD? Coding Styles? Anything we need to agree on!

3. What are we trying to achieve? More importantly: What aren't we trying to achieve? What can we expect to do/learn?

BUT DON'T WE HAVE THE

KICKOFF

FOR THIS?

YES

YESish

KICKOFF

IS THE PLACE FOR THIS

But it's more

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 GITHUB⁴

TWITTER @ZEEKERDEV

⁴<https://github.com/Zeeker/talks>

