RapidKISK Team - Decision Tree Game Scenario

Game Objective

Help design students (studying at KISK) solve problematic situations in team collaboration using principles of radical collaboration for online/distance learning.

Visual Style & Identity

- **Design**: Flat, easy, playful

- **Inspiration**: Illustrations from "100 Methods" project

- **Layout**: One character in center of screen, choices displayed as bubbles/arrows around them

- **Colors**: Primary yellow ⬜ #FFD400 , blue 🔵 #1E88E5 , accent black/white

- **Icons**: 🔍 = reflection/self-awareness, 🛠️ = concrete tool/technique, ⭐ = positive outcome, ⚠️ = warning/escalation, 🏃 = group intervention/workshop

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Decision Tree Structure

[start] - Main Entry Point

Situation: Where are you on your team journey?

Choices:

- "I have a team" → have_team

- "I don't have a team yet" → no_team

- "I don't have a project topic" → no_topic

[no_team] - Looking for Team

Situation: You don't have a team yet, but you need to join a project.

Choices:

- "I can't find a team" → find_team

- "I can't find the right topic" → no_topic

[have_team] - Team Problems

Situation: The team already exists, but a problem has emerged.

Choices:

- "Team is falling apart" → team_break

- "One member pushes only their solutions" → dominant_member

- "People don't communicate" → no_comm

- "Low motivation in team" → low_motivation

- "Team can't agree on solution direction" → decision_conflict

- "We can't find research respondents" → find_respondents

- "Team lacks diversity of expertise" → lack_diversity

- "We're behind, project scope is too big" → scope_overload

[find_team] - Team Finding Strategies

Situation: You don't have a stable team yet.

Choices:

- "🔍 Create skill profile and share in course chat" → profile_share

- "🏃 Join existing team as 'guest researcher' for one sprint" → guest_join

- "🛠 Create job posting with spider chart of abilities" → recruit_own

Support Materials:

- CliftonStrengths: https://www.gallup.com/cliftonstrengths

- VIA Character: https://www.viacharacter.org

- MBTI 16Personalities: https://www.16personalities.com

- Spider-chart template (Miro): https://miro.com/templates/radar-chart

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[profile_share] - Success Path

Situation: Your profile attracted people with complementary skills.

Result: ⭐ Team progresses → continue_project **Action**: Propose your own "team badge" and celebrate the first milestone!

[guest_join] - Guest Researcher Strategy

Situation: You want to try an existing team before fully committing.

Choices:

- "🔍 Clarify what role you want to test" → guest_role_clarity

- "🏃 Approach team for guest sprint, offer fresh ideas" → guest_offer

- "⚠️ Prepare backup plan if rejected" → guest_decline_plan

Support Materials:

- Growth Sprint Offer template: https://growth.design/sprint-offer-template
- Shadowing before Joining article: https://medium.com/ux-collaboration/shadowing

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[recruit_own] - Create Your Own Team

Situation: You decide to start your own team.

Choices:

- "🛠️ Create posting with Miro spider-chart (define skill-mix, mission, expected workload)" → recruit_post
- "🏃 Organize 30-min 'chemistry call' with each applicant" → chemistry_call
- "⚠️ If not enough people found in X days, iterate project scope" → scope_iterate

Support Materials:

- Sprint Goal Canvas: https://www.mural.co/templates/sprint-goal-canvas
- Figma Team Charter Jam: https://figma.com/community/file/Team-Charter-Jam

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[dominant_member] - Handling Dominant Team Member

Situation: One member dominates speaking; others don't have space. (Online meeting in Teams)

Choices:

- "🔍 Explain time-boxed round-robin principle – everyone gets max 2 min reaction" → round_robin_start
- "🏃 Launch 1-2-4-All online (Teams Breakout Rooms): 1 min personal thinking → 2 min pairs → 4 min groups → 5 min summary" → 124_all_online
- "🛠️ Turn on Talk-Time Tracker (Teams/Zoom add-on) and review speaking graph together after meeting" → talk_time_reflect
- "⚠️ If dominant member ignores limits, move their topics to Parking Lot and facilitator gives 1-on-1 feedback" → parking_lot_feedback

Support Materials:

- Round-Robin facilitation tip-sheet: https://www.sessionlab.com/library/roundrobin
- Liberating Structures 1-2-4-All: http://www.liberatingstructures.com/1-1-2-4-all
- Parabol Talk-Time Tracker: https://www.parabol.co/integration/teams

- Handling domineering teammates: https://hbr.org/2020/08/how-to-handle-dominant-speakers-in-virtual-meetings

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[decision_conflict] - Decision Making Conflict

Situation: Team can't agree on which direction to take when solving the problem.

Choices:

- "🛠 Create Decision Matrix (criteria, weights)" → decision_matrix
- "🏃 Perform Dot Voting to narrow options" → dot_vote
- "🔍 Test 1-day prototype spike for top 2 solutions" → prototype_spike
- "⭐ Agreement reached" → continue_project

Support Materials:

- Decision Matrix Guide: https://www.lucidchart.com/blog/decision-matrix-template
- Dot Voting Guide (IDEO): https://www.designkit.org/methods/dot-voting
- Prototyping Spike explainer: https://martinfowler.com/bliki/Spike.html

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[find_respondents] - Finding Research Participants

Situation: Team can't find respondents for research.

Choices:

- "🔍 Reach out to personal and alumni networks via LinkedIn/Teams" → network_reach
- "🛠 Use recruiting platforms (UserTesting, Useberry)" → platform_recruit
- "⚠️ Ask instructor to share call in school newsletter" → teacher_broadcast
- "⭐ You have min. 5 respondents" → continue_project

Support Materials:

- LinkedIn Alumni Search tutorial: https://www.linkedin.com/help/linkedin/answer/a507149
- UserTesting Education plan: https://www.usertesting.com/education

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[lack_diversity] - Lack of Team Diversity

Situation: Team has people with same expertise, missing different perspective.

Choices:

- "🛠 Do skill audit (radar chart) and identify missing roles" → skill_audit
- "🏃 Invite guest member for sprint (see guest_join)" → guest_join

- "🔍 Post call for missing skill-sets in Teams channel" → diversity_call
- "⭐ Team gained missing expertise" → continue_project

Support Materials:

- Radar Chart template (Miro): https://miro.com/templates/radar-chart
- Guest Roles in Agile Teams: https://www.scrum.org

[scope_overload] - Project Scope Overload

Situation: Team underestimated scope of work, not keeping up and overwhelmed.

Choices:

- "⚒️ Do MoSCoW prioritization and cut 'Could/Won't'" → moscow_prior
- "⚠️ Negotiate with instructor for assignment adjustment or deadline" → teacher_negotiation
- "🏃 Use Scope Canvas and agree on smallest MVP" → scope_iterate
- "⭐ Scope is realistic, team has plan" → continue_project

Support Materials:

- MoSCoW Prioritization Cheat-sheet: https://agilebusiness.org/resources/moscow-prioritisation
- Scope Canvas template: https://scopecanvas.com

Ending Nodes

[continue_project] - Success

Result: Problem mitigated, team continues work. Continue iterating and apply further principles of radical collaboration.

[seek_help] - Need External Help

Result: Team needs external help – contact instructor or mentor for next steps. 🆘

[project_cancelled] - Project Ended

Result: Project was terminated or pivoted. Learn from mistakes, document insights and consider new start.

[happy_student] - Happy Student

Result: Satisfied KISK student – team functions, project progresses and relationships are constructive. ⭐

Implementation Notes for Replit Agent

Node Structure

Each node should have:

```javascript
{
  id: "node_name",
  title: "Situation title",
  description: "Detailed description",
  icon: "🔍", // Type indicator
  choices: [
    { text: "Choice text", target: "target_node", icon: "🔍" }
  ],
  materials: { // Optional
    title: "Support Materials:",
    links: [
      { text: "Link name", url: "https://..." }
    ]
  }
}
```

Visual Themes by Node Type

- **Start/Navigation**: Yellow-blue gradient, optimistic
- **Problems**: Red-orange tones, urgent
- **Solutions**: Blue-green, calm and focused
- **Success**: Green-gold, celebratory

Navigation Rules

- Always track history for back button
- Show materials panel when node has support materials
- Use appropriate icons for choice types
- Smooth transitions between scenes