

Blog: Funability

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Russ—

Here is a draft outline for a set of blog posts on Funability:

Title of series: “Funability – About making work fun (not just having fun at work)”

- 1) The problem/motivation (slides 2-6)
- 2) What makes work fun? (slides 7-15)
- 3) The power and limitations of agile and cool spaces (slides 17-19)
- 4) Strategies for making work fun
 - a. Strategy 1 – Key personnel and roles (slides 21-23)
 - b. Strategy 2 – Design fanaticism (slides 25-28)
 - c. Strategy 3 – Maximizing developer productivity (slides 24 and 31)
 - d. Strategy 4 – Layered quality processes (slides 29-30)
- 5) Summary (slides 32-33)

I’ll leave it to you to decide how many blog posts this should be. I would say that I think the individual strategies could each be a blog post.