



# ukgovcamp

**Session: 1**

**Room: Committee Room 6A**

Session title : Playtest Megagame

Session leader : Meg Thomas

**Volunteer to continue conversation after : Meg Thomas**

Notes taken by : Vijay Luthra

## Notes

Play testing Meg's game on failure in service transformation

Winning is based on stakeholder satisfaction and efficiency

10 Projects - projects go through phases.

Points won:

1. Abolishing legacy are races
2. Collaborative projects - two teams must work together
3. Projects where any team can deliver them

Proceed from beta to live.

Teams deciding on starting positions on the map.

3 Teams

Teams began by discussing strategy and approach

Meg is planning to do a proper playtest with friends and then will run it at an away day.

Feedback:

5 projects seems a lot

Felt very overwhelming at the beginning.