


Welcome to Leadership Values Cards Exercise

Your Name:

Session Code:
_____ 

Join Session →

Welcome/login screen

- User can start/initiate a session by clicking the generate icon to create a session ID, or type in an existing session ID to join an existing session
- Session codes should be simple 6-letter codes to make easy for folks to share



Header layout

- aligned top of every screen, button appearance is conditional based on where participant is in their journey

Buttons

- Leave Session Button,

- Aligned to far left of screen
- allows user to exit session, it will take them to login screen where they can enter same code to rejoin existing session, or new code to join new one
- Appears when participant successfully logs in

- Participants Button

- Aligned left, but right of the Leave Session Button
- Shows number of participants in the current session; count updates within 5 sec of a new participant joining (much faster i assume with websockets)
- When clicked, it takes user to participants page that shows all participants (as shown on slide 20) and their status within the game
- Appears when participant successfully logs in

- Steps counter button

- Aligned to the right of the screen, just left of App Config icon/button
- Shows the current step of the exercise the user is on, of the total steps

- When clicked, it displays modal that explains the step, and indicated progress through all steps
- Appears when participant successfully logs in

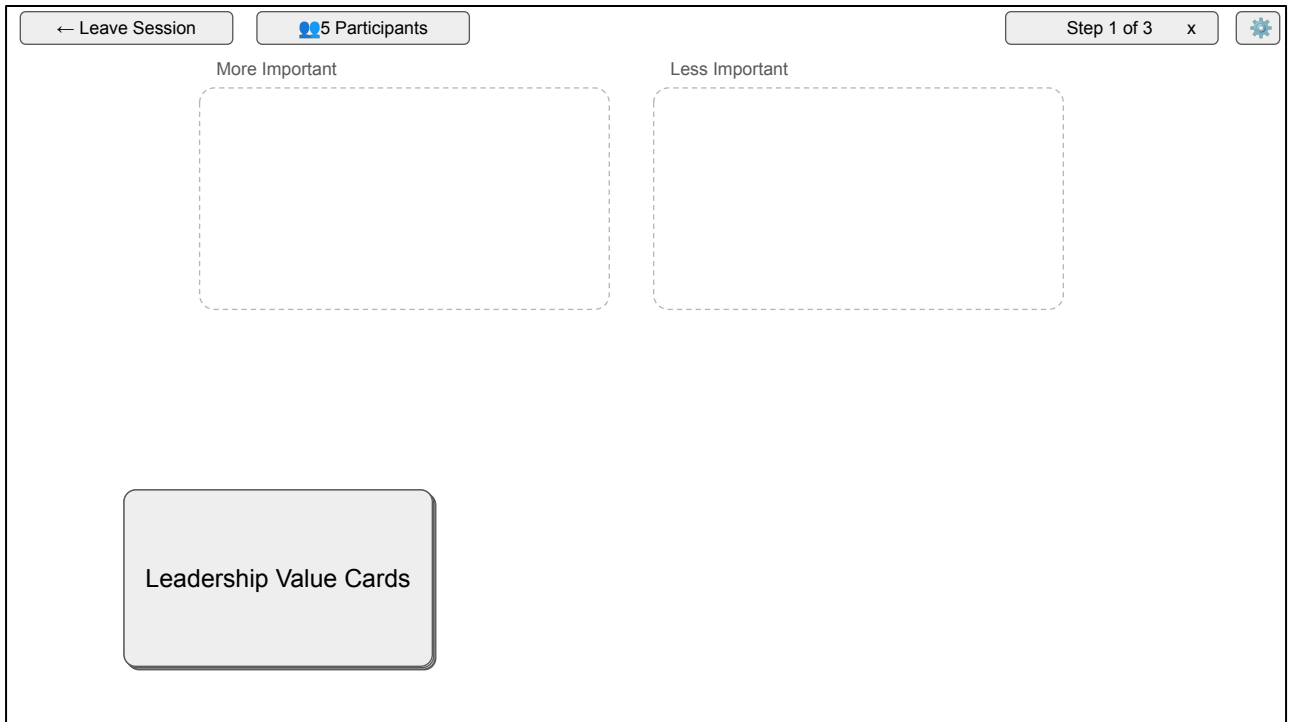
- App Config icon/button

- Aligned to far right of the screen
- When clicked, it displays theme selection options and/or other app config options defined in the PRD/spec



Once user enters name and session code,

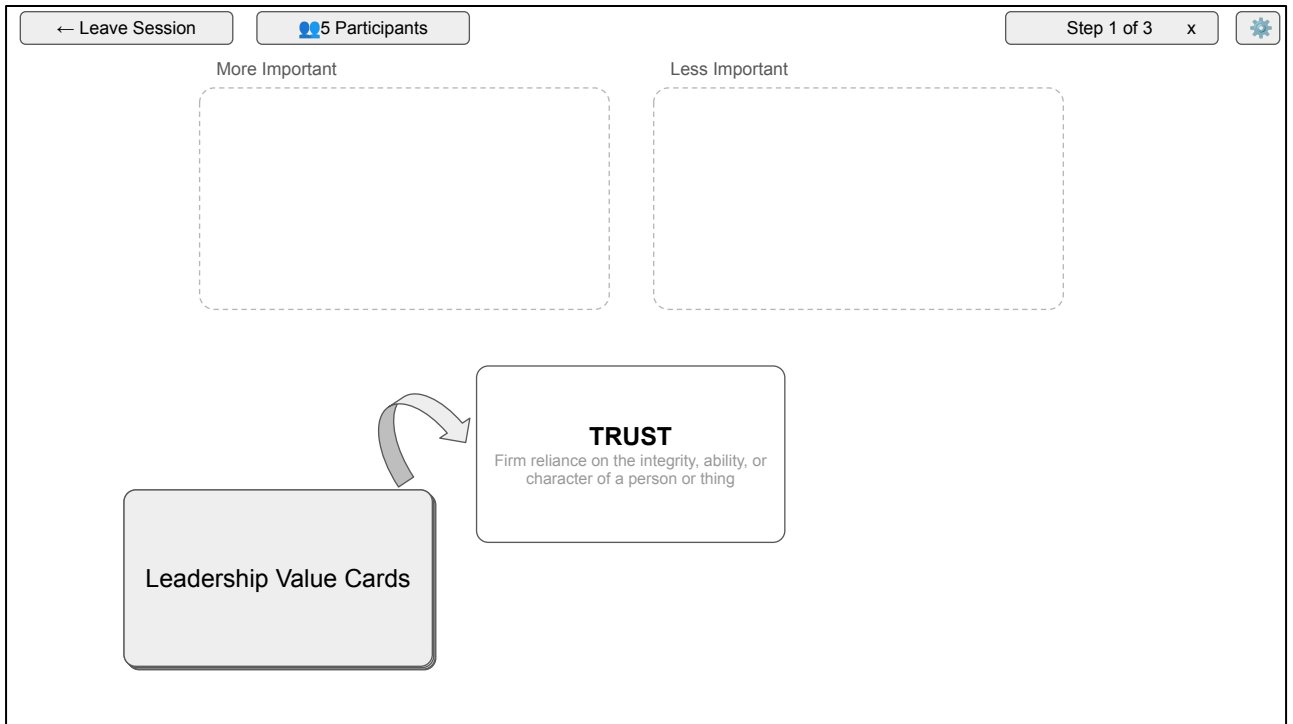
The see a quick animation of a personalized card deck spinning - cards facedow
Upon completion of animation, they can start by clicking "Step 1" button



Step 1: Initial game state

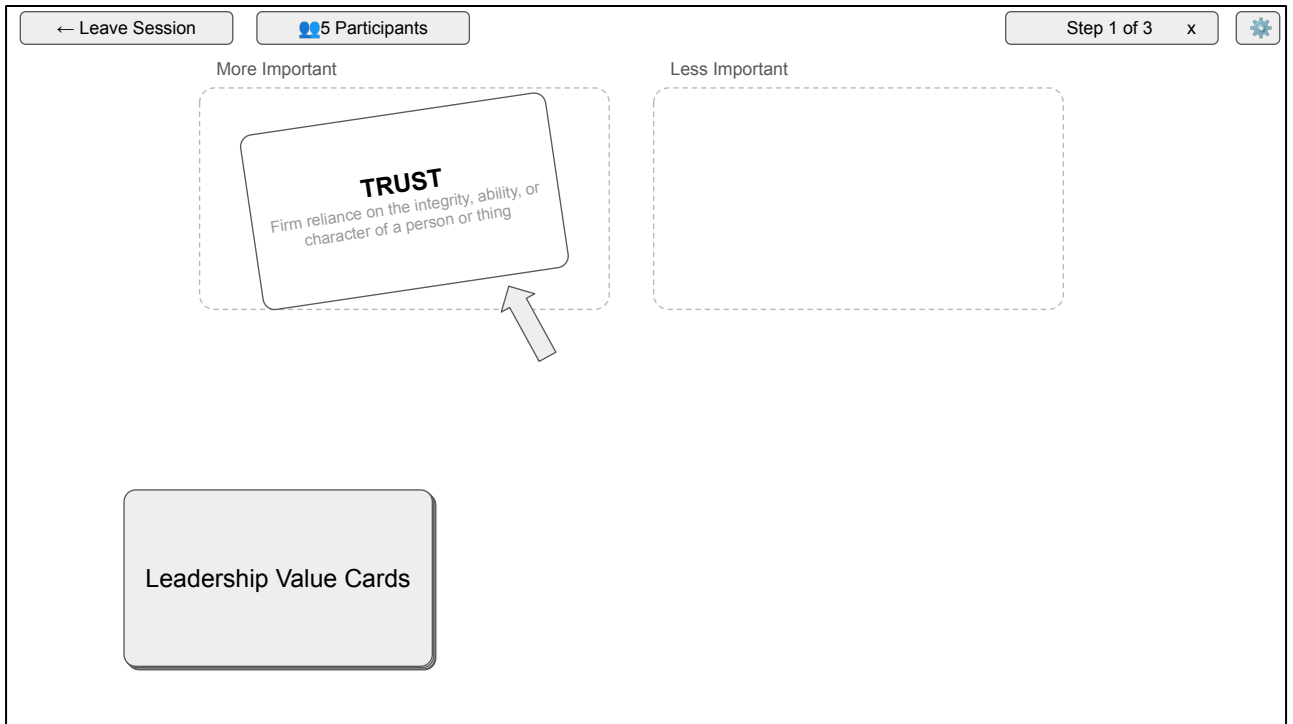
Objective: separate leadership values into two piles -> more important and less important; keep sorting into piles until all cards in the original deck are distributed

- Deck of Leadership Value cards, face-down
- Two pile target zones where users will sort cards into
- For initial round of sorting, zones are called “most important” and “less important”
- Modal appears to explain the game/exercise



User taps/clicks deck and one card is flipped off the top of the deck to the staging area

- I prefer a good animation with card flipping over
- The flipped card displays the value name and brief description
-

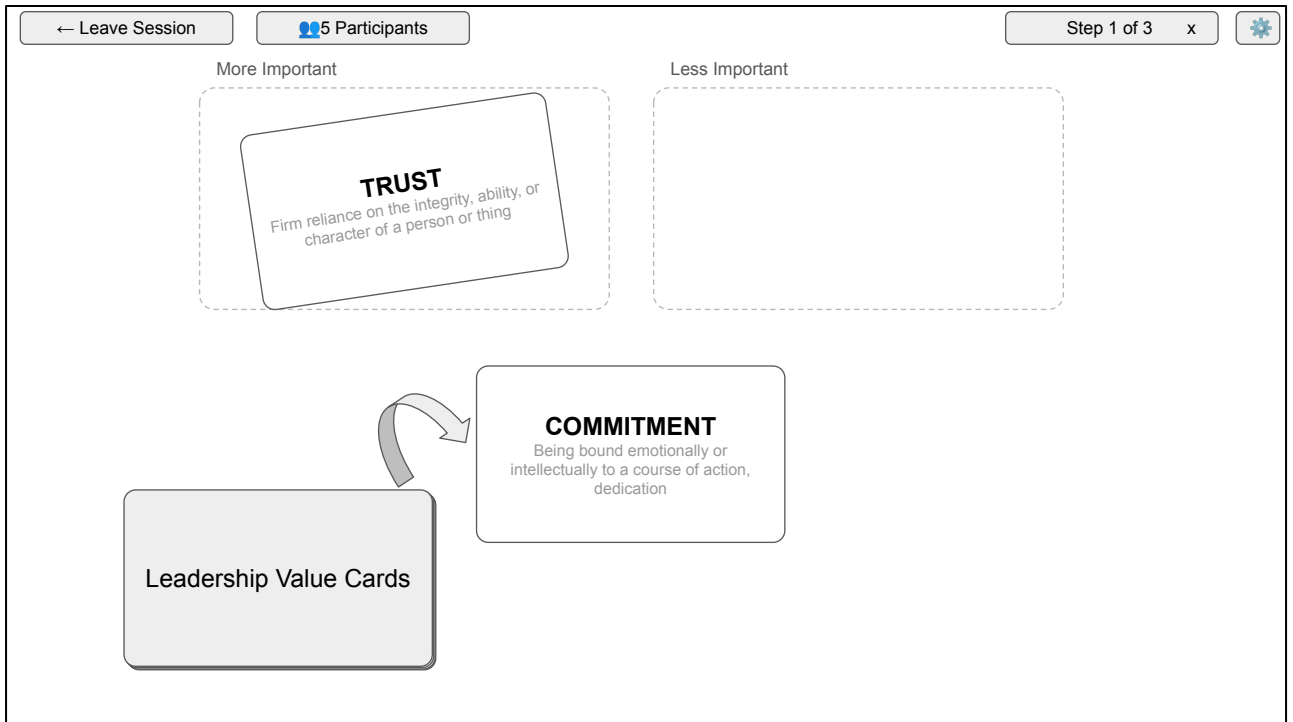


User can drag the card anywhere on the canvas,

Once a portion is over a pile target, the card will snap into place within the pile target boundary when click is released

Cards can be moved from one pile to another

As a shortcut, user can click on the title fo the pile target to move a card directly from staging area to pile target



When user choose, they tap/click the main deck to flip the next card
Like before, user can move anywhere on the canvas but goal is for user to sort the card into either of the target piles before moving on to the next card flip

← Leave Session

5 Participants

Step 1 of 3 x



More Important

TRUST

Firm reliance on the integrity, ability, or character of a person or thing

Less Important

COMMITMENT

Being bound emotionally or intellectually to a course of action, dedication



Leadership Value Cards

← Leave Session

5 Participants

Step 1 of 3 x



More Important

TRUST

Firm reliance on the integrity, ability, or character of a person or thing

Less Important

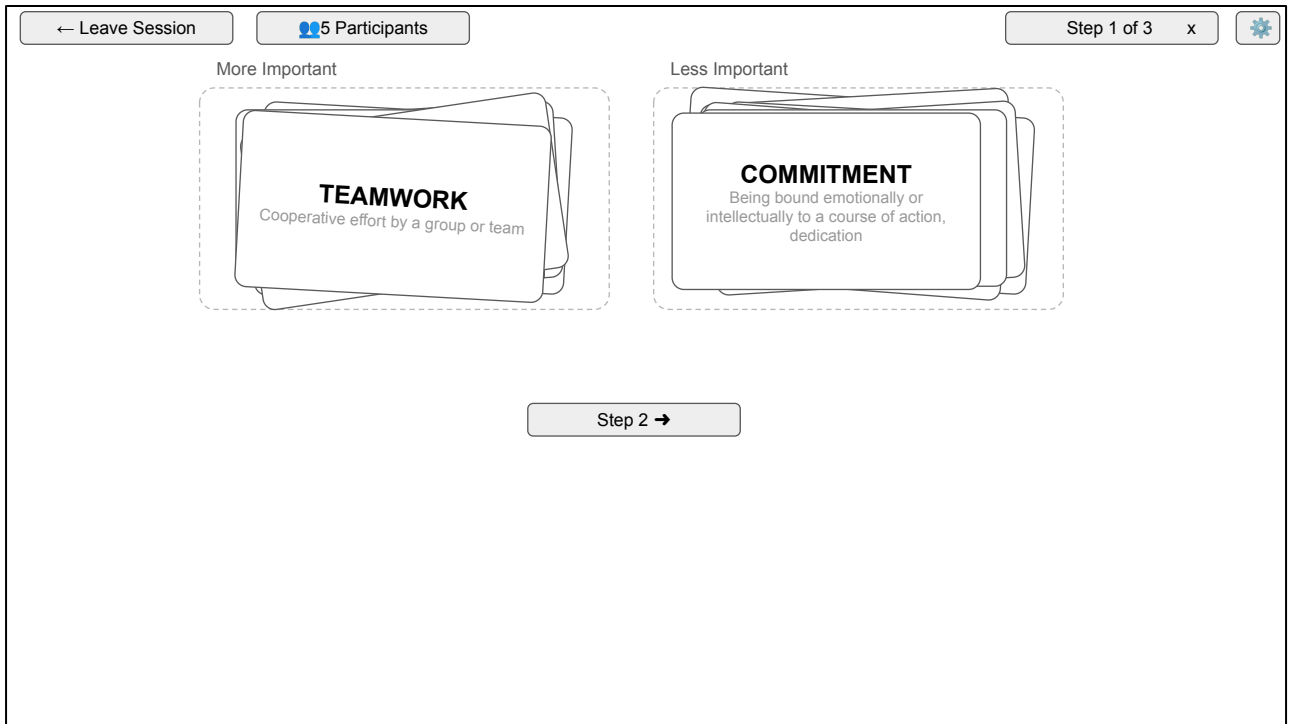
COMMITMENT

Being bound emotionally or intellectually to a course of action, dedication

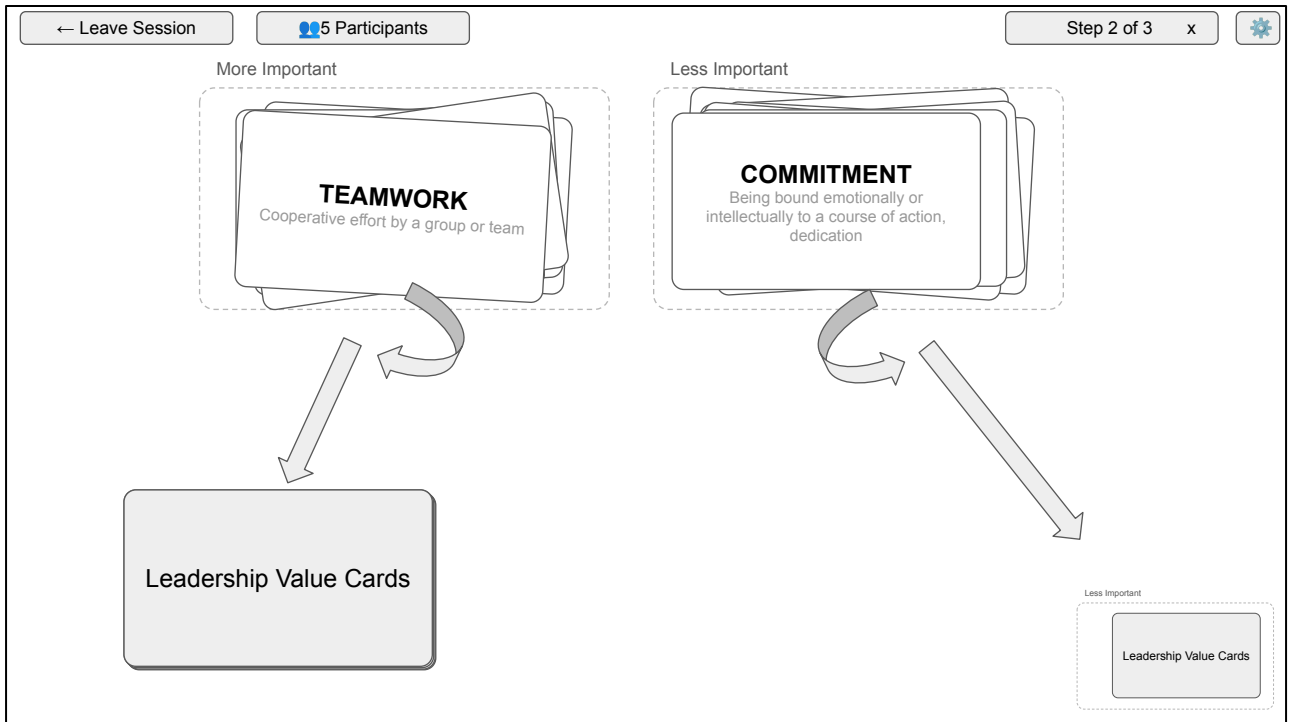
TEAMWORK

Cooperative effort by a group or team

Leadership Value Cards



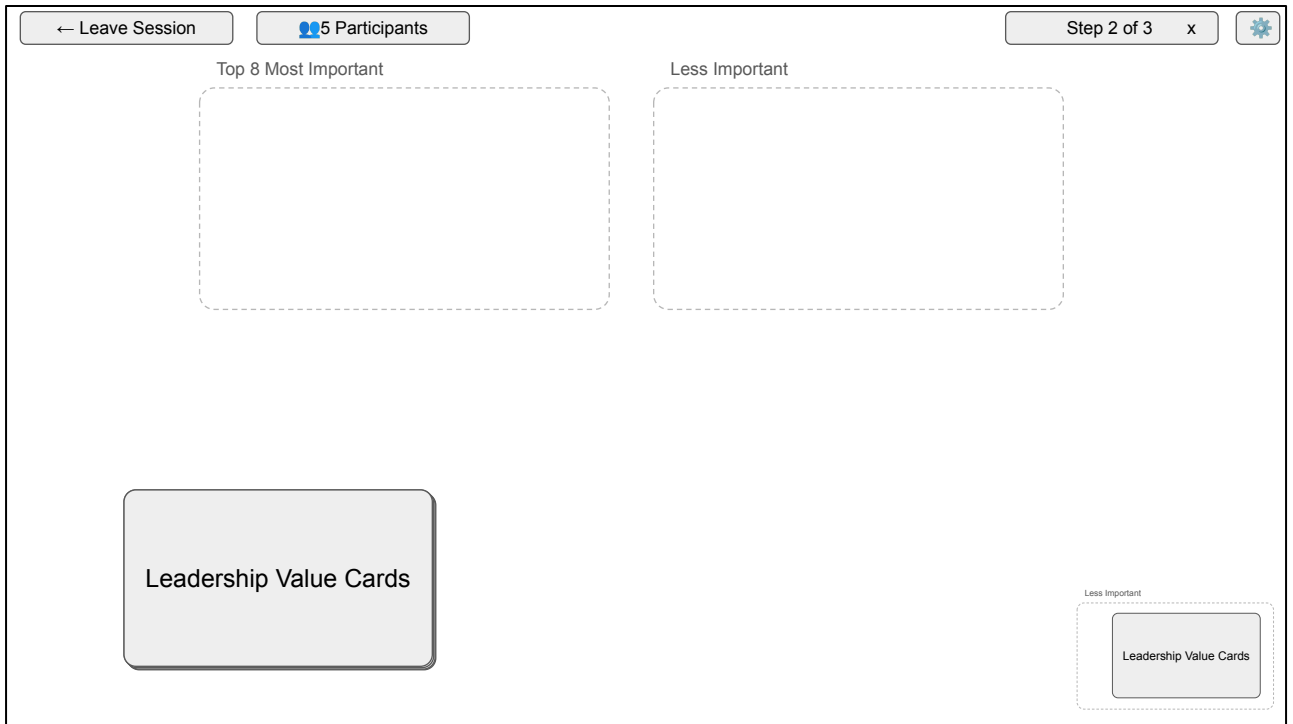
Once all cards in the main deck are sorted into the 2 target piles, the user can choose to move on the Step 2



When user clicks button to continue to step 2,

The cards move to setup the next round

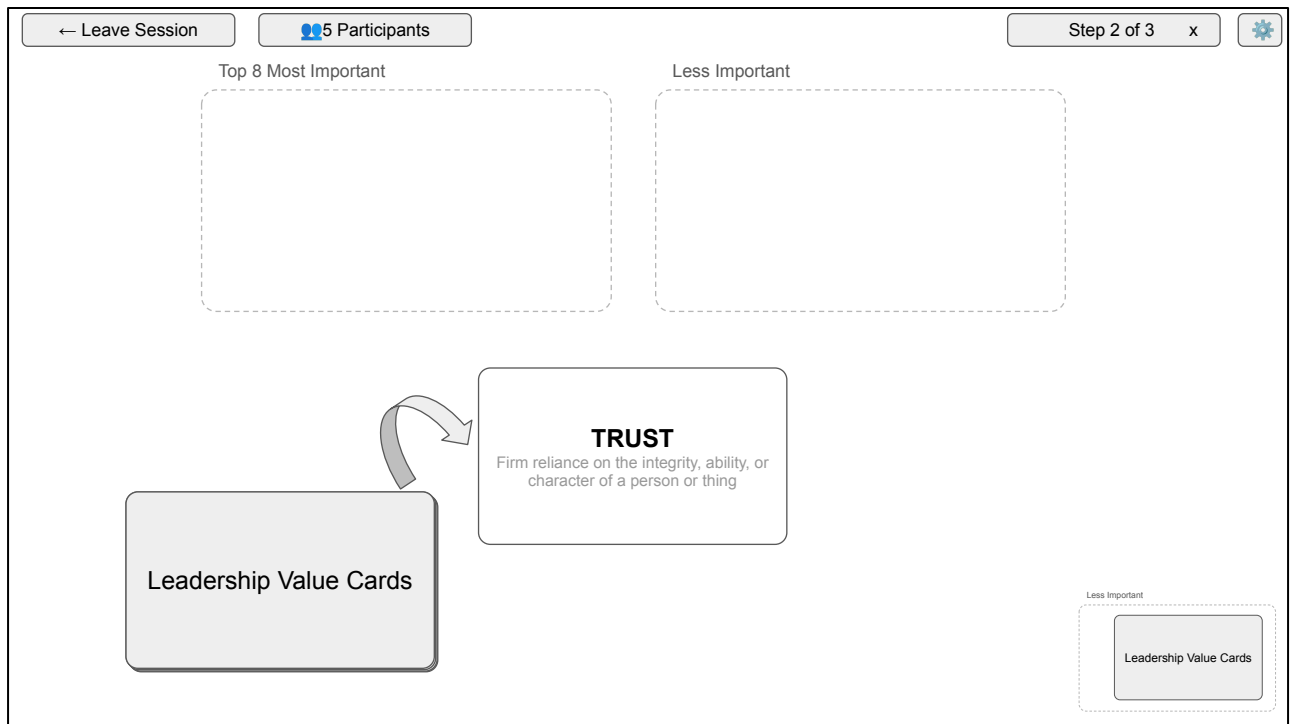
- 1) Cards in the Less Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the discard deck location move to the far right, bottom of the canvas out of the way
- 2) Cards in the More Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the main deck location



Step 2 ->

Objective: Reduce to your top 8 most important values

1. Display instructions for Step 2
2. User can only place 8 cards in the target "Top 8 Most Important" pile
3. They can move cards between pile targets as needed, especially to free up space.



Like step 1, users are able to flip cards off the top of the main deck one at a time and they sort into “Top 8 Most Important” pile and “Less Important” pile

← Leave Session

5 Participants

Step 2 of 3 x



Top 8 Most Important

TRUST

Firm reliance on the integrity, ability, or character of a person or thing

Less Important

Leadership Value Cards

TEAMWORK

Cooperative effort by a group or team

Less Important

Leadership Value Cards

← Leave Session

5 Participants

Step 2 of 3 x



Top 8 Most Important

TRUST

Firm reliance on the integrity, ability, or character of a person or thing

Less Important

TEAMWORK

Cooperative effort by a group or team

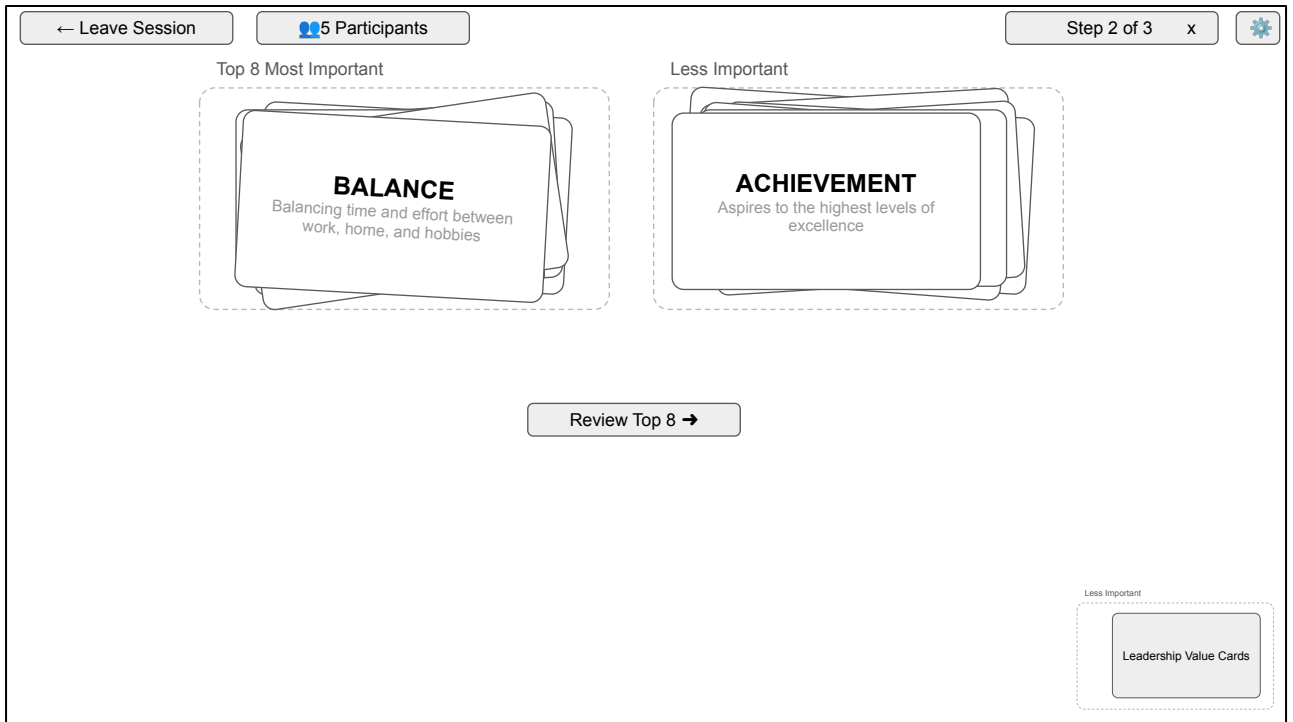
TEAMWORK

Cooperative effort by a group or team

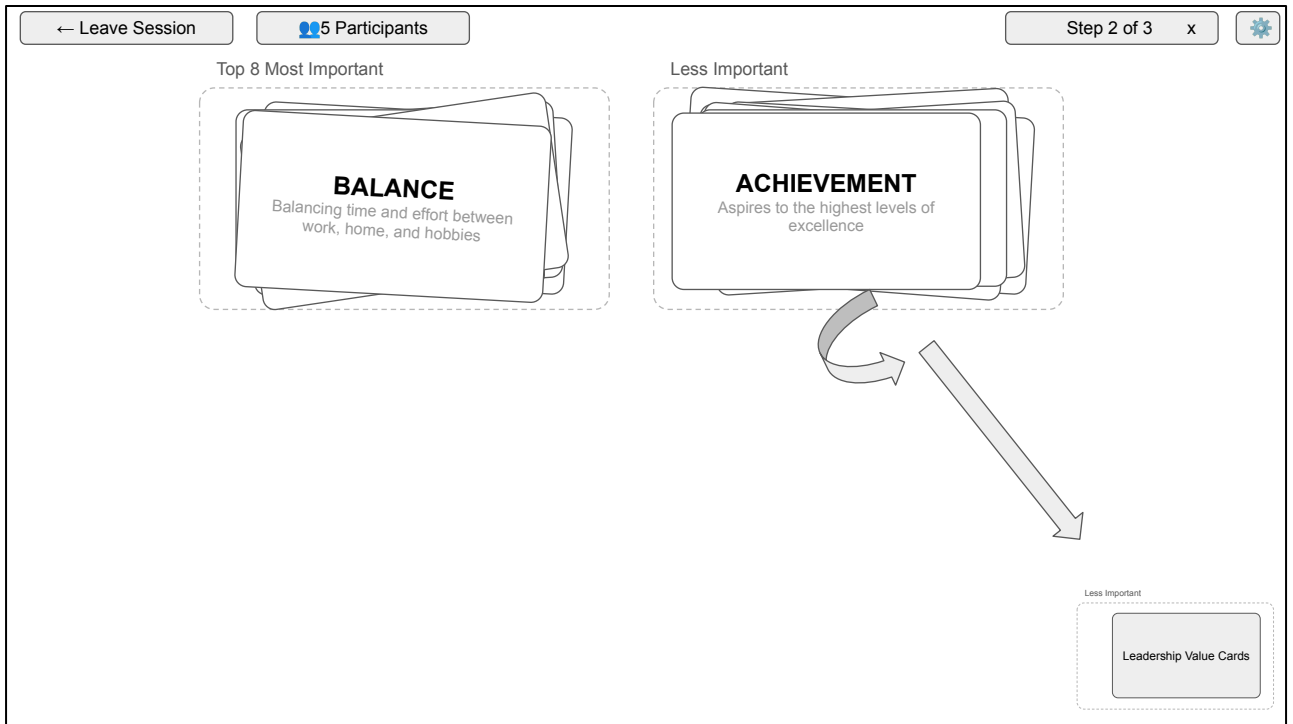
Leadership Value Cards

Less Important

Leadership Value Cards

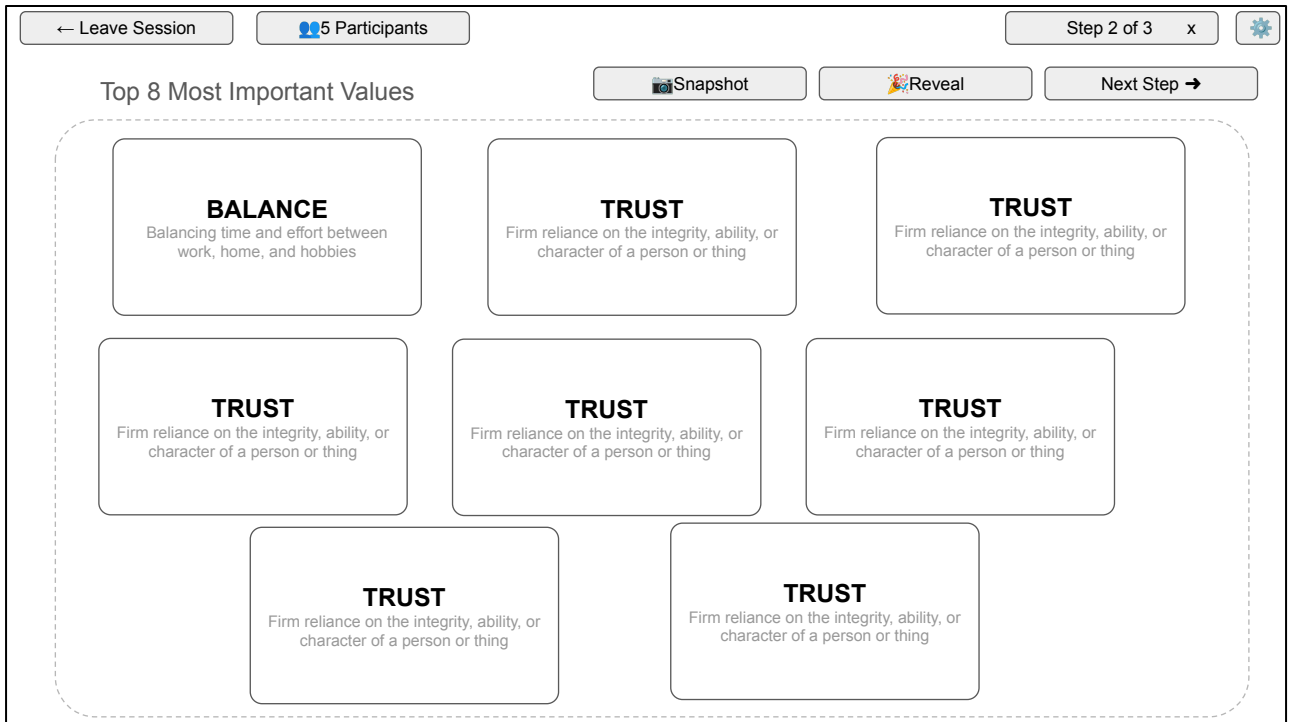


Once cards are sorted, and Top 8 Most Important pile includes 8 cards, user is shown button to “Review Top 8” cards, an interim step before Step 3



Upon clicking “Review Top 8” button:

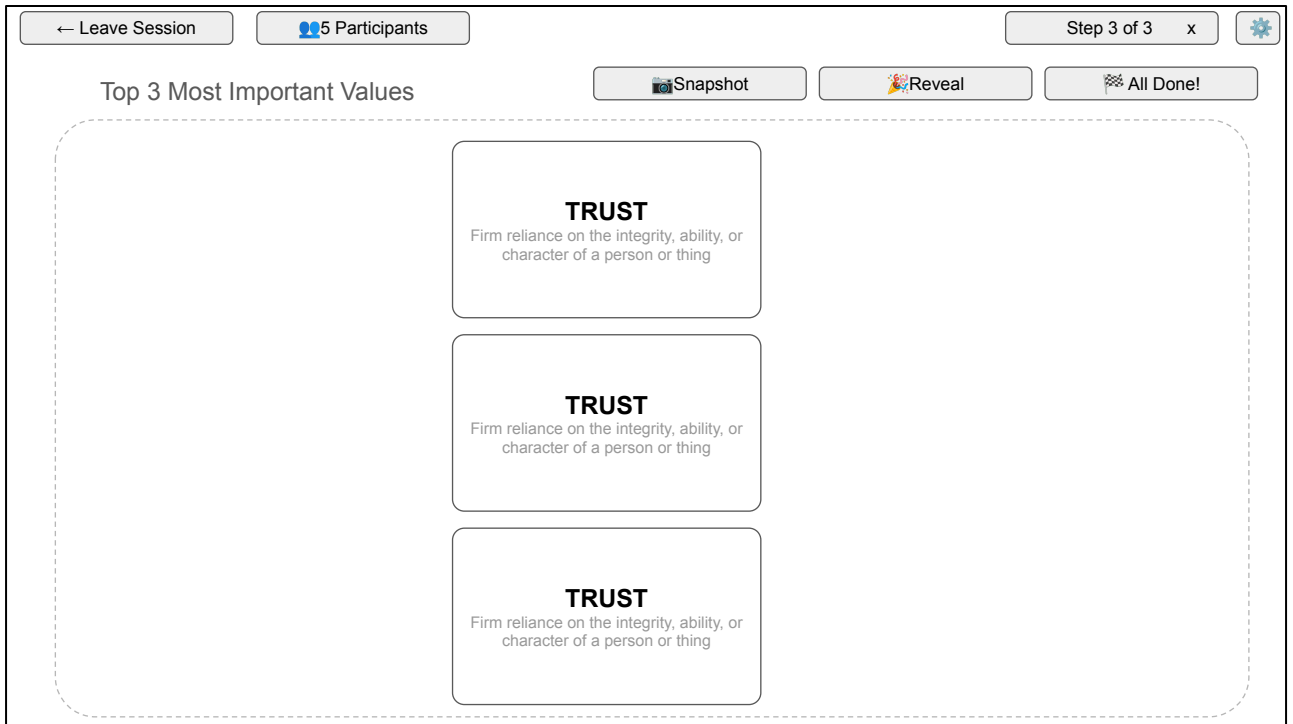
- 1) Cards in the Less Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the discard deck location move to the far right, bottom of the canvas out of the way
- 2) The Top 8 pile frame expands and cards are distributed within the frame... see next screen



Top 8 Most Important Values frame (dashed border) expands to fit the canvas,
Cards in the pile are distributed within the expanded frame
User is able to move/rearrange the values into any grouping they like... they should stay within the frame

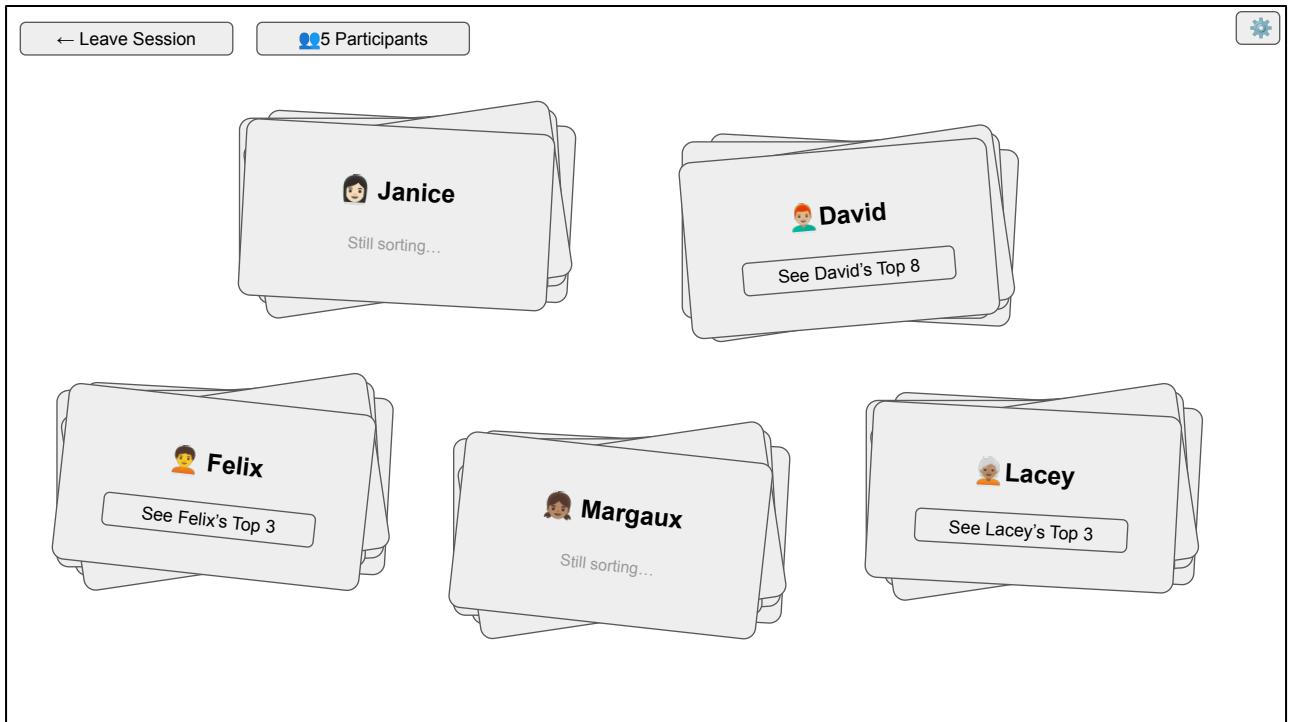
User has 3 options buttons above the frame:

- Snapshot -> allows users to save an image of the values as they're arranged.
- Reveal -> allows other users in the same session to view the frame and cards as user has arranged
- Next Step or Step 3 -> Move on to the next step of reduction to Top 3 Most Important Values



Follow the same steps as Step 3

- Sort the Top 8 Most Important Values cards into Top 3 Most Important Values cards; discarded 5 values move the the “Less Important” deck
- Once winnowed down to 3, give user options to
 - Take Snapshot
 - Reveal (to everyone)
 - Continue to “All Done” animation/finale



Revealing one's ranked values (either Top 8 or Top 3) is optional for each user.

But if/when participants do reveal their choices, it's a great opportunity to share and discuss with other participants

Once a user chooses to reveal their values, others can select "See [Name]'s Top [8|3] Values" at which point

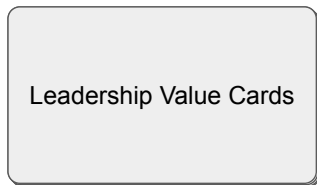
They will see a read-only version of slide 17 (expanded Top [8|3] Most Important Values frame with cards arranged by the owning participant)

They can dismiss from that view by clicking X and returning to this all-participants view of a given session

Most Important



Less Important



🕒 3:46

Step 1 of 4 🗖️ ✕

Export PDF

Export PDF

Hide My Work

Flip & Sort

Flip cards one at a time and sort immediately

Click the deck to flip a card, then drag it to 'Most Important' or 'Less Important'

Target: 40 cards total



Next Step →

Most Important:

0 Less Important:

0