**Todo:**

* **How to delegate facilitation for each group game**
* **Write a script for how to tell people about 1 JOD loyalty card**
* **Write 5 names for 1 JOD loyalty card**
* **Add 10 more quick questions to GOT and MM surveys**
* **Find people to partner with, especially who make capacity building stuff**
* **Brainstorm GOT problems, personal and actual**
* **Learn how to lead volunteers**
* **Plan for next Friday & Saturday**
* **Weekly tasks?**

**Personal:**

* **~~Join new gym~~**
* **~~Schedule gym money~~**

**How to delegate facilitation for each group game?**

**Current group games:**

* **Pictionary**
* **Mafia**
* **Werewolves**
* **Heads Up**
* **Taboo**
* **Wheel of Fortune**
* **Group Trivia**
* **Kahoot**
* **Family Fortune**
* **Jeopardy**
* **Mind Games**
* **Charades**

**Choose from participants? Random? Intentional Random? Volunteers? How to choose randomly other than cards? Is cards enough? Is there a more efficient way?**

**How to handle participants who can’t manage?**

* **Intentional Random?**
* **Better communication? Tell them that this is part of learning how to lead through games? Announce that this participant is facilitating and lead the game?**
* **Support them**
* **Give them one small task at first?**

**What is the idea behind making participants lead group games?**

* **Business Goal:**
  + **Automate Game on Track**
  + **Bring more value to the participants**
* **Mission:**
  + **Teach participants how to lead and manage a group of people, including skills like public speaking, leadership, etc.**

**Make first hour valuable same way? How? Giving one participants lead on table and make them responsible for helping people on their table? Possible tasks?**

**Suggested Idea: Schedule days where no group games are held?**

**Which tasks should each volunteer take? (2 volunteers)**

* **Current Tasks:**
  + **Distributing to tables**
  + **Teaching tables where no one knows the game**
  + **Cash (WIll be handled)**
  + **Group Games**
  + **Distributing participants in second hour + helping them**
  + **Set up during next hour**
  + **Participants tour at the start**
  + **Community engagement**
  + **Prep for the event (kitchen, tables, etc.)**

**My Goals from the Game on Track**

**My Goals from The Idea Chamber**

**Game on Track Goal: 25 Regulars**

* **Offline Marketing? Learn more about offline marketing?**
* **More Value?**
* **Stronger Image?**
* **Referral Program? Focus on 1 JOD card?**

**What is the idea behind game on track?**

* **Increase people’s capacity through games**
  + **How do we increase those skills with games?**
    - **Workshops?**
    - **Make participants lead**
    - **Capacity building games?**
    - **How does board games relate to all of this?**
      * **Community Engagement**
        + **How does community engagement build skills?**
        + **What makes community engagement in board games different from other events?**
      * **Builds skills? People don’t believe that.**
      * **Grants entertainment to value?**
  + **What skills are there to increase?**
    - **Teamwork**
    - **Public speaking**
    - **Proactivity**
    - **Problem Solving**
    - **Conflict handling**
    - **Decisions on the spot**
    - **Communication**
    - **Empathy**
    - **Leadership skills**

**I’m building a board games community inside a youth development facility. Why? Is it a board games community or general games community? Does it have to be limited to board games?**

**What are the benefits of playing games?**

* **Increase reaction time**
* **Increase strategy**

**Am I using games to increase the above skills or simply leadership skills? Or both?**

**What are my problems?**

* **I can’t figure out the benefits behind playing board games or games in general. The benefits are subtle and indirect. How can I make games directly provide people value? It’s not like they are capacity building games.**
* **I can’t find a link between building people’s leadership skills and games other than making participants lead the games. Then again, they can lead anything other than games.**
* **I can’t find any benefits behind games other than breaking the ice or increase brain capacity. Then again, we break the ice in all communities and we try to increase brain capacity in Mind Masters Community? Move board games to mind masters?**
* **I don’t have a clear image on what the game on track should be. What it’s goal, value, mission. What need it solves. Even if I know the goal, the community has no relation to how it achieves it.**

**Game on Track’s current system:**

* **Play games**
* **Community engagement**
* **Have fun**
* **Connect people together**
* **Problem: Lacks value**

**Game on Track’s new goals**

* **Add value to games**

**How? How to make a board games/games community have value?**

**Who is my target? Game lovers?**

**Is it simple? Build a home for game lovers and provide them with value?**

**Can we connect Mind Masters to Game on Track?**

**The current system of the game on track does not support the vision and goal of the community**

**How to use board games to build people’s capacity?**

**What are my constraints?**