

# Agile Games Test #2

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## Agile Games 2014, Come Play June 2-4!

Come learn how to use Agile games, when to use them and explore various kinds of games at the Agile Games 2014 Conference June 2-4, 2014, in Cambridge, Massachusetts. A safe and intimate environment to experience new ideas and capabilities for yourself or with other attendees, including with our esteemed presenters. There is a variety of fascinating topics and activities to satisfy a range of appetites for learning.

**Detailed program is available at:**

<http://www.agilegames2014.com/index.php/program>

**Ready to register?** Use promotional code GBCACM\_9541 to get a \$50 discount.

**Register here before current pricing ends at midnight on May 6**

<http://www.AgileGames2014.com/index.php/registration>

Here's a quick peek at what to expect:

### Day 1 - Monday, June 2

\* A keynote presentation from **Chris Sims** (coauthor of *œThe Elements of Scrum*) will begin the conference talking about the use of games within coaching activities at Agile Learning Labs. Chris will later present a Deep-Dive workshop detailing the techniques used at Agile Learning Labs to develop agile games so as to best enable attendees to develop and facilitate their own games to help teams improve. More information about Chris is online at: <http://www.agilelearninglabs.com/people/chris-sims/>

**Multiple Deep Dive Sessions to choose from:**

\***Dr. Roger Greenaway** will return to the 2014 Agile Games conference for a continuation of discussions and activities focusing on Dynamic Debriefing. Dr. Greenaway has been highly influential in training trainers in Europe (as he hails from Scotland) and will present a Deep-Dive focusing on effective debriefing applying his recent learnings about agile that started at the 2013 Agile Games conference. Effective debriefing is critical to ensuring that game participants achieve a game's targeted learning outcomes through discussions after the game. More information about Dr. Greenaway is found at: <http://www.reviewing.co.uk/>

\* **Doc (Steven) List** will present a Deep-Dive focusing on the linkage between games and experiential activities as key contributors to effective learning. He will focus on techniques that can be used to make the presentation of information more interactive so as to stimulate improved understanding and application. Doc was recognized in November 2013 as being the Agile Coach Camp's *Facilitator of the Year* - more information is available at: [http://blog.agilecoachcamp.us/?page\\_id=10](http://blog.agilecoachcamp.us/?page_id=10)

## Day 2 - Tuesday, June 3

The second day of the 2014 Agile Games conference will begin with a presentation of *Common Ground for Action* open to all conference attendees. *Common Ground for Action* was developed under the guidance of Luke Hohmann (author of *Innovation Games: Creating Breakthrough Products Through Collaborative Play*) and is designed to aid in solving wicked problems such as immigration, reforming our political system, and aligning our country's workforce with the new economy.

The game is based upon the success of the San Jose budget games (also developed by Luke) and is the result of collaboration between Conteneo (formerly The Innovation Games company) and the Kettering Foundation. *Common Ground for Action* will be presented at Agile Games 2014 by April McKay of Conteneo and Amy Lee of the Kettering Foundation.

**Woody Zuill** will discuss and facilitate a mob programming experience on the second day of the 2014 Agile Games conference. Woody will detail the roles and responsibilities for effective mob programming (including the details which aren't immediately evident but are essential for success) and then allow those interested to participate in a mob, so as to best determine how to leverage the improved collaboration of mob programming in their own environments. More information is available at: <http://www.mobprogramming.org>

**Llewellyn Falco** will share some of his recent learnings and uses of games in agile development activities. Llewellyn is a returning presenter to the Agile Games conference and is a passionate developer and coach - he blogs at:

<http://liewellynraico.blogspot.com>

**Derek W. Wade** will offer insights and guidance to improve collaboration amongst distributed teams. Derek's guidance is based on his observations of fragmentation within distributed environments for which he has explored using games to promote a wholeteam approach. Derek is an Innovation Games instructor/facilitator and serves on the board of directors of the Agile Project Leadership Network - he blogs at: <http://derekwwade.net/blog>

The second day of the conference concludes with a Call for Games whereby conference attendees will have the opportunity to share their own games and receive feedback from other conference attendees and presenters.

### Day 3 - Wednesday, June 4

The third day of Agile Games 2014 will conclude with an **Open Space** allowing all to expand their learning from the first two days of the conference by focusing on topics and activities of personal interest. Prior Agile Games open space sessions have resulted in development of new games, playing & improving existing agile games, and offering practical advice & lessons learned to build advocacy for agile games in a variety of environments.

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