Workshop: Pandemic - The Cure

Pandemic is a team co-operative board game. The team works together to cure four diseases threatening mankind around the world. Along the way, you'll have to travel with planes and boats, treat infections, take samples and find cures. You'll need more than luck to save the day! Epidemics will happen and outbreaks are bound to occur.

Pandemic's innate unpredictability lends itself to the Agile mindset of responding to change over following a plan. The idea of planning out your strategy for the entire game via a waterfall method and then stick to that strategy as the world crumbles would be foolish. Can your team work together?

Can you save humanity?

Round 1 retrospective

1. Which role did you have in the game?
2. How did you like your role?
3. Do you think your special abilities were used to their maximum for the team?

   Explain more.
4. Were you able to make enough of a contribution to help the team win the game?

   Explain more.
5. What could be done so that the team obtains maximum effect from your special abilities?
6. Do you think your team took the right actions at the right time? Explain more.
7. Did your group waste a lot of time trying to decide what to do next? How to improve this?
8. Do you think you took the right actions at the right time? Why/why not?
9. How did the team decide where to go and what to do?
10. What is the hardest part about group decision making?
11. Did the actions you performed hurt or help the group? How did this make you feel?
12. Were any of your ideas rejected by the team? If so, how did you feel? Did you stop giving ideas?

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13. What's the reason we played Pandemic today?
14. What learning could we take from Pandemic to help your projects?
15. Should your team work as a team? Explain your answer.
16. How could teams be improved at your place of work?
17. Do you feel you are able to give sufficient input into projects? Explain your answer.
18. If you played this game again, what would you do differently?

Learning theory

All personal change involves unlearning old ways of behaving and learning new ones

The Learning Cycle (David Kolb, 1984)
Concrete Experience (Something happens)
Reflective Observation (You think about it)
Abstract Conceptualization (You identify a pattern)
Practical Experimentation (You test your theory) (Leads back to step 1)

Someone with a preference for (Honey and Mumford)
Concrete experience --- is described as Activist
Reflective observation --- is described as Reflector
Abstract Conceptualization --- is described as Theorist
Practical Experimentation --- is described as Pragmatist

Examples of Different Learners: Most teams have all types

Activists

On-job learning by trial and error
Coaching from a respected practitioner
Activity-based learning in groups
Well-simulated work environments

Reflectors

Observing others 'live' or on video
Action learning sets
Making notes and keeping learning diary
Well-simulated work environments

Pragmatists

Practical workshops
On-job learning by trial and error
Applying tools and models to practise situations
Well-simulated work environments

Theorists

Courses and seminars
Lectures and presentations
Reading and personal research
Well-simulated work environments

10 habits of an Agile Self-Organizing Team (Patrick Lencioni)

Ownership: Don’t wait for their leader to assign work, start owning your work.

Motivation: Know your WHY and like what you do.

Teamwork: Help each other and share skills.

Coaching: Get skills to shine.

Trust and respect: Trust the team to help each other resolve issues.

Commitment: Fully committed to getting work 100% done.

Collaboration: Ask Questions to the Product Owner.

Competency: Keep increasing this to build more trust.

Improvements: Keep innovating!

Continuity: Keep teams stable.