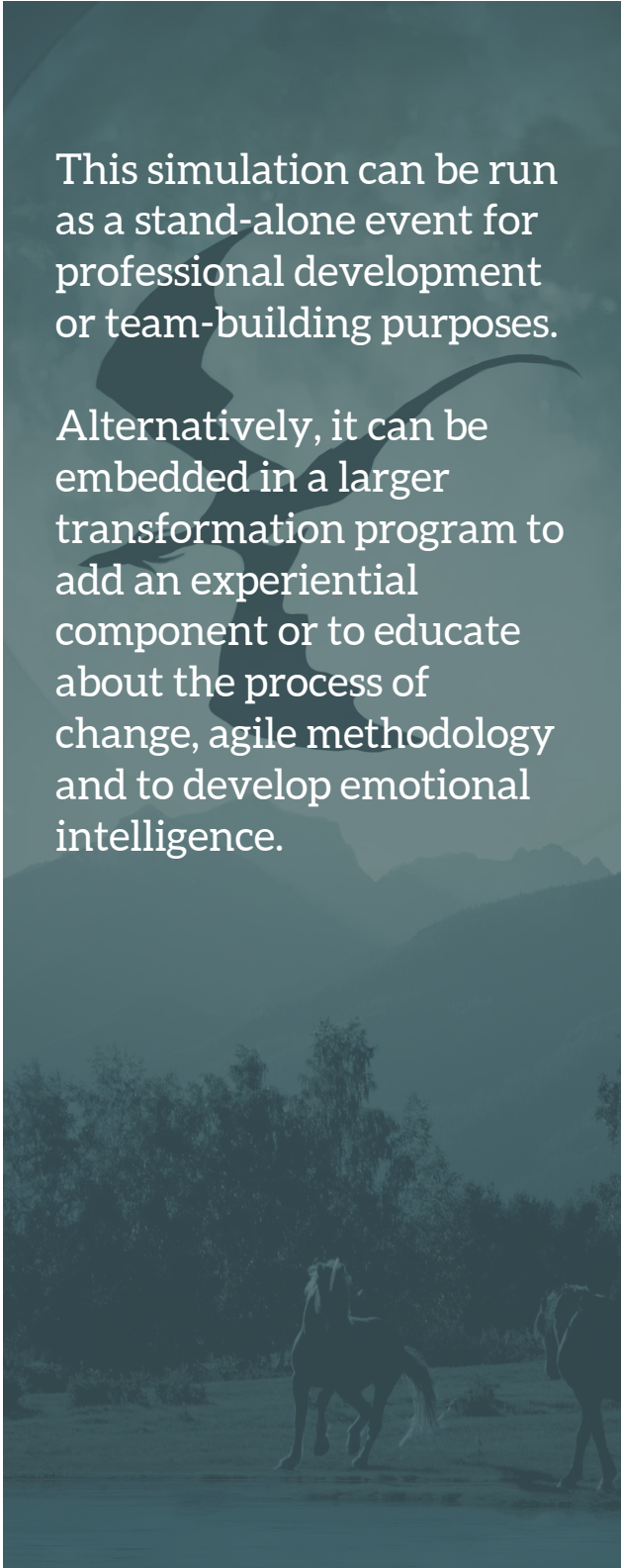


Game of Moans: Leading a change project

Duration

4 hours



This simulation can be run as a stand-alone event for professional development or team-building purposes.

Alternatively, it can be embedded in a larger transformation program to add an experiential component or to educate about the process of change, agile methodology and to develop emotional intelligence.

The challenge

Set in a fantasy world of dragons and monarchs, participants work in teams to support the newly throned Dragon Queen as she seeks to unite the people from the five Great Houses.

After seven seasons of war and cruelty at the hands of House Lion, will the introduction of fire-breathing dragons ('the change') end in success or mutiny?

Outcomes

To increase the acceptance of the change, participants need to devise an effective change strategy including:

- Identify established change management tools
- Incorporate Agile methods including planning sessions, sprints and retrospectives
- Conduct a change readiness assessment and post change impact analysis
- Support people transition through change by understanding why they resist

"If you don't like something, change it. If you can't change it, change your attitude."

Maya Angelo - American poet and civil rights activist