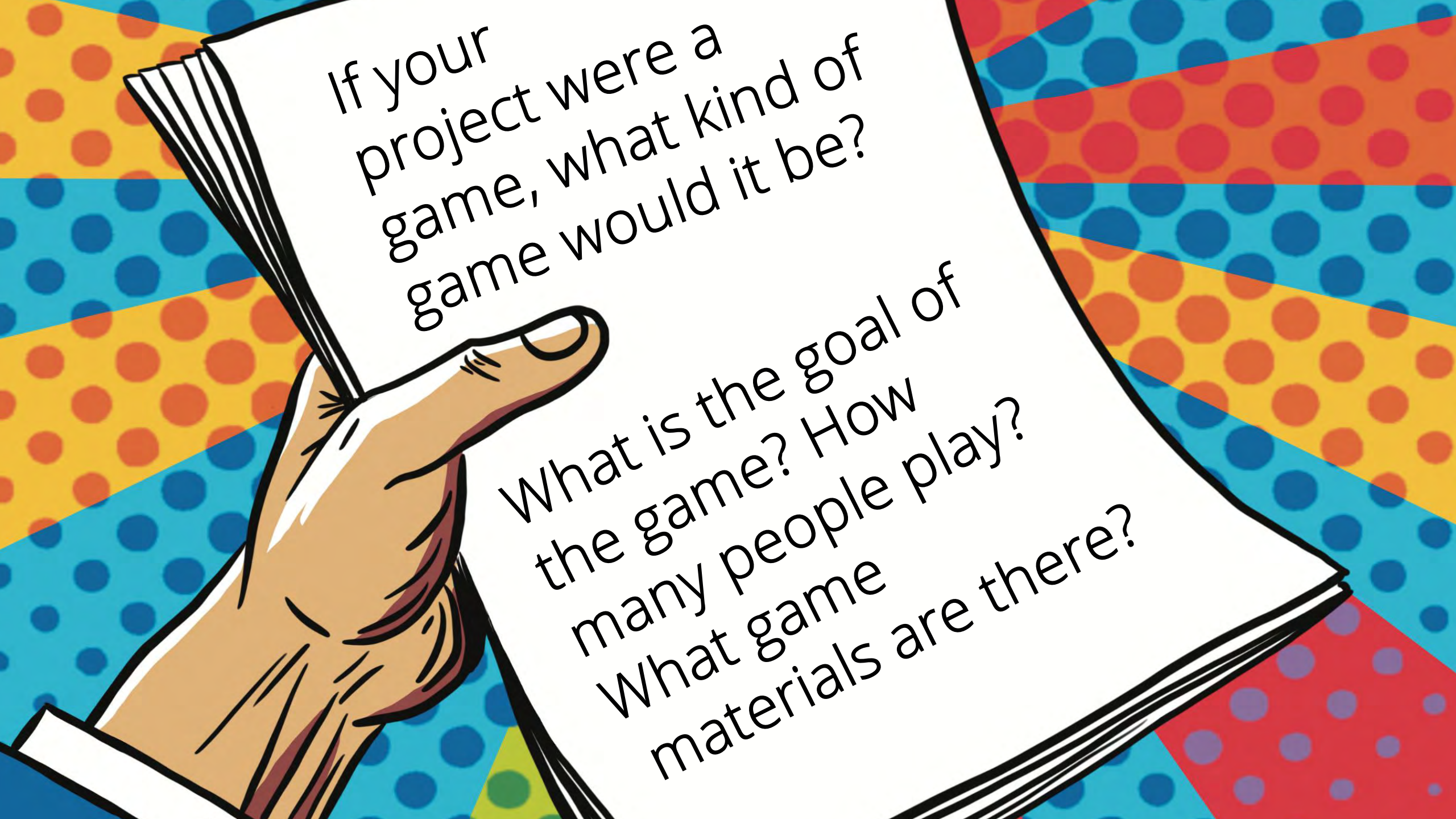


PROJEKTE WIE SPIELE DESIGNEN – AGIL & MOTIVIEREND

DESIGNING PROJECTS LIKE GAMES
– AGILE & MOTIVATING

DR. MIRIAM SASSE



A stylized illustration of a hand holding an open book. The background is composed of diagonal bands of color (yellow, blue, red) with polka dots in contrasting colors (blue, orange, purple). The book's pages are white with black text. The hand is drawn in a simple, bold style with brown skin and black outlines.

If your
project were a
game, what kind of
game would it be?

What is the goal of
the game? How
many people play?
What game
materials are there?

LEVEL UP!

© Miriam Sasse



Mission 1:
Getting started
within the
system - see
clearly, start
smart



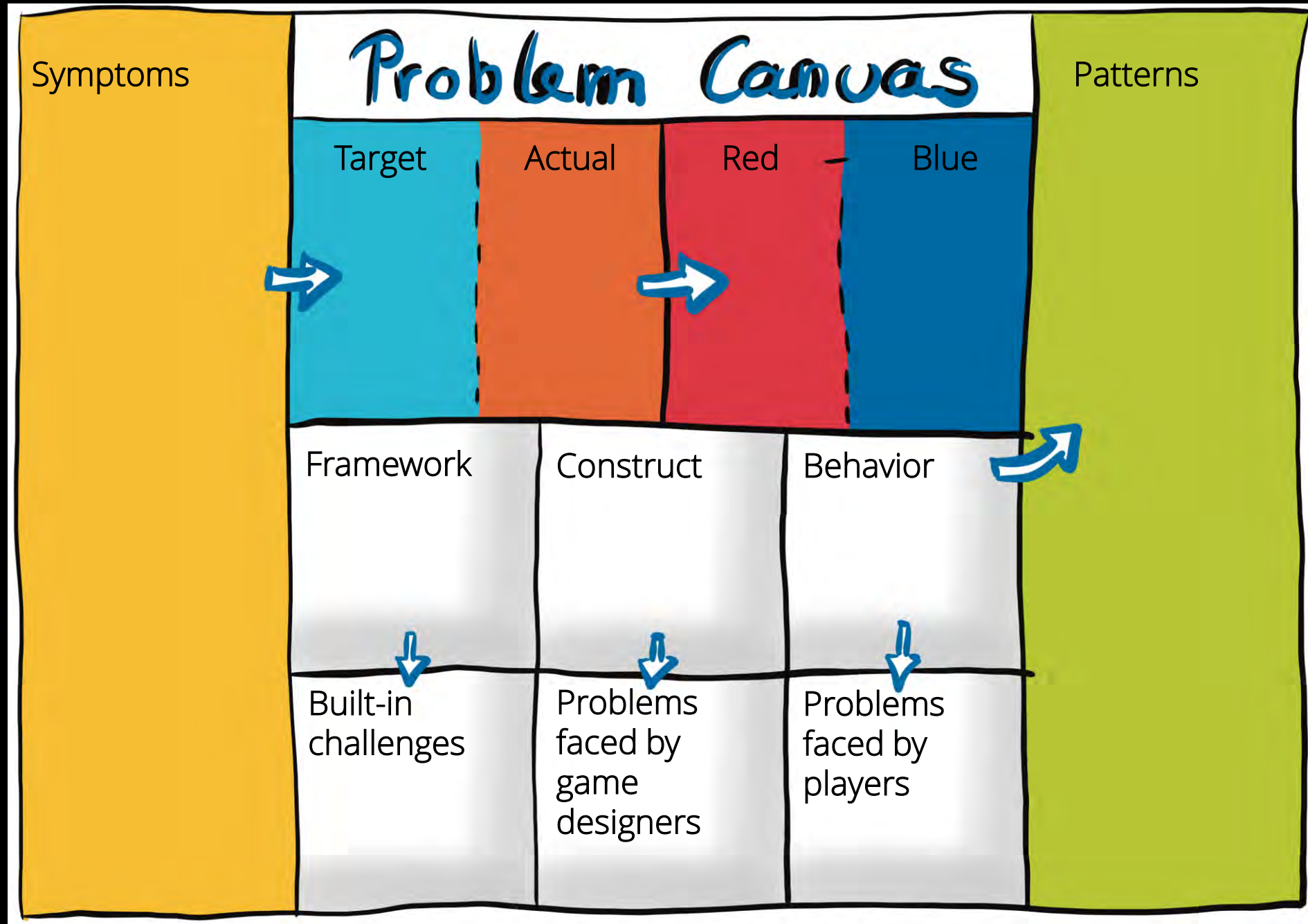
Mission 2: Patterns in the system—what works when no one is watching





Mission 3:
When the game
gets stuck—
irritations as a
starting point for
redesign





Mission 4: Shaping the gaming experience – emotion, motivation, and volition in the system



Motif
Compass
(based on
Dirk Eilert)

**Inspiration
& easiness**

Pleasure

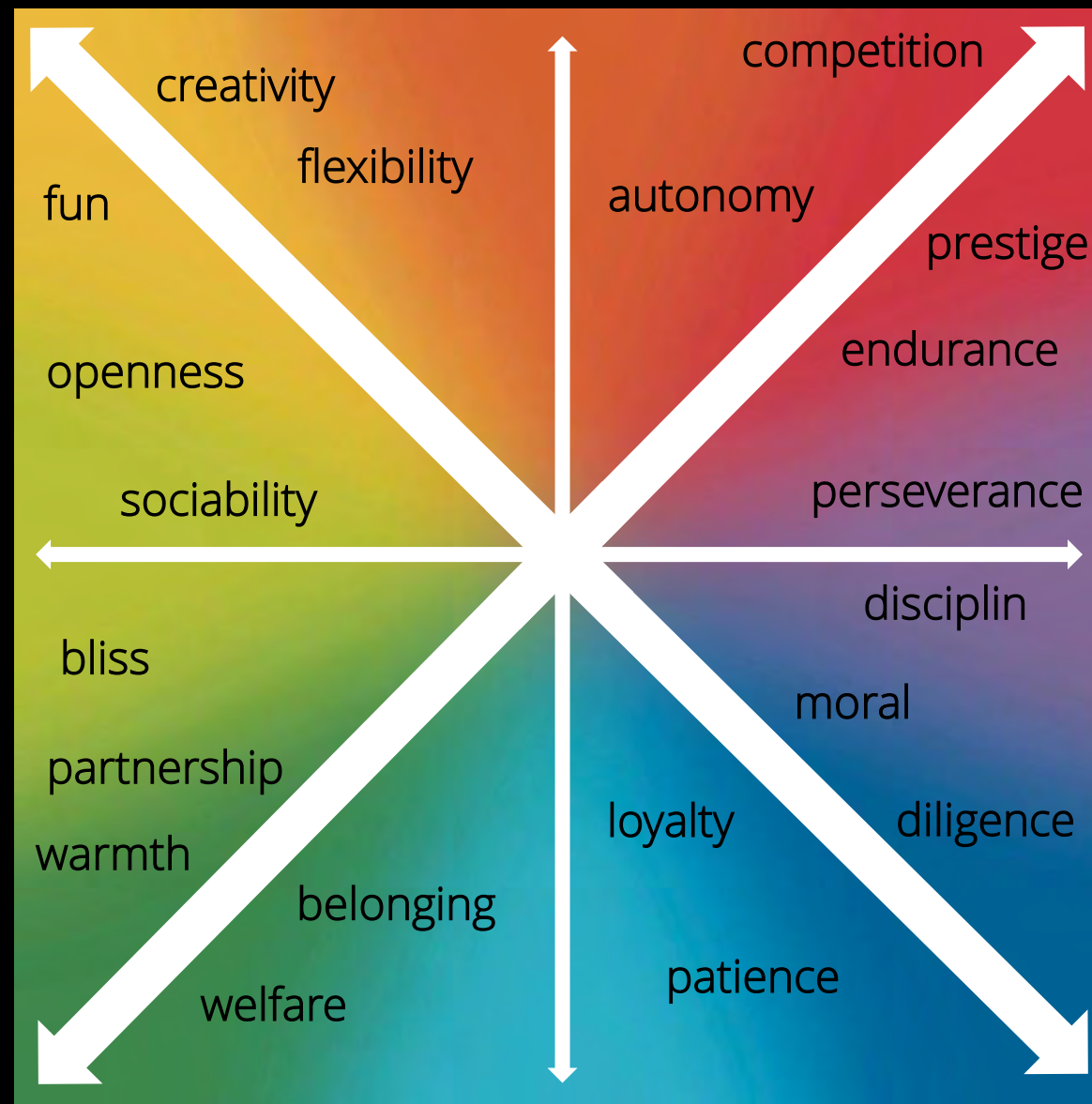
**Harmony
& Comfort**

Action

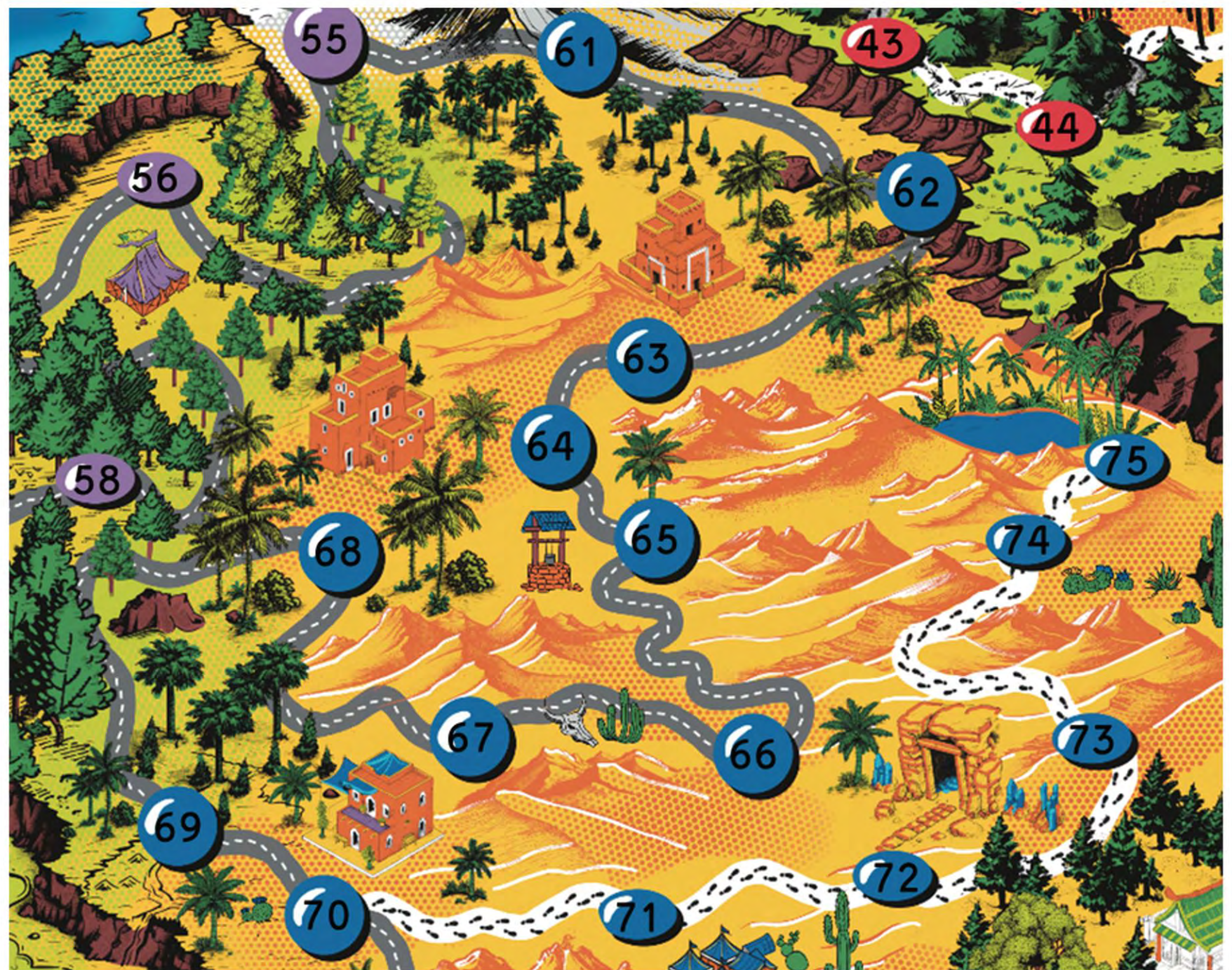
**Enforcement
& Influence**

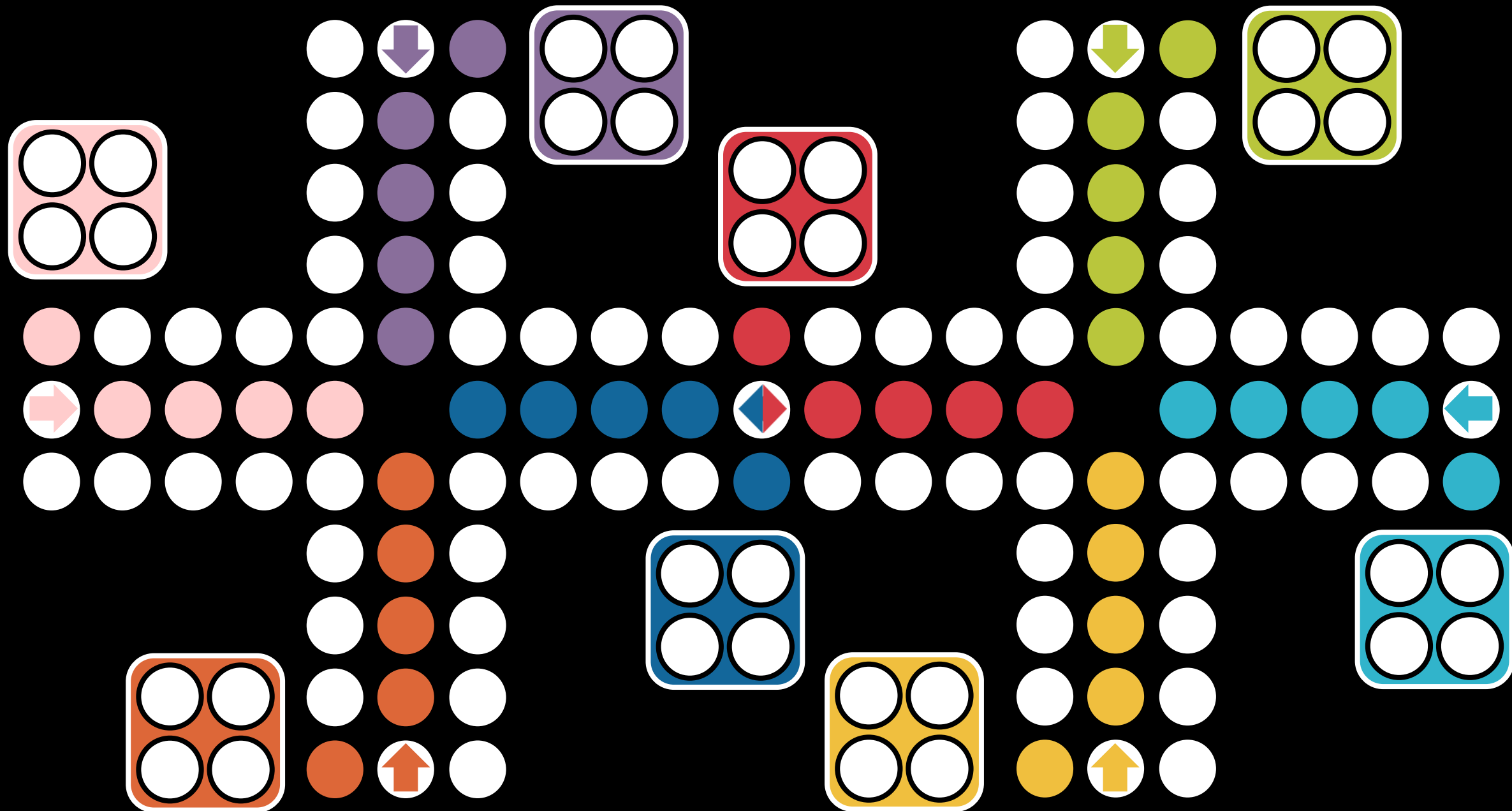
Control

**Order &
Stability**



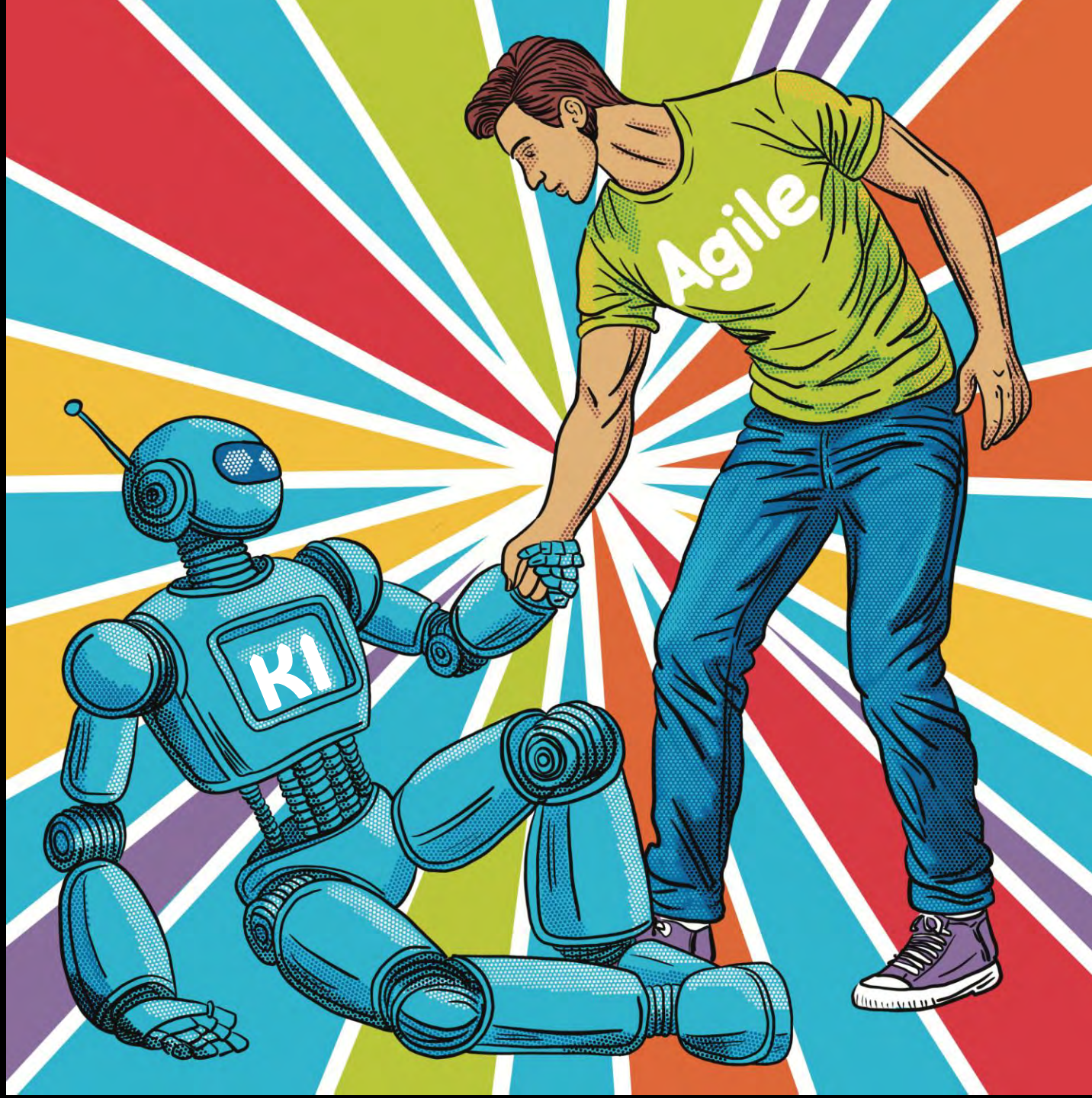
Mission 5:
Growing in the
game – more
levels, more roles,
more impact



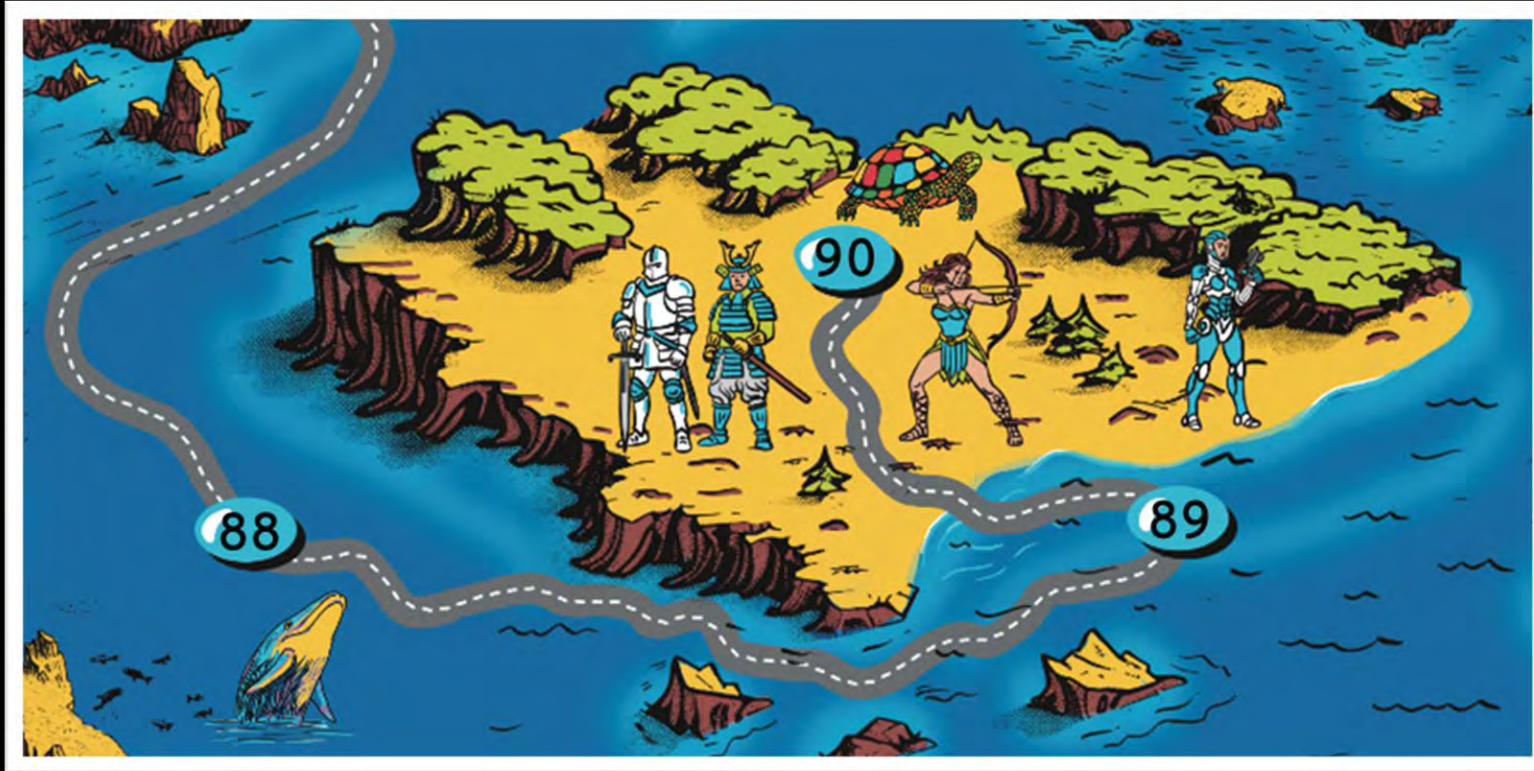


Mission 6:
Next level
organization -
digital play,
clever design





Side Quest 6: Staying human in the digital game



Mission 7: Mastery in Action - Resilience and Longevity of Organizat ions



CANOSSA Model

Coherence



Acceptance



Network



Optimism



Self-perception



Self-regulation



Alignment

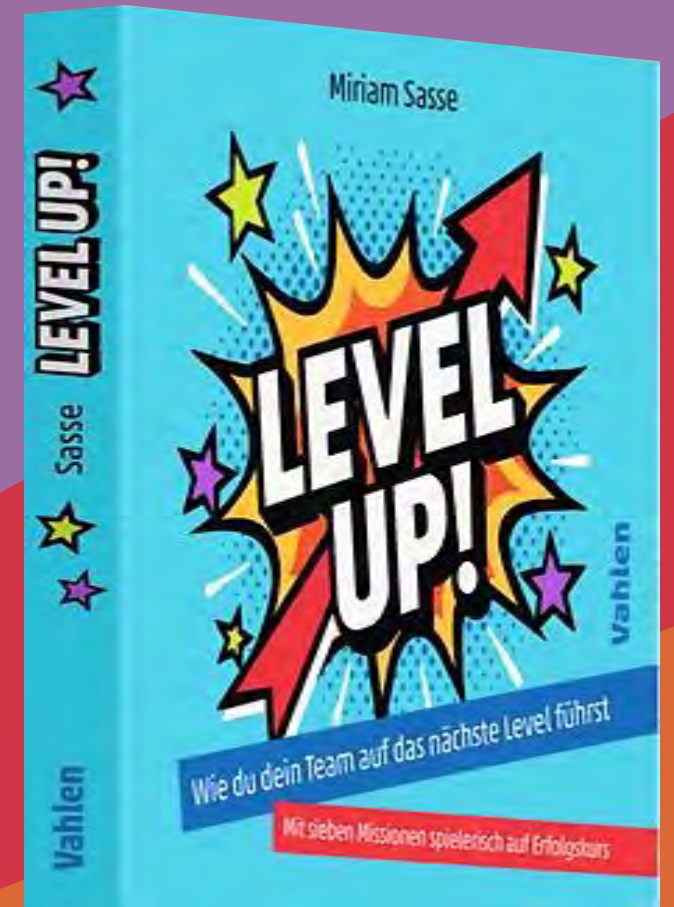
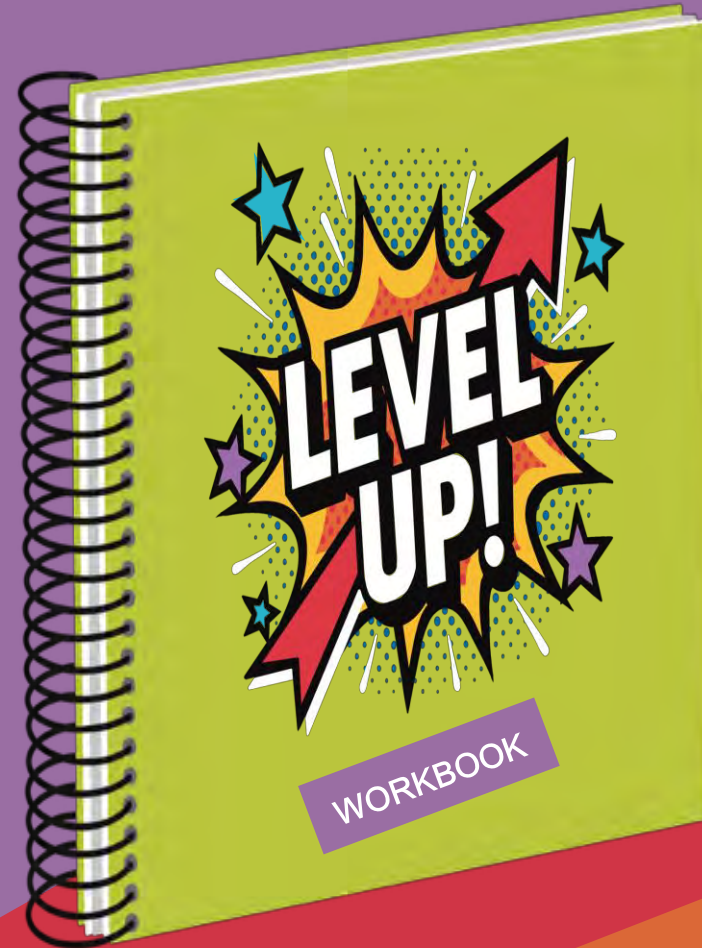


The Game Board





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