

A READY-TO-PLAY GAME FOR DEALING WITH RISKS AS CHANGE MANAGEMENT CHALLENGES

Juan Sebastián Zapata-Tamayo
Universidad Nacional de Colombia
PSL Colombia
jzapatat@unal.edu.co

Carlos Mario Zapata-Jaramillo
Universidad Nacional de Colombia
cmzapata@unal.edu.co

Maria Fernanda Rojas-Valencia
Universidad Nacional de Colombia
mafrojasva@unal.edu.co

Miguel David Rojas-López
Universidad Nacional de Colombia
mdrojas@unal.edu.co

ABSTRACT

Riskin' is a card game based on a different perspective for managing risk in software projects. Team leaders—the target practitioners of the game—are encouraged to mitigate project environmental changes—challenges—and increasing team effectiveness by using a game similar to Munchkin™. The game involves the players in situations where they need to use effective leadership characteristics in order to win. In the end, players should understand the importance of the characteristics for making a very effective team.

DESCRIPTION OF THE GAME

This game is based on Debnath *et al.* (2006) software risk management approach. They define most *risk management* issues in software projects as *change management* challenges. Successful change management demands leaders to construct and conduct teams in an effective way. Effectiveness of software teams is sometimes related to good coding, but it also includes several social characteristics for creating effective teams.

Riskin' is a game based on Munchkin™ and intended to teach the importance of team effectiveness inside the change management process of software projects. The rules of the game are the following:

- We divide the cards into challenges cards and situation cards with the training cards aside.
- Each player should take two training cards and three situation cards.
- Each player should take five six-sided dices.
- Each player should take five characteristics cards:
 - One common goal card.
 - One open communication card.
 - One constructive conflict resolution card.
 - One mutual trust card.
 - One support and respect card.
- Dices indicate the level of the characteristic card; with no dices, the level of the card is zero.
- The board has five sections, each one with a level. Each level has different difficulty and an associated challenge from the deck.
- Players should mix training cards with situation cards and shuffle the deck; also, they should shuffle each challenge deck.
- Players should decide who plays first by rolling a dice. The player with highest number should start.

- Turns are assigned in counter-clockwise direction.
- Cards in front of the player are cards in-play; these the player needs to show to the other players team characteristics, experience points, and the realized training. Cards in play are public information and should be visible to the other players.
- At the end of turn, the player should draw two situation cards. In addition, players should have no more than five cards at hand.
- Each turn have different phases:
 - **Trading phase:** In this phase the player can trade cards with other players.
 - **Challenge mitigation phase:** In this phase the player should draw one card from the challenges deck and turn it face up. Then, the player try to mitigate a challenge by comparing their team characteristic level against the required challenge characteristic level. If player team characteristic levels are greater than the challenge required characteristic level, the player can mitigate the challenge, if is tied or lower the challenge remains unmitigated. If the challenge remains unmitigated the player will lose one characteristic point of each challenge required characteristic. If the challenge is mitigated the player should draw as many situations cards as the challenge card suggests. Other players can interfere with player challenge mitigation phase in several ways:
 - Another player can help by using a helper card (you can use as many as player want).
 - Another player can use a intensifier card to increase required challenge characteristics.
 - The player can ask for help to another player(s):
 - If the player is unable to mitigate challenge on his or her own, the player can ask for help.
 - The player can negotiate with other(s) player(s) with the challenge mitigation card rewards or cards in hand in order to get some help.
- When the player mitigates two challenges, he/she increases level.
- The first player who mitigates ten challenges wins the game.

REFERENCES

Debnath, N. C., Uzal, R., Montejano, G., & Riesco, D. (2006, May). Software projects leadership: elements to redefine" risk management" scope and meaning. In *Electro/information Technology, 2006 IEEE International Conference on* (pp. 280–284). IEEE. East Lansing, MI, USA