

Not-so-serious games for serious work

Xavier Detant

The logo for Great Place To Work, featuring the text "Great Place To Work" in white, stacked vertically, with a registered trademark symbol (®) at the end of "Work", all contained within a red square.

**Great
Place
To
Work®**

Why games as a learning tool ?

- Many senses used → easier to remember
- Not «real» work → makes errors, critics and trials more welcome
- Shorter feedback loop → improving faster



PANDEMIC



OUTBREAKS

- 1
- 2
- 4
- 5
- 6
- 7

Medic
Dispatcher
Operations Expert
Researcher
Scientist

Cures Discovered

INFECTION RATE

2 2 2 3 3

EPIDEMIC!

- 1. **OUTBREAK**
When the infection rate is below 4, you may place an infection token on any city.
- 2. **INFECT**
Draw one card from the bottom of the infection draw pile and add it to the infection rate track. Discard the card.
- 3. **INTENSIFY**
Add the infection rate to the top of the infection draw pile.

Khartoum

Osaka

OSAKA
SANTIAGO
KOLKATA
TORONTO

Characteristics of a game useable at work

- Short plays possible → allows play / retrospect loop
- Have a work related key learning → just fun or unusable learnings not welcome
- Adaptable → reinforce the learning
- Cooperative → at least team based, like at work
- Bonus point if you can sneak it as a game only



Hanabi

Antoine Bauza

2-5 joueurs / âge 8 - 108 ans

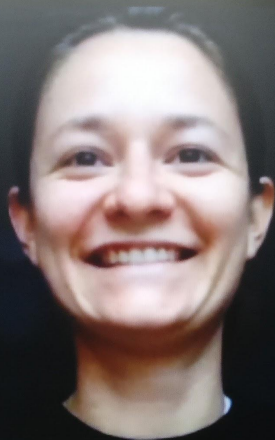
Hanabi



8+



Bilboquet



UGG-TECT



A GAME OF MONUMENTAL FUN
FOR 2-8 PLAYERS

A GAME BY
WALTER OBERT



BABA IS YOU



FL
AG



BA
BA
IS
YOU

WA
LL
IS
STOP





OVERCOOKED! 2

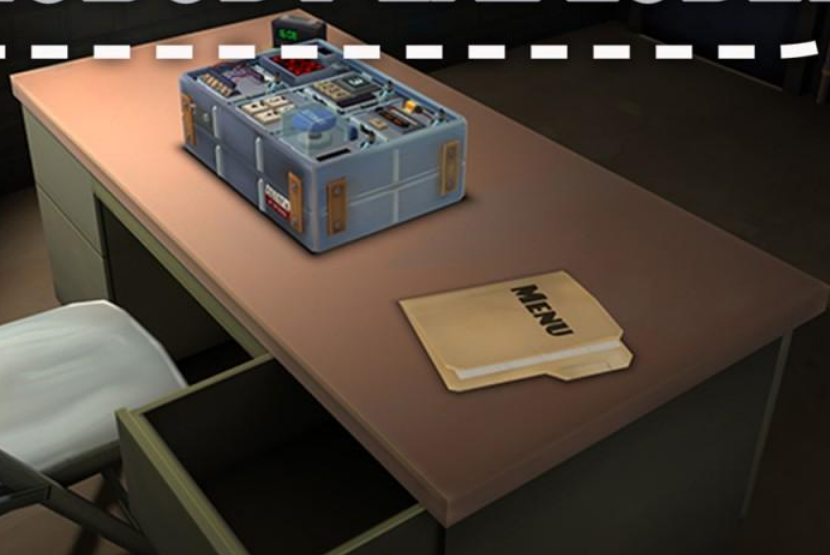


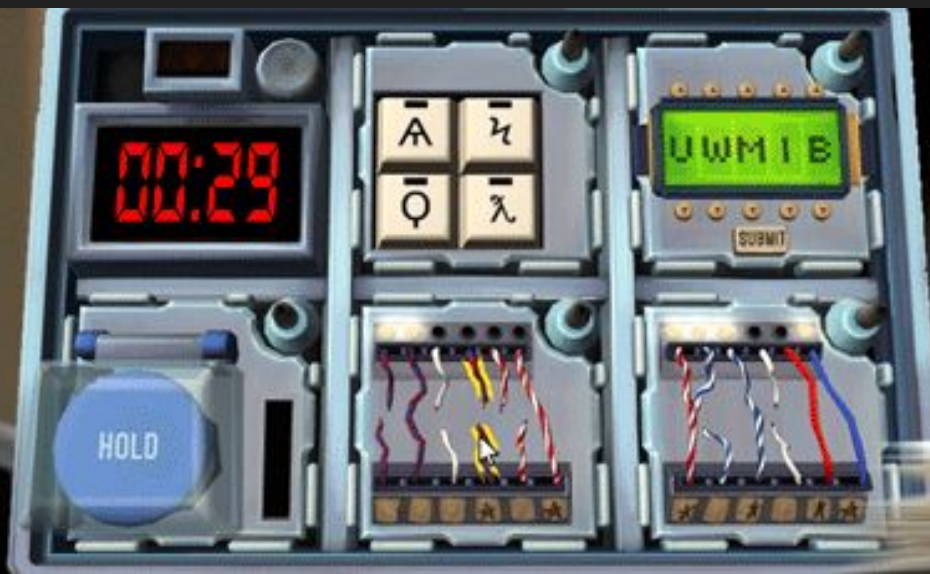




KEEP TALKING

and NOBODY EXPLODES 





 **KEEP TALKING**
and **NOBODY EXPLODES**

Have fun !