Agile Games Matrix

The Agile Games Matrix shows the learning objectives that each agile game and simulation teaches.

Find matching learning objectives and debriefs for the games you already know. And find matching games and simulations to the learning objectives you want to teach.

You can find the detailed description of all activities and many helpful tips for facilitation in the book "Agile Games and Simulations" by Marc Bless and Dennis Wagner.

MASTER YOUR FACILITATION
AGILE GAMES & SIMULATIONS
MARC BLESS · DENNIS WAGNER

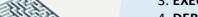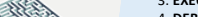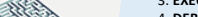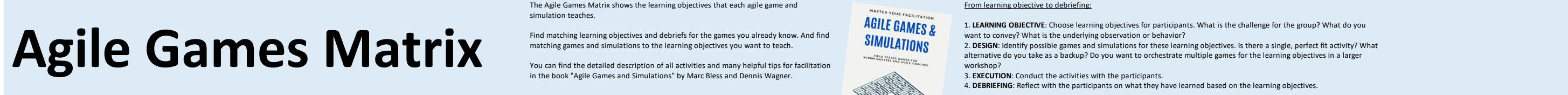**From learning objective to debriefing:**

1. **LEARNING OBJECTIVE**: Choose learning objectives for participants. What is the challenge for the group? What do you want to convey? What is the underlying observation or behavior?
2. **DESIGN**: Identify possible games and simulations for these learning objectives. Is there a single, perfect fit activity? What alternative do you take as a backup? Do you want to orchestrate multiple games for the learning objectives in a larger workshop?
3. **EXECUTION**: Conduct the activities with the participants.
4. **DEBRIEFING**: Reflect with the participants on what they have learned based on the learning objectives.

Games → / Simulations → / Activities →

Learning Objectives ↓ / Debriefings ↓

Column order (games, left to right):
1. Get to Know You - Bingo
2. Something True and Positive
3. Brilliant Moments
4. Virtual Social Network
5. Black Stories
6. Two Truths and a Lie
7. Profile for the Team
8. How much am I here right now?
9. Dobble
10. Hometowns
11. Anagram
12. Happy Salmon
13. Inverse Musical Chairs
14. Rock-Paper-Scissors
15. The Plank
16. Rain Maker
17. Snowball Fight
18. Pomodoro Break
19. Scavenger Hunt
20. Walk 'n' Talk
21. Learn to Juggle
22. Letter to Myself
23. Study Buddy
24. Homework
25. Journaling
26. Coin Flip Game
27. Boss-Worker Game
28. Push vs. Pull in a Minute
29. Counting Numbers and Letters
30. Multitasking Name Game
31. Marshmallow Challenge
32. Business Value Poker
33. Magic Triangle
34. Resource Utilization Trap
35. Scrum LEGO® City Game
36. Kanban Pizza Game
37. Ball Point Game
38. The House of Santa Claus
39. Summer Meadows
40. Paper Plane Factory
41. How to draw a Toast
42. Snowflakes
43. City Builders - Prioritizing Epic
44. Online Point Game
45. ScrumTale
46. Yes, exactly!
47. Australian Floating Wood
48. Blind Counting
49. Human Knot
50. Exercise without a name
51. Fearless Journey
52. Story Telling in Circles
53. Rhetoric – The Public Speaking Game
54. Chinese Whispers
55. Spaceteam (App)
56. Shower of Appreciation
57. SiN Obelisk
58. Team 3 and ToiletTrolls
59. Side Switcher
60. Coop Maze
61. Magic Maze
62. Catch Shoe
63. Coding Dojo
64. Ensemble Programming
65. Testing Jenga
66. Dice of Debt
67. Technical Debt Game (for non-technicians)
68. Continuous Integration with LEGO®
69. The T-Shaped House
70. Among Us
71. Werewolves
72. PowerPoint Karaoke
73. Keep Talking and Nobody Explodes
74. Cards against Agility
75. Secret Hitler
76. Spyfall

Learning Objectives / Debriefings with marked games (column numbers from the list above):

Learning Objective / Debriefing	Games marked (x)
REMOTE	1,2,3,4,5,6,7,8,9,10,11,12; 26,27,28,29,30,31,32,33,34,36,37,40,41,43,44,45,46,48,51,52,53,54,55,56,57,58,59,61,62,65,66,69,71,72,73,74,75,76
IN-PERSON	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76
Batch Size (Reduction)	31; 40; 45
Building Trust	2,3; 7,8; 20; 35; 46,47,48; 52; 54; 56,57; 59; 61,62; 71,72; 75,76
Business Value	31; 35; 47,48
Closing	22,23,24,25
Communication	42; 49,50,51,52,53,54,55,56,57,58,59; 65; 69; 75,76
Complex Systems	34; 57,58
Continuous Integration	68
Cost-of-Delay	42
Cross-functional Teams	31; 35,36; 38; 40; 45; 61,62; 65,66; 69
Elephant in the Room	56
Empirical Process Control	31; 35,36,37,38; 47,48
Energizer	11,12; 14; 16,17,18,19,20,21,22,23,24; 33; 42,43; 62
Fun	11,12; 16,17,18; 26; 43; 51; 70,71,72,73,74,75,76
Getting to know the group	1,2; 5; 8,9; 13
Idea Generation	42; 47,48
Identify and overcome impediments	34; 47,48; 66
Initiating Action	19,20,21,22
Iterative and incremental development	31; 35; 38,39; 47,48
Kanban	36
Lean Principles	26,27; 31; 33; 35; 40
Multitasking	28,29,30; 33; 62
Opener	1,2,3,4,5,6,7,8,9,10,11; 43,44
Positive Mood	2,3; 13,14,15; 18,19
Presenting	33; 52; 73
Prioritization	31; 37
Product Discovery	35; 43; 67
Product Vision	35; 38; 40; 43
Push-vs-Pull-Prinzip	27,28; 35,36,37; 40
Refactoring (continuous)	65,66; 68
Reflection	17; 26; 28,29; 35,36,37,38; 44; 51,52
Requirements	31; 39; 43,44; 61; 66
Scrum	35; 37,38; 47,48
Self-organization	27; 29,30; 35,36,37,38; 47,48,49,50; 54,55; 59; 67
Servant Leadership	31; 35; 48
Stimulating Creativity	2,3; 7,8; 42; 55
Teambuilding	1,2; 4; 7; 31,32; 35,36; 44; 47,48,49; 54; 61,62; 69,70; 75,76
Teamwork	18; 35,36; 47; 49; 54; 56,57; 59,60; 61,62; 67; 71
Technical Debt	65,66,67,68,69
Technical Excellence	65,66,67
Utilization	34; 35
Work-in-Progress Limit	26; 29,30; 35; 40
Workflow Visualization	35; 40