



Workshop: The Lean Games

Playing Lean Workshop

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Innovation is the life blood of any company. Or it should be, at least, in these fast moving and extremely competitive times. Too often though, organisations find themselves struggling to make their ideas succeed.

Organisations large and small are using new methods to innovate faster and more and more are using the Lean Startup method to help them improve the odds of success. First described in the best-selling book by Eric Ries, Lean Startup is now a movement that is transforming how new products and services are built and launched.

This workshop teaches you the Lean Startup methodology and how you can use physical board game - Playing Lean, to enhance the process of learning.

Playing Lean is both a serious board game and a fun workshop. Combined, it's a great way to kickstart your learning about Lean Startup. You get to play a game, have a lot of fun and still call it work! After the workshop, you have an overview of the method, a handle on the most important concepts and understanding of how to use the game in your workshops.

Workshop consists of 4 parts described below. Main part of the workshop is the Playing Lean game.

Playing Lean workshop

Part 1: Executive Summary

To kick off the workshop, we'll give you the executive summary of Lean Startup:

- What is the Lean Startup and why it is relevant now?
- The five principles of entrepreneurship
- The four stages of innovation

Part 2: Playing Lean

In Playing Lean, four teams of up to three players battle for control of the market. Can you build a new product that the customers want, faster than your competitors?

During the game, teams will do experiments, add features to the product, build the company and win new customers. The Lean Startup approach is at the heart of the game, and every experiment will introduce new concepts and vocabulary that the game facilitator will go through.

Playing Lean creates experiential learning, the kind you do not forget easily!

Part 3: Retrospective

When the dust settles, we debrief. We evaluate how each team performed and the choices that were made during the game. What would you do differently?

Part 4: Further steps for the facilitators

After the first three parts, you will be given an overview of how to use the game in your workshops. In this part, the dynamics of the game will be explained as well as the facilitators' tips and tricks

Learning Objective

Delegates will leave with

- the knowledge of Lean startup and how to use it in innovation projects
- the overview of the Playing Lean game and how to use it to teach Lean startup

When

Friday 13th November 2018

09.00 – 09.30 reception and registration

09.30 – 16.30 workshop

Location

The workshop will be held at Vila Galé Hotel, Braga, Portugal.

See <https://www.vilagale.com/en/hotels/porto-and-north/vila-gale-collection-braga>

Costs

Costs for participation in the workshop are €350 per person.

Please note: This is a trainer's day and is NOT intended for people requiring an introduction to Lean