quick steps to design a (light) serious game

1
what is the subject / the big picture

high performance collaboration

flexible budgeting (accounting)

2
What is the insight / 'Aha-effect' I want to create?

impact of different roles in a team, especially when under pressure

a 'budget' is not a 'goal' but a measuring tool

3
Why is this insight difficult to get? (for the target audience?)

people a.) tend to have a dominant role that they b.) do not reflect

use of the terminology, concept of "standard cost"

4
What might serve as a metaphor to help making this step?

simple task (no external excuses), pressure (failing), short (allow for iterations)

any activity that requires resources

5
design prototype (task, events, media)

6
test / reflect with a colleague

recommended

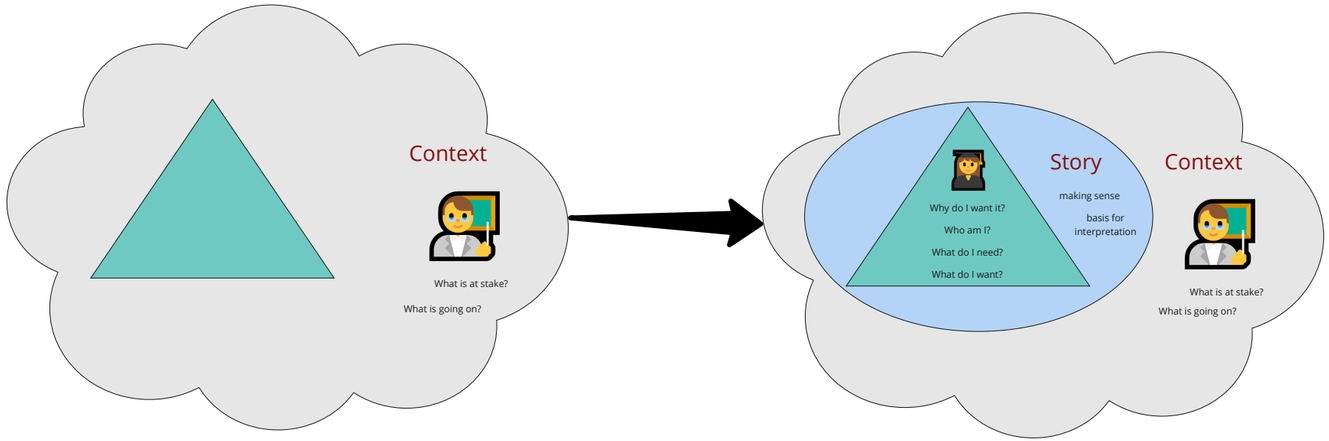
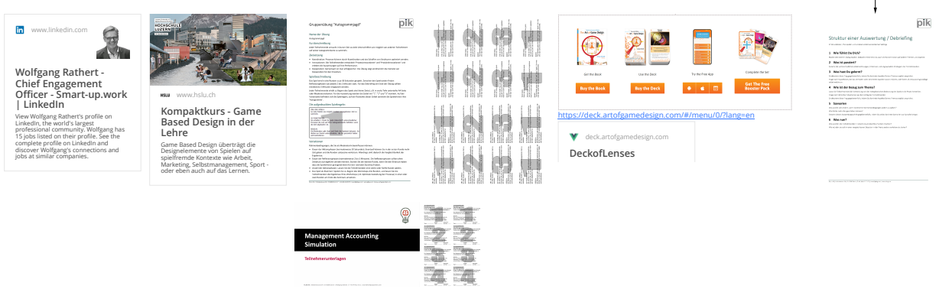
use players a.) in environment, b.) for evaluation

transparency, no surprises

visualize key elements

check the story

7
debriefing



Resources