

MOBILITY VIP CARDS: GAME STYLES

For each of these styles refer to the single page [Workshop Guide and Tips](#) for details and suggestions on the individual steps

STANDARD PLAY

Appropriate for introduction to the cards and for general scenario work.

Divide group (or table) into teams of 4-5 people.

1. Give each group one set of each of the 7 Trends and Issues cards (gray background)
2. Allow them time to discuss this Future Context. ~15 minutes
3. Distribute one set of each of the 4 Design context cards (white background)
4. Allow them time to brainstorm about how the enterprise can satisfy the customer in within this future. ~ 40 minutes
5. Have each group give a short report back ~ 5 minutes

Texas Hold'em

Appropriate once a group has experience with the cards through standard play.

Allows teams to role play ways that companies might create strategic partnerships.

Divide group (or table) into teams of 4-5 people. Requires at least two teams

1. Place one hand of 7 Trends and Issues cards (gray background) in the middle of the table for all teams to share (optional: hold back wildcard until midway through step 4)
2. Allow teams time to discuss this Future Context. ~15 minutes
3. Give each team their own set of 4 Design Context cards (white background)
4. Allow the teams time to brainstorm and negotiate about how a partnership of their enterprises can satisfy the customer in within this future. ~ 40 minutes
5. Have the table collectively report results ~ 10 minutes