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 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 them 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 within this future. ~ 40 minutes
5. Have the table collectively report results ~ 10 minutes