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Gamification & Enterprise Architecture.

Using gamification in Enterprise-Architecture.

Speaker information

- Morten Gryning.
- Works at QualiWare as Solution Architect.
- Industrial Ph.D. student.
- Master in Business & IT at the IT-University of Copenhagen.
- Published articles about Enterprise-Architecture and IT-alignment.
- Contact: Morten.Gryning@Qualiware.com.

Agenda

Day 1

- Introduce the Enterprise-Architecture game (15 min).
- Brief tutorial on how to play (10 min).
- Questions (5 min)

Day 2

- Present the winner (10 min).
- Discuss the utilization of gamification (15 min).
- Questions (5 min).

Aim

- Inspire
  - About Gamification.
  - About Enterprise-Architecture.

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The enterprise-architecture game

Introducing the game.

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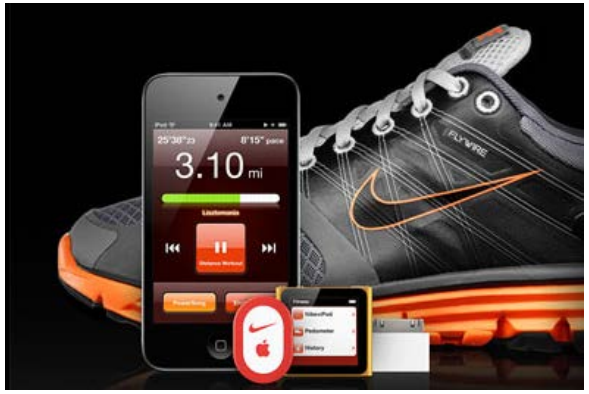
Why an Enterprise-Architecture game?

- Enterprise-Architecture has challenges
  - Lack of stakeholder understanding.
  - Lack of communication.
  - Lack of stakeholder commitment.
  - Lack of Enterprise-Architecture awareness.

How can gamification help?

- Gamification is the use of game mechanics in non-game contexts.
  - Energy points (Khan Academy)
  - Sport Kit (Nike)
  - Idea Street (UK Work and Pensions)



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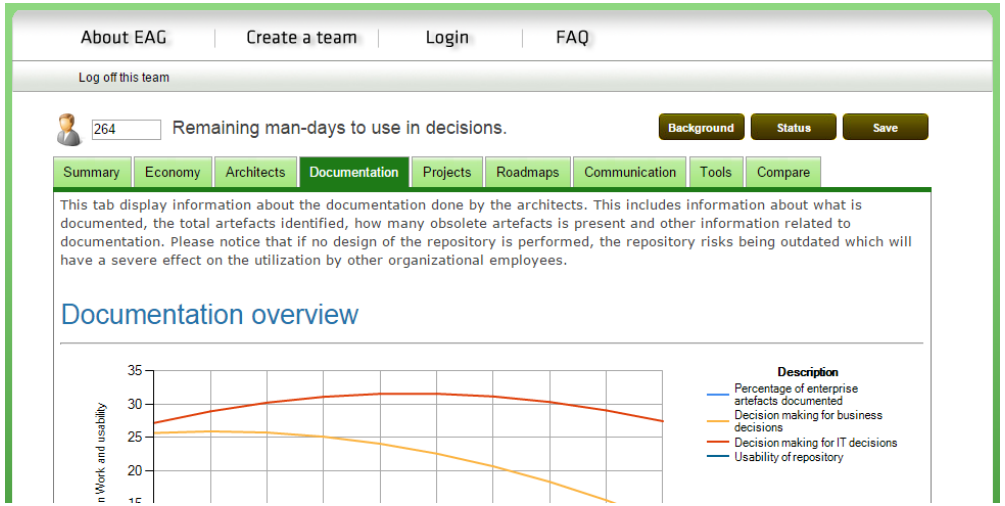
What can gamification offer?

- Gamification can help develop skills, change behavior, and drive innovation.
  - Not a game.
  - Not a reward program.
  - Gamification is often free to play.
- The real value of gamification lies not in beating the game, but in the game process.

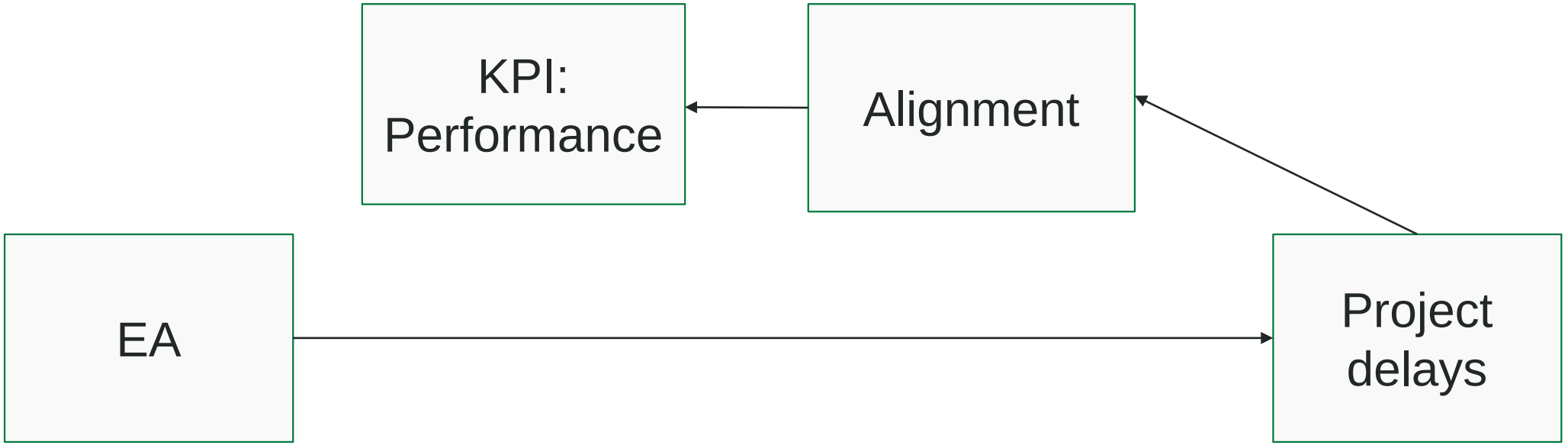
The EA game

- Based on system dynamics and scientific research.
- Make decisions for a fictive team.
- Track progress using KPI's such as efficiency and decision-making.
- Evaluate your team's performance and discuss the consequence of your decisions.



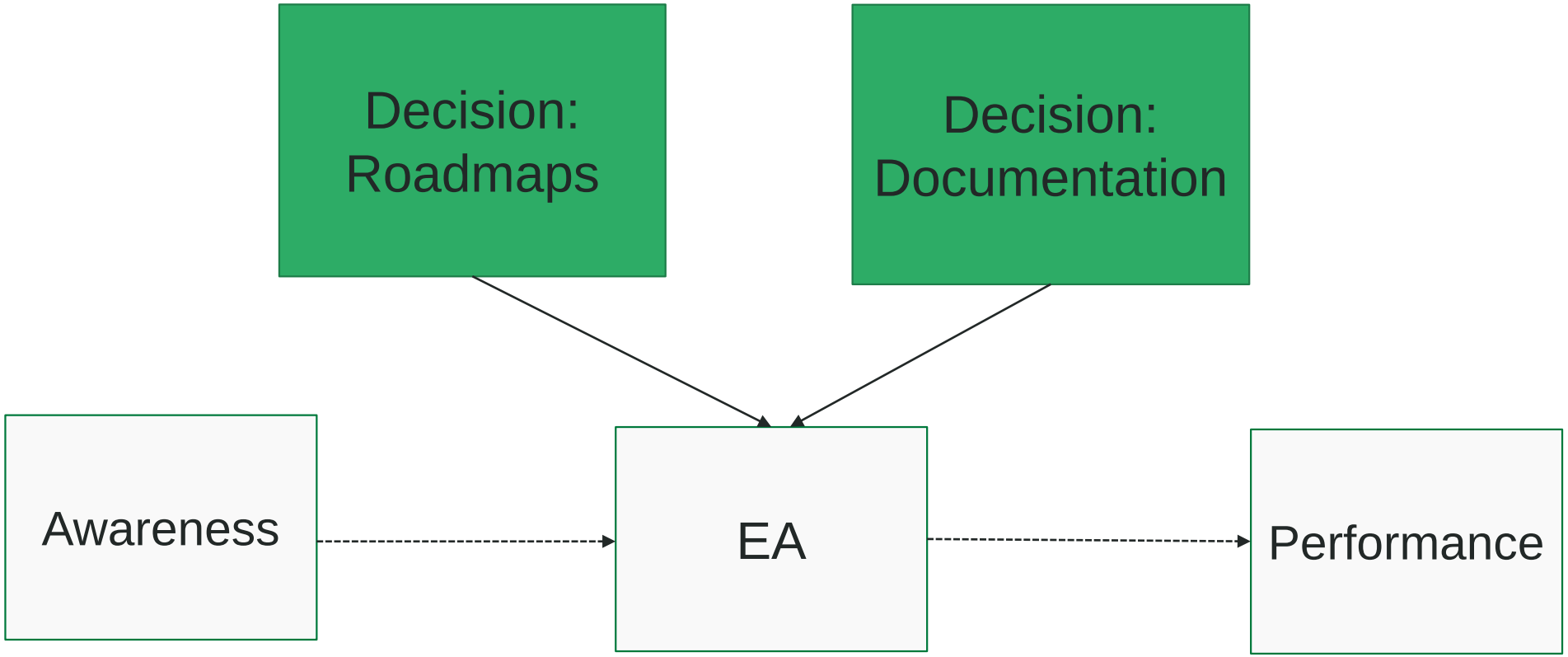
The game engine

- Correlation between EA and reduced delay of IT projects.
- Correlation between IT projects delay and IT-business alignment.
- Correlation between IT-business alignment and performance.



The game engine - decisions

- EA is segmented into different areas.



Game purpose

- Interactive complex model through simple decisions.
- Develop skills and behavior change.
    - Hands-on training with Enterprise-Architecture.
    - Sandbox where different strategies can be evaluated.
    - Communication tool.

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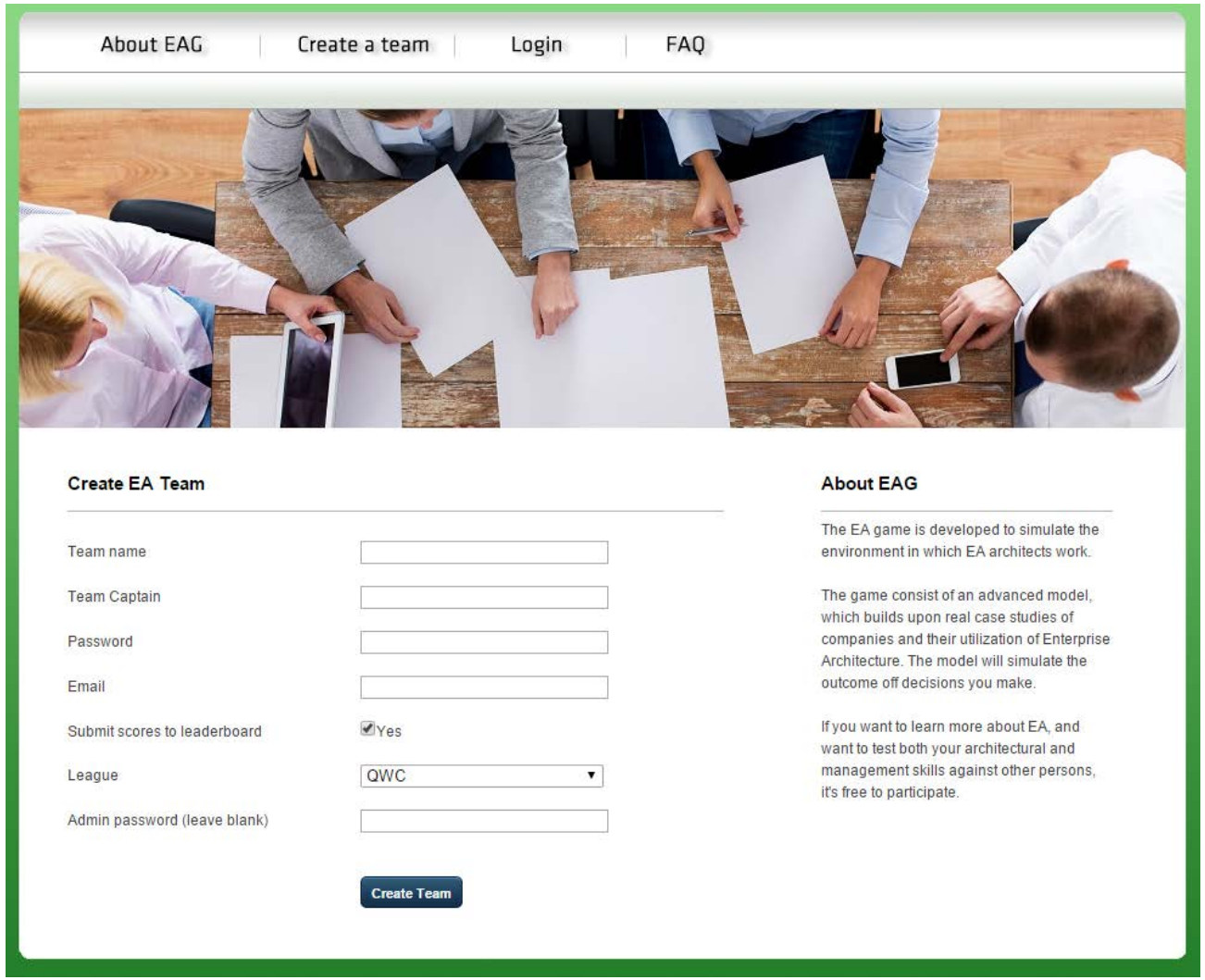
Playing the EA game

Participate during the conference and win the first price.

Https://Game.Qualiware.Com

Username: game

Password: welcome2QW


About EAG
Create a team
Login
FAQ
Create EA Team
Team name
Team Captain
Password
Email
Submit scores to leaderboard
Yes
League
QWC
Admin password (leave blank)
Create Team
About EAG
The EA game is developed to simulate the environment in which EA architects work.
The game consist of an advanced model, which builds upon real case studies of companies and their utilization of Enterprise Architecture. The model will simulate the outcome off decisions you make.
If you want to learn more about EA, and want to test both your architectural and management skills against other persons, it's free to participate.

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Remaining man-days to use in decisions.
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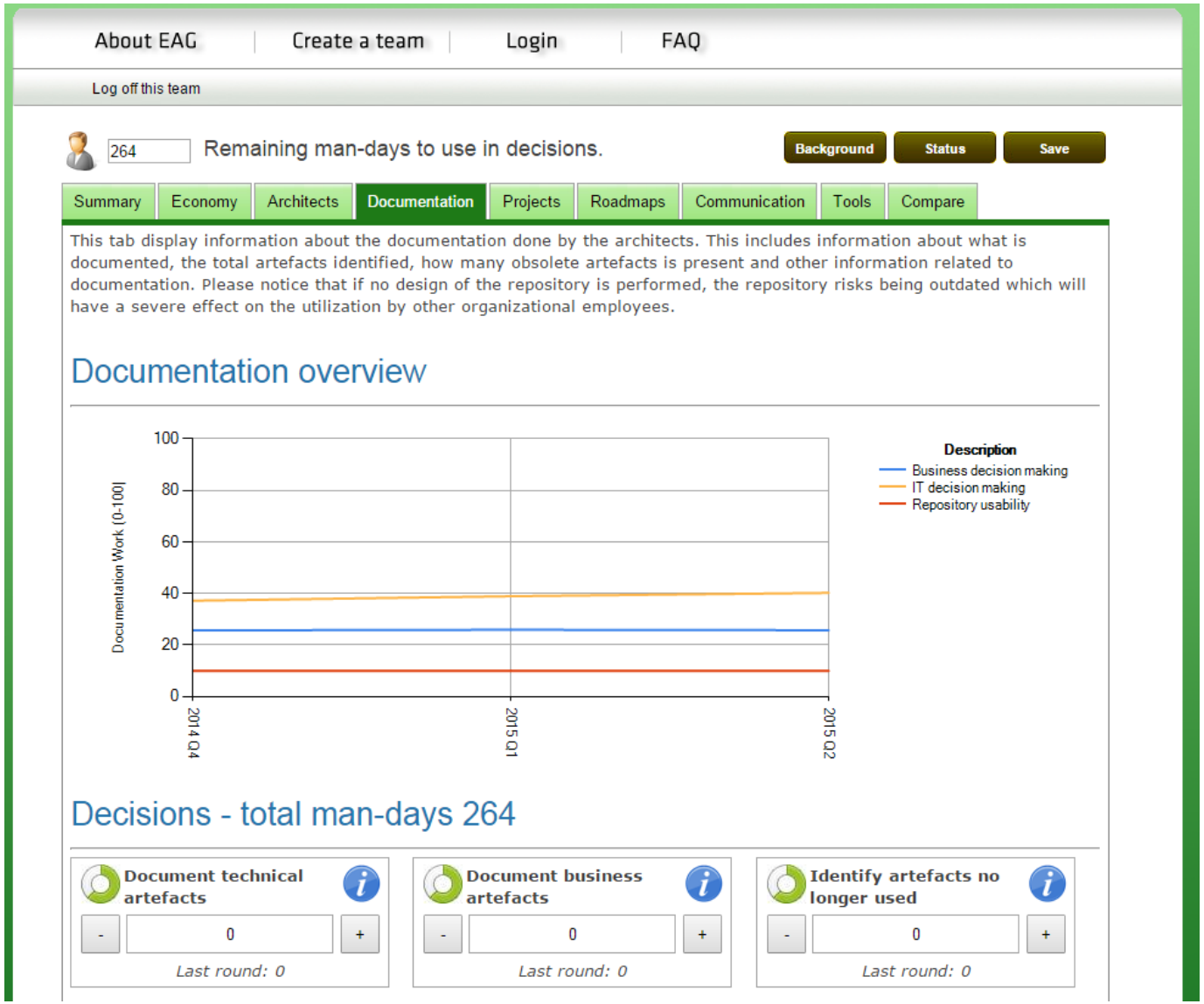
Status
Save
Summary
Economy
Architects
Documentation
Projects
Roadmaps
Communication
Tools
Compare
This tab displays summary information. For informaton about economy, the architects, documentation and other areas, click on the tabs to browse the pages. The available man-days are constituted by the number of solution and technical architects employed. The number can be seen in the above textbox.
Enterprise Key Indicators for: 2015 Q2
Performance (+0,212)
Effectiveness (-0,348)
Standardization (0,000)
Agility (-2,000)
Collaboration (-0,086)
EA awareness (-1,944)
Total score (-0,772)
Trust (-0,729)
Decision Making (+0,562)
Integration (-1,000)
Innovation (-0,150)
Mutual understanding (-1,500)
EA power (-2,222)
The summary indicators above display information about the total amount of key variables in the enterprise. The numbers right of the indicators show the development of the key variables from the last round to the current round.
Additional Information
Satisfaction (total score): 25
Balance: $46.177
Income: $139.697
Solutions Architects hired: 2
Technical Architects hired: 2
Rounds left: 9
Management Satisfaction
Increase performance, standardization, decision-making or other of the key indicators above to increase management satisfaction.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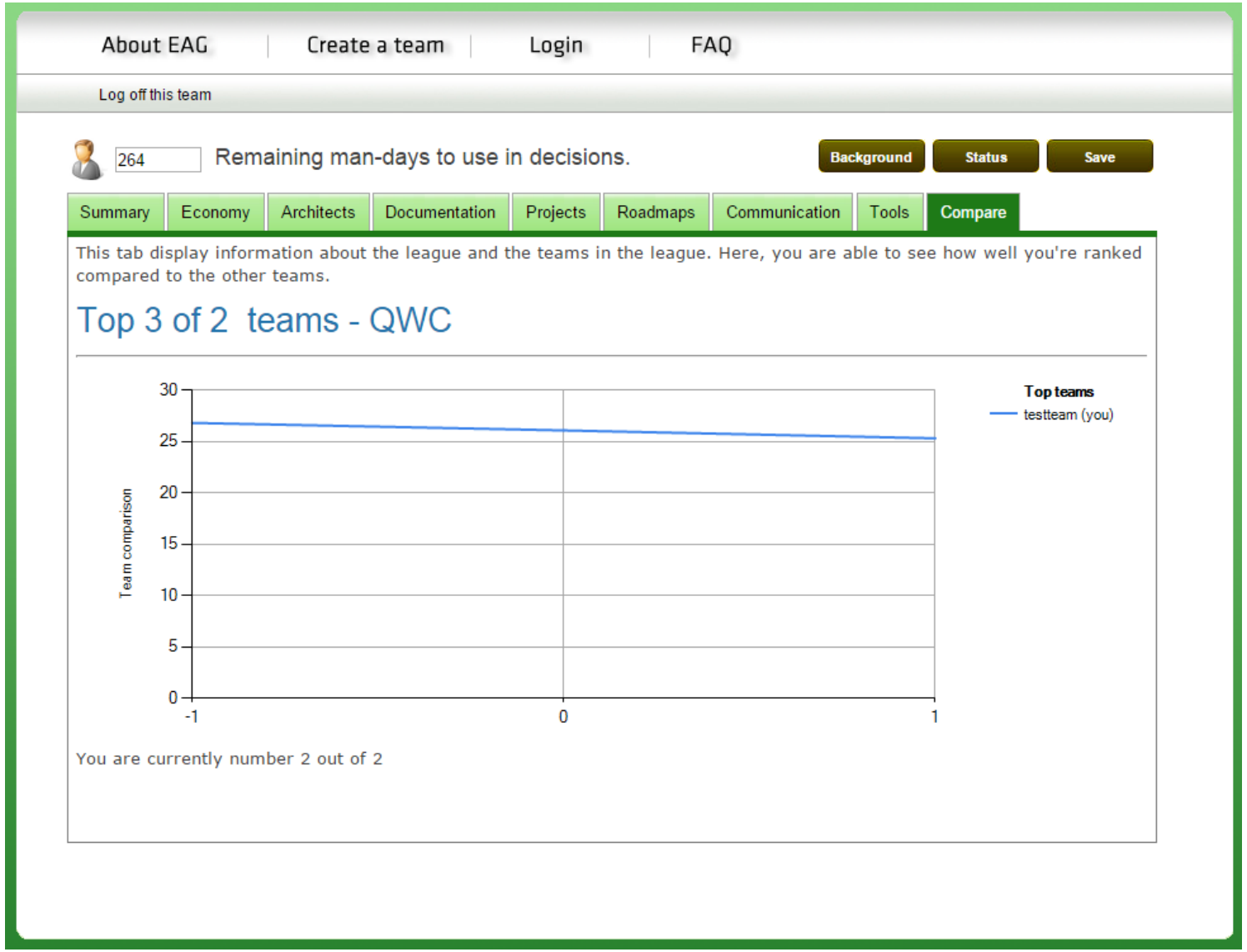
This tab display information about the documentation done by the architects. This includes information about what is documented, the total artefacts identified, how many obsolete artefacts is present and other information related to documentation. Please notice that if no design of the repository is performed, the repository risks being outdated which will have a severe effect on the utilization by other organizational employees.
Documentation overview
Documentation Work (0-100)
100
80
60
40
20
0
2014 Q4
2015 Q1
2015 Q2
Description
Business decision making
IT decision making
Repository usability
Decisions - total man-days 264
Document technical artefacts
Document business artefacts
Identify artefacts no longer used
0
Last round: 0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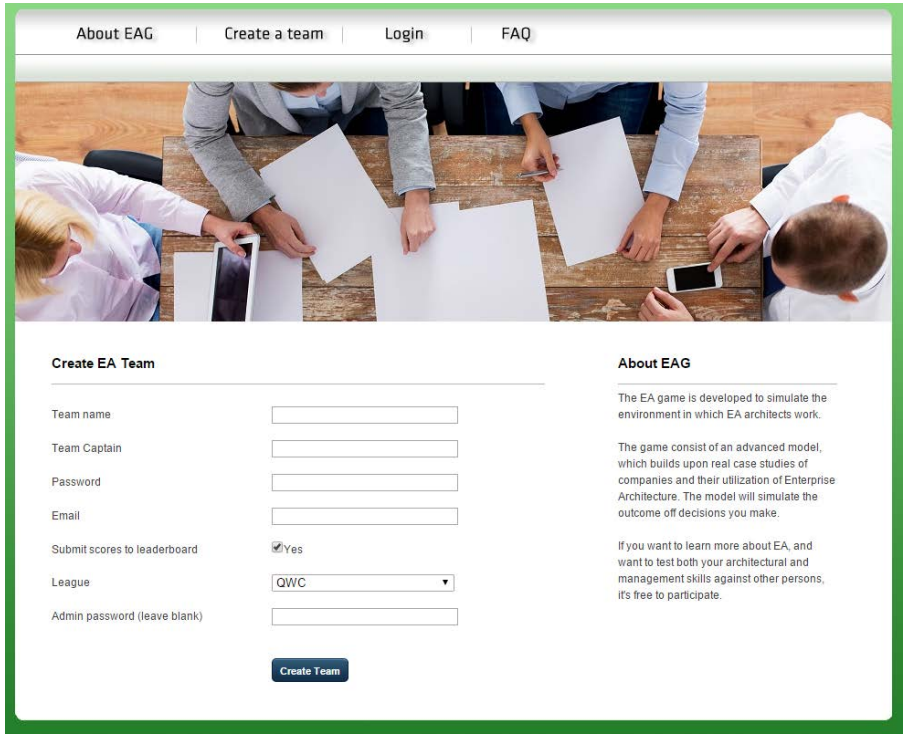
Compare
This tab display information about the league and the teams in the league. Here, you are able to see how well you're ranked compared to the other teams.
Top 3 of 2 teams - QWC
Team comparison
30
25
20
15
10
5
0
-1
0
1
Top teams
testteam (you)
You are currently number 2 out of 2

Schedule

- We play the EA game until tomorrow at 11:30.
- Round is advanced
  - **Day 1:** 12:00, 14:00, 15:15.
  - **Day 2:** 09:00, 10:30.
- Winner is announced at Day 2, at 11:30.
- If you have any questions, talk with me during the breaks, or send an email to morten.gryning@qualiware.com.

Create a team

- I recommend single player teams.
- You can only make a team until today at 12:00.
- We play in the league QWC.



Strategy

- Try to make an EA strategy before you begin
  - Focus on documentation?
  - Focus on road-maps?
  - Focus on communication?
  - Focus on delegation?
  - Hire more architects or train the architects?
  - Big bang or incremental?
- Stick to the strategy but make small adjustments
- There is no single way to ”win”, but most EA pitfalls are implemented in the game.

Thank you

And remember that the team with the highest satisfaction score wins a price tomorrow at 11:30.

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Questions?