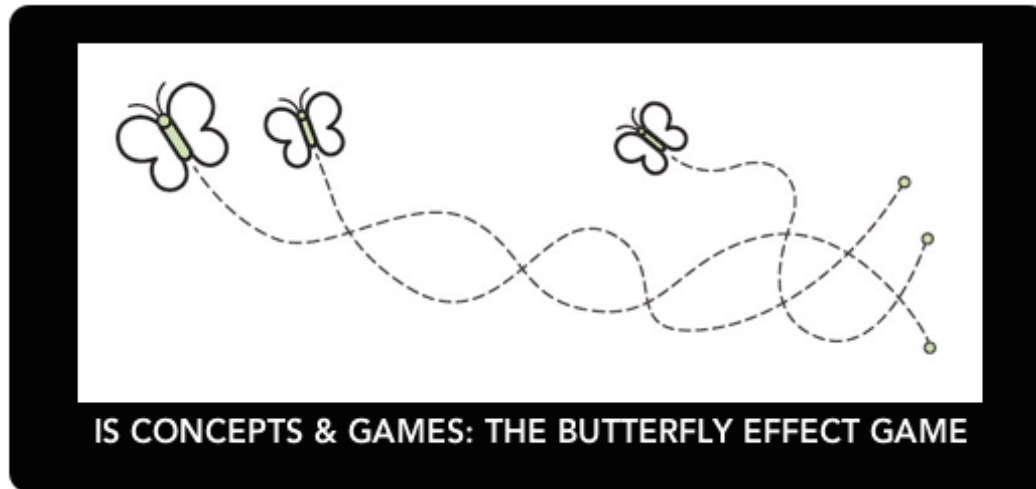
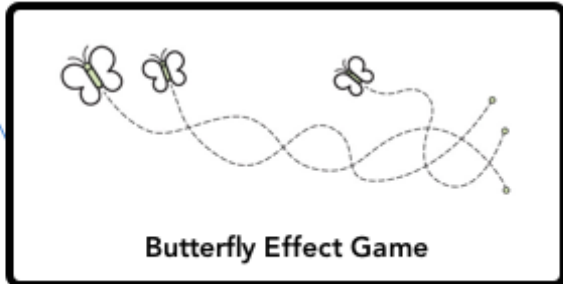
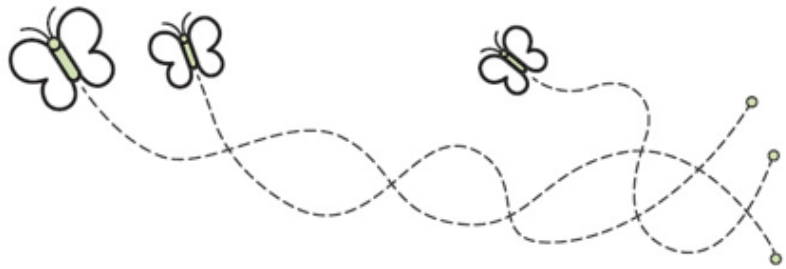


# IS Concepts & GAMES: The Butterfly Effect Game



The Rationale For Games



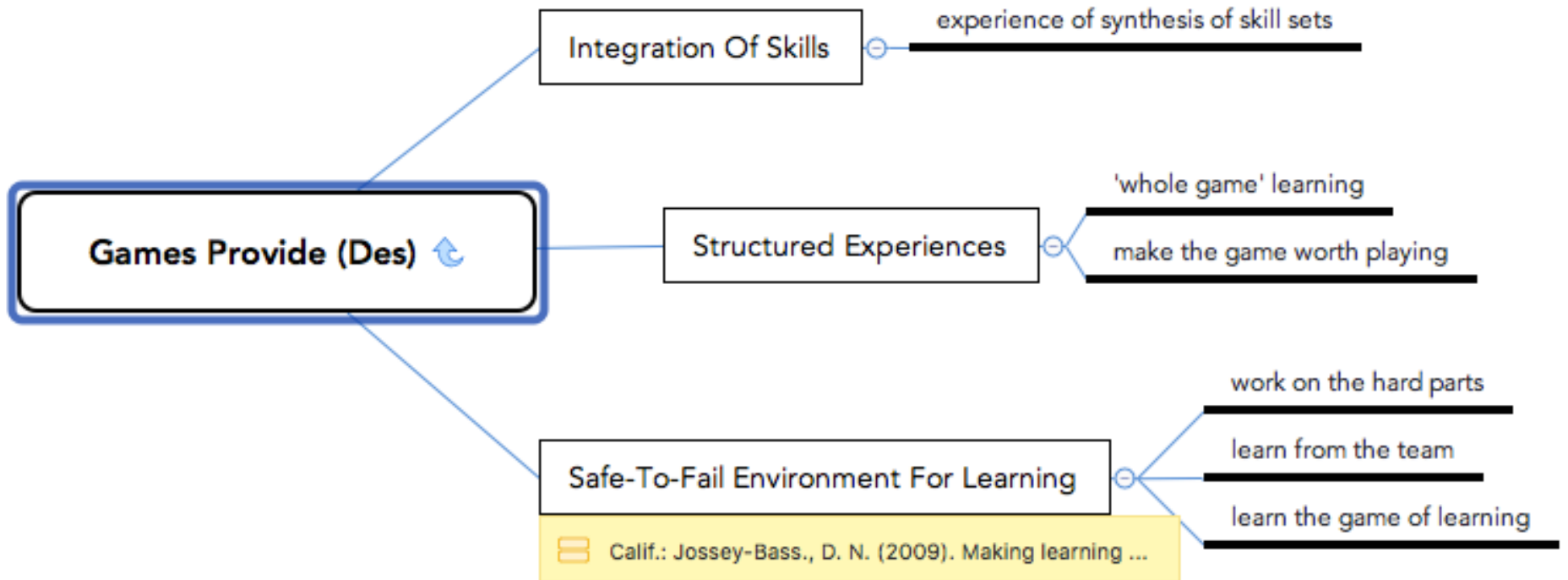


**IS CONCEPTS & GAMES: THE BUTTERFLY EFFECT GAME**

**The Rationale For Games**

Games Provide (Des) ⊕

Games Provide (DI) ⊕



Games Provide (DI) ↻

Tools For Transcending Pre-Conceived Notions

temporarily unmoor concepts from professional judgement

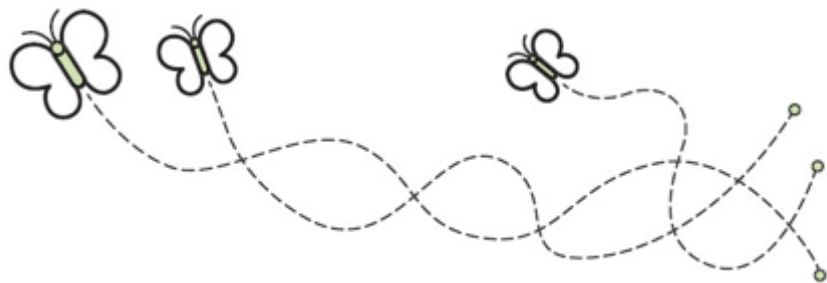
topics

measurement for improvement

systems representation: solutionitis

systems representation: leadership for systems - humility

iterative testing - cycle speed

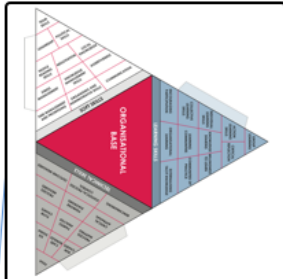


**IS CONCEPTS & GAMES: THE BUTTERFLY EFFECT GAME**

**The Rationale For Games**



**Butterfly Effect Game**



Learning Framework

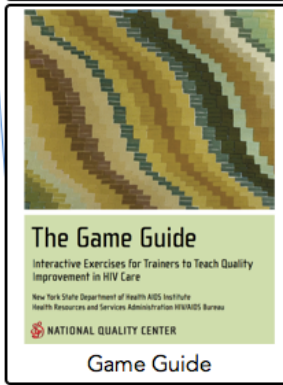
Soft Skills: Team Building

- inter-relationship of people in systems
- potential for unintended consequences in systems
- systems values: humility & teamwork

Technical Skills: Fishbone Diagram (Seeing The System)

- importance of multiple perspectives of the system
- tool for reducing the threat of unintended consequences

**Framing**



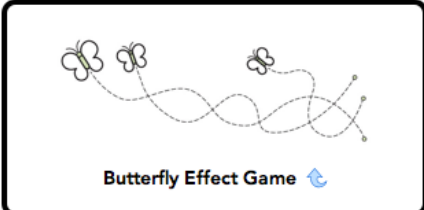
Game Guide

ITEMS/TOPICS	LEVELS OF DIFFICULTY	SESSION	DEVELOPMENTAL OBJECTIVES	PROBLEMS / SCENARIOS	CONCEPTS
Introduction	●	●			
Quality Improvement	●	●			●
Teamwork	●	●			●
Communication	●	●	▲		●
Problem Solving	●	●			●
Quality Improvement Tools	●	●			●
Quality Improvement Case Studies	●	●			●
Appendix	●	●			●
Index	●	●			●
Appendix A: Quality Improvement Tools	●	●	▲		●
Appendix B: Quality Improvement Case Studies	●	●			●
Appendix C: Quality Improvement Tools	●	●			●
Appendix D: Quality Improvement Case Studies	●	●			●
Appendix E: Quality Improvement Tools	●	●			●
Appendix F: Quality Improvement Case Studies	●	●			●

Nqc Table Of Contents

- data & measurement
- systems**
- developing changes
- testing & making changes
- cooperation

**Exploration**



Butterfly Effect Game

Butterfly Effect Game Protocol.Pdf

