

AGILE SWOT

As a Team Leader, your stakeholders asked to adopt new Ways Of Working for your team to be more adaptable, responsive and close to customer's needs.

Someone suggested you could move to Agile but you have no idea what is this. However, you know the SWOT matrix and so you decide to analyse Agile using this lens.

You have identified some of the variables in the different dimensions of the matrix, but how they are in reality? How these could impact on your team?

Agile SWOT is a serious game for solo players that wants to understand the impact of an Agile Transformation using the lens of a tool of traditional Project Management: the SWOT analysis. Agile SWOT can be also played in team, and is suggested for leaders that want to have a preview of how agile adoption could help teams solving some of their problems and deliver more value, quicker and maybe with some fun.

Dear player,
Thanks for choosing Agile SWOT, one of the games I have created.
I love board games and I think serious gaming is one of the best ways to let people challenge with realistic situations and learn from them before doing job for real.
Obviously, I am actively using

my games and I continuously evolve them. So, I invite you to keep in touch and provide your feedback.
For more material on this game and more games visit Agile Game Factory <https://bit.ly/to-agf> ([link](#))

@AgileDex

four cards. Shuffle these cards with the deck in Delay and put all of them in To Do to continue the game.
If To Do and Delay decks are both empty, you don't need to reshuffle and can continue the game till you have Closed all cards In Progress.

END OF THE GAME

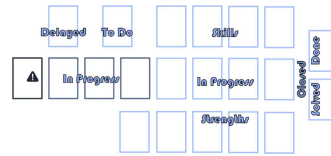
There are four conditions to end the game:

- 1) You have Closed all cards in To Do: you have completed your work and you win the game.
- 2) You need a slot In Progress but all of them are occupied: you have too much WIP and you lose the game.
- 3) You have completed a cycle and need to reshuffle but you have less than four Done cards: you have failed to deliver value and you lose the game.
- 4) You cannot manage the effect of an Aged Threat: you have failed to solve the problem and you lose the game.

COMPONENTS

To play Agile SWOT you just need the deck (54 cards of 5 different types).

I would suggest to use (or mimic) the player board available in the package you can print on two A4 pages. This board gives you references to arrange cards.



GAME SETUP (2 mins)

Separate Strengths cards by type and take face up. Place the level 1 in the Strengths area, and the other two for each type, in the Skills area. Take all other cards and shuffle them and place them face down in To Do area.

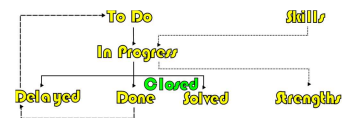
OBJECTIVE

The essence of the game is to move cards from To Do, into

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In Progress and finally into Close, either Done or Solved.



Action is fuelled with Impact Points, coming mainly from Strengths cards but also from effects of cards In Progress.

GAMEPLAY

In each turn you must deal 4 cards in To Do and place them In Progress where you have up to 8 slots. Using Impact Points, you can Close or eventually Delay your cards In Progress, following specific rules available on each card. Threats and Weaknesses cards may remain In Progress, using slots for the next rounds until they will be Closed. When cards in To Do are over a cycle is completed. If you have cards in Delay, you need to **reshuffle**: take the cards in Done, shuffle them and pick

CARD STRUCTURE



All cards have a similar structure. From the top you can see the type of the card (Opportunity) with the related icon (hexagon). The name of the card (Collaboration) with the specific icon (2 squares). Below you can read how to use the card. In bold you can read its special ability (or, for Threat cards, the consequence when aged). On the bottom of the card, a set of icons graphically shows what described above.

CARD SPECIAL RULES

In Agile SWOT, each card type has different mechanic and SWOT effects.

S-Strengths

You can use Impact Points of your Strength to act on cards In Progress. These cards are designed to be evolutive. You can invest Impact Points to grow with your Strength for the rest of the game. When improved, remove the previous level and keep just the highest.




Main icons are

	This is the cost to improve a Strength
	These are Impact Points of the given card
	To highlight starting Strength cards

W-Weaknesses

These cards consume your Impact Points to be Delayed and they can be Solved only improving your Strengths. Some of these cards persist In Progress if not Solved or Delayed.




Main icons are

	This is the cost to Delay, eventually with an effect. This MUST be delayed if not Solved.
	This is the cost to Delay. If not Solved or Delayed this stay In Progress
	This is the required level of a given Strength to Solve the card

O-Opportunities

These cards are main source of Impact Points: if delayed, provide immediate points to increase capacity; if Closed in Done they give powerful effects.

Main icons are

	This gives immediate Impact Points when Delayed
	This is the cost to Close in Done the card, with effect (see text)
	You can double impact Points of a specific Strength on that card

T-Threats

These cards are main source of troubles and cannot be Delayed but just Closed to Done. Eventually they persist In Progress, and every turn they age till (in 2 or 4 rounds) they fire the negative effect. Note that cards with 4 turning

LICENSE

This game is released as Print&Play (PnP) and it is a licensed copy: this means you can print for yourself how many copies you like or need but you cannot distribute or resell any digital or physical copy of this material.



I want to keep price as cheap as possible to facilitate distribution in the agile community and I appreciate if you are going to share the original link to buy and download it.

You must inform me if you have received this material in a way different from the original store.

I am sure you can understand reasons behind this request.

steps occupy 2 slots of In Progress when horizontal.





Main icons are

	This shows Age cycle (2 or 4 turns) for a Threat with effect (see text)
	This is the cost to Close in Done the card, without any effect

Team Behaviours

These cards provide positive contribute of the team into the dynamic of the game. They can be solved for free and they increase available Impact Points.

Main icons are

	This is the Strength improved by the card
	These are Impact Points for a specific purpose
	This can be solved for free
	To highlight "optional" Team behaviour cards

VARIANT

To make the game harder you can reduce the number of Team Behaviour cards: in this way you can simulate a situation where the team is not mature enough to adopt the new mindset.

Maybe you can dose them considering the maturity level of the team you are figuring out to work with.

HOW TO PRINT CARDS

Cards are designed on the standard poker size, printed on A4 pages, duplex on the long side.

Follow instructions of your printer to set this properly.

I'd suggest to print cards on 300gsm card board, laminate the A4 pages and then cut with a guillotine paper cutter following the marker on front side. Maybe you can use an alternative process (sleeves for standard poker size cards); share your ideas using the feedback link.

FACILITATE THE GAME

This serious game has a facilitation guide you can find in the Agile Game Factory website.

A full virtual implementation of the game is available in a digital board game platform. Contact AGF for details.

CONTACT US

You are invited to provide your comments and feedback at <https://bit.ly/AGF-feedback> ([link](#)).



For useful extensions or improvements, you may be mentioned in the collaterals. For more material on this game and more games visit Agile Game Factory <https://bit.ly/to-agf> ([link](#)) @AgileDex

This guide has been designed to be a A4 page folded in A6 size

