

Ready Player *You*

Leadership Lessons from Gaming

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Your Gamer Guides



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Today's Game

- ✧ Welcome!
- ✧ Campaign Setting
- ✧ Two Lessons
- ✧ First Adventure
- ✧ Two More Lessons
- ✧ Second Adventure
- ✧ Two Final Lessons
- ✧ Farewell!

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Who is a Leader?

*A person in control of a group, country, or situation.

*~ Cambridge Dictionary

Who is a Leader?

A person who others *choose* to follow.

~ Our Definition

Overview of Games

Finite vs Infinite

Finite Games

- * Fixed rules
- * Known Players
- * Objectives is to meet predefined measures/metrics
- * *Dice, Cards, Board Games*
- * *Athletics, Video Games*

Infinite Games

- * Changeable Rules
- * Has Known & Unknown Players
- * Objective is to stay in the game
- * *Role-Playing Games, Video Games*
- * *Association Management!*

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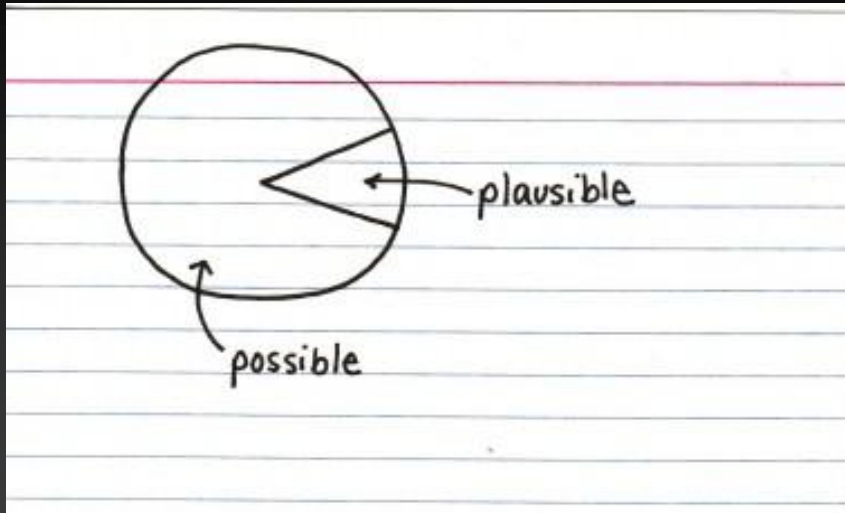


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Roles

- * **Key Concept:** Everyone has a role
- * Leaders need to be familiar with each role
- * The role of the leader is necessarily flexible
- * Leader role includes:
 - * Making the hard decisions
 - * Taking the responsibility
- * *How can we as leaders build a cohesive team of multiple role players?*

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<https://misindex.com/2008/02/just-because-you-can-doesnt-mean-you-should/>

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Leaders at the (Gaming) Table

Key Concept: Choice Architect Model

- *We present curated sets of choices to the players to guide them towards a desired outcome
- *Players trust you to present choices that will allow them to reach their goal
- *Choices have consequences
- **How can we “Level Up” our game to provide better choices as Leaders?*

Adapted from *Nudge* by Richard H Thaler & Cass P Sunstein

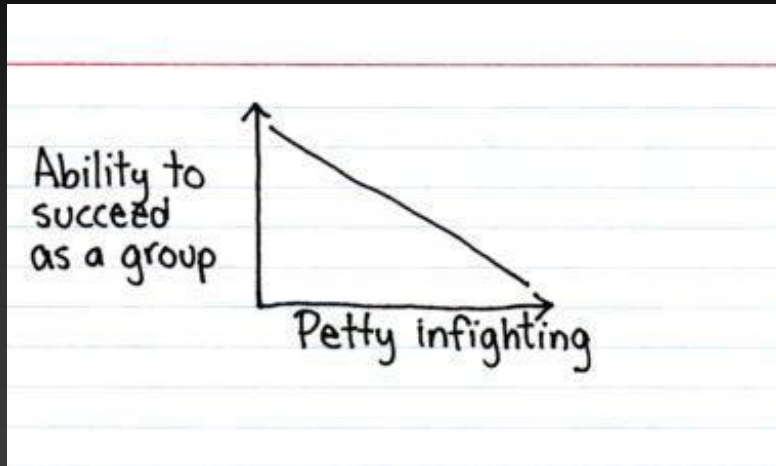
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Adventure 1: Time to Play!

- *Take the set of cards you have at your table and deal them out as evenly as possible among the players.
- *We will draw a card from our deck and each table must play a card higher or lower than what we draw.
- *Game Objective - To play all of your cards.
- *The Catch: You must declare Higher/Lower for *all* of your cards before we draw the first one from our deck, and it must be the same strategy for all your cards...



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Leaders at the (Gaming) Table

Key Concept: Collaborative Storytelling

- * Everyone works together to create the experience - and they bring their life experiences to the table
- * Who is the "Leader" can change throughout the experience
- * *How can Leaders create safe spaces for themselves and their team to experiment, be creative, and try new things?*

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Strategic Thinking

Key Concept: Never loose sight of the big picture

- * See the forest and the trees (or the field and the map)
- * Manage your resources wisely
 - * Time
 - * People
 - * Money

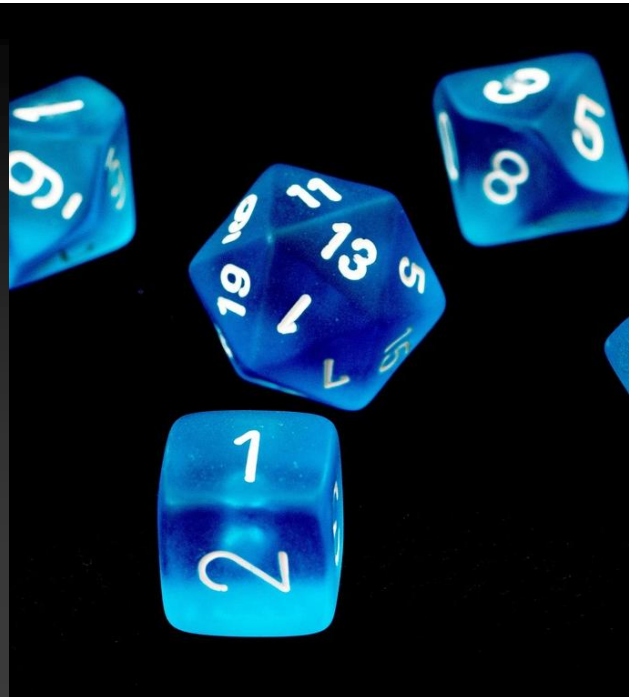
**As a leader, what do you really need to accomplish?*

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Adventure 2

Time for Another Game

- ✴️Goal: Get the highest score you can!
- ✴️You get one minute to score the highest number of points...



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Build Your Team

Online or Off

- * Meaningful connection can occur virtually
- * MMOs are a good place to practice this



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Players at the (Gaming) Table...

Key Concept: Most people continue to be themselves when playing games, even if pretending to be something or someone they are not...

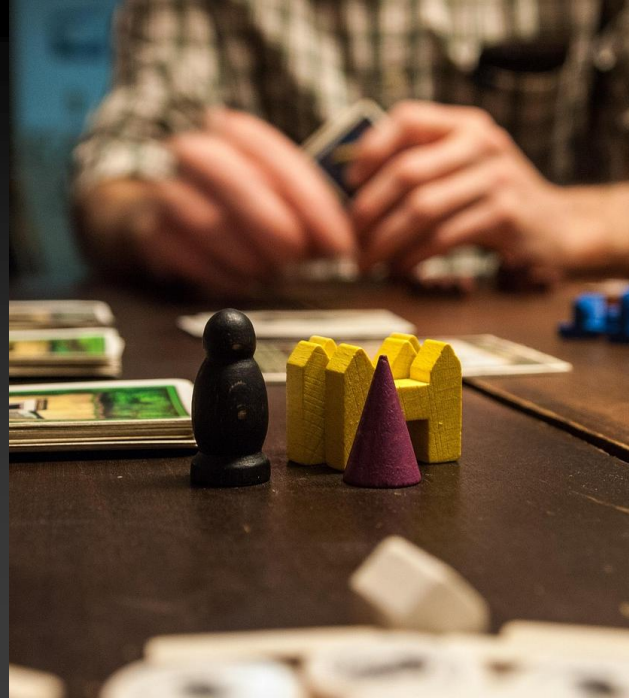
- * Everyone has their own goals/reasons for participating
- * Everyone perceives the experience differently

**How can you learn what other people are like, how they think, or how they handle adversity (or success) by playing a game with them...?*

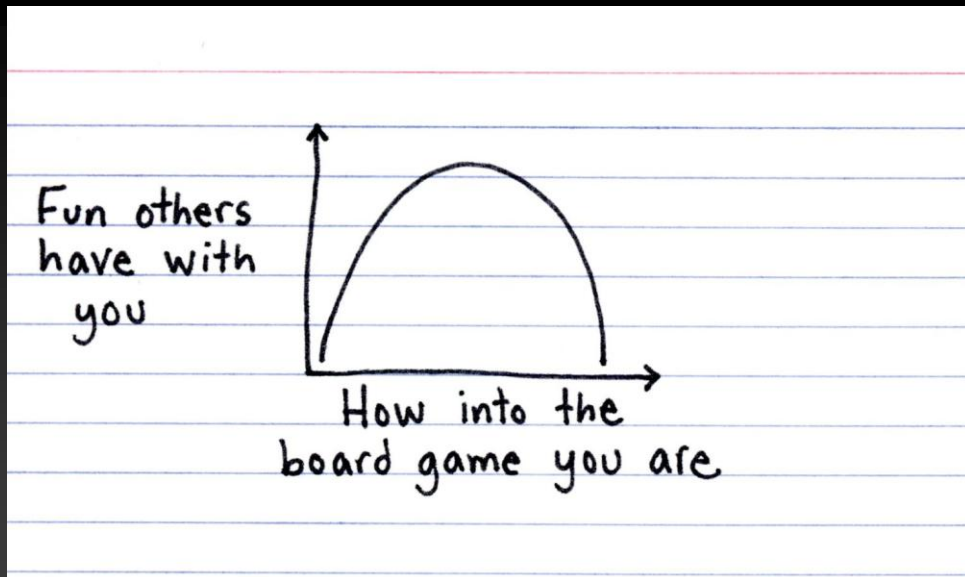
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From the Game Board to the Association Board

1. Skill Portability
2. Leading is a dynamic role - not static!
3. *Hear* your team (don't just listen)
4. "Possible vs Probable" Risk Analysis



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<https://thisisindex.com/2022/01/oh-oh-its-his-turn-again/>

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