

Rules of the Game

Digital Capabilities Exploration Game!

Objectives

To learn more about our own and others' digital capabilities by sharing our experience and knowledge

Game Setup

Each table should have:

- The **Game Board**, a **dice** and a **counter**, and the **pack of cards** consisting of a selection of cards for each element of the Jisc Digital Capabilities Framework and a selection of 'Wildcards'. Sort the cards by colour, shuffle each stack then place on the relevant location on the board. Place the counter on the Start position and decide who will go first.
- A **Digital Capabilities Personal Development** sheet for each person.
- A **Digital Capabilities Feedback Poster** with post-it notes and pens.
- Each table could also have at least one **laptop, tablet or smartphone** that can be used for research in considering responses to the questions

Game Play

- Players take turns to roll the dice and move the counter around the board.
- When you land on a square, read-out the situation and have a brief conversation around the table:
 - Is this a situation that has arisen in your role?
 - Can anyone share how they have dealt with this situation?
- Pick up a card from the relevant stack, follow the guidance overleaf, then return the card to the bottom of the stack.
- Proceed around the board, without stopping at the Start square.
- Throw the dice again if you land on Start!

Question Cards

- Read out the question and have a conversation around the table.
- Use your devices to research the topic and share with others what you have discovered.

At the end of each turn...

- Ask yourself if there is an aspect of a particular digital capability that you would like to explore further and make a note on your **Personal Development** sheet.
- Ask if there were any gaps in how we support each other or our customers?
- Was there a common theme from your discussion that should be shared with others by jotting it on a post-it and placing on the **Feedback Poster**?

Optional- Include 'Team Snippets' in the Game...

- There are additional cards in the pack identified as 'Team Snippets'. These can be adapted and used for game play in organisations where services may be supported by specialist teams in different departments e.g. 'Audio Visual' department or team supporting Lecture Capture etc; Learning Design teams who support staff to design the optimum blended learning experience through the tools available etc
- A template to include more information on the specialist teams has also been included in the game resources. These are meant to be presented as additional information or mini case studies on the specialist teams or departments. These aim to stimulate more game play conversations and increase awareness of the local institutional support available to help staff and students with developing digital skills and capabilities.

Combes, D. McKinstry, S. Scantlebury, N. Virgo-Sheriff, K. (2019) Digital Capabilities Exploration Game. University of Hertfordshire.

This game is a derivative of 'Step Change: the game of organisational digital capabilities' published on UoH research archive at <https://uhra.herts.ac.uk/handle/2299/20829>