PLAY AT WORK -WHY SHOULD WE BOTHER?

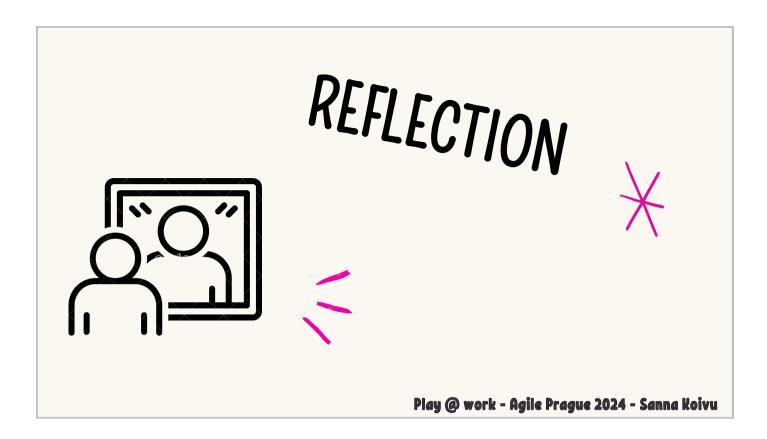


Agile Prague 2024 - Sanna Koivu

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No game is just a game

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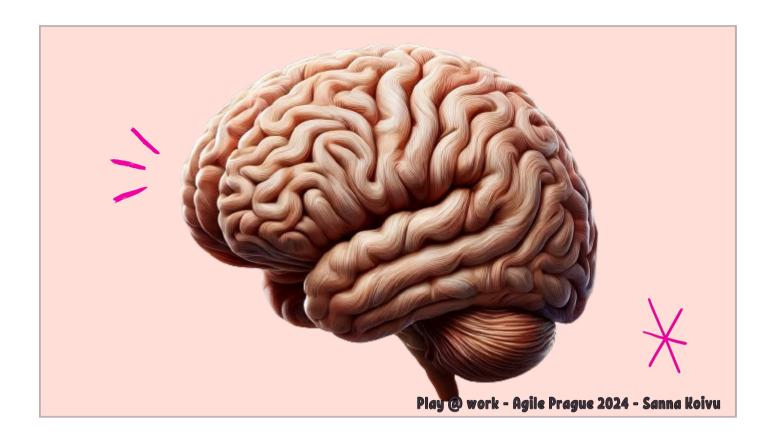
FIN -> AUSTRIA

Improvisation 2004 or so, with a decade break:D

Agile since 2007 ish

Always curious about the brain, and how humans function. educational leave.

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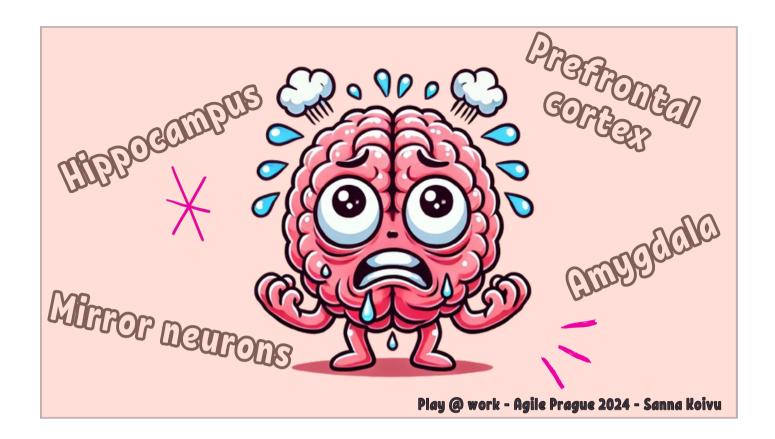


Main function keep you alive, keep you safe

- social animal, used to mean death --> social interaction is FEAR

most of our decisions are fear - based

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Hippocampus SIMILAR

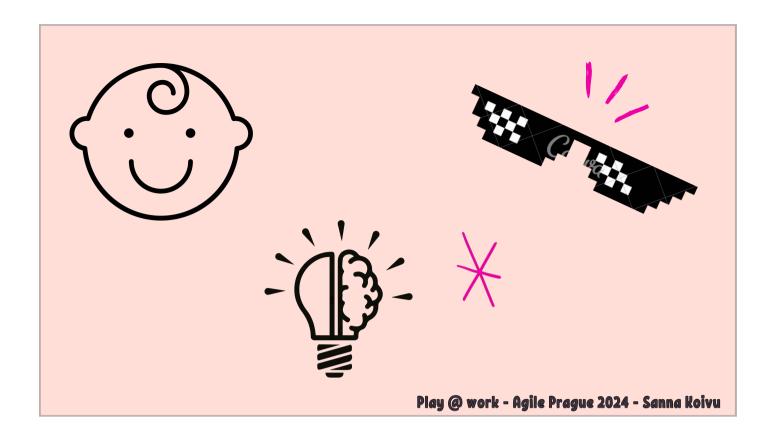
Amygdala MY EMOTIONS, THREADS

Prefrontal cortex
FIRST IMPRESSIONS, SOCIAL HIERARCHIES + QUES
RISK VS. REWARDS
SELF CONTROL
EMOTIONAL RESPONSES

ADJUST BEHAVIOR

Mirror neurons
MIMIC + UNDERSTAND
SOCIAL LEARNING
ADAPTATION

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New stuff - focus in novel situations like this - making sure ppl talk and meet - easier to connect later

secret handshake

Team - creative

having a energiser before the meeting will make the blood flow and brain in another gear

never have I ever..

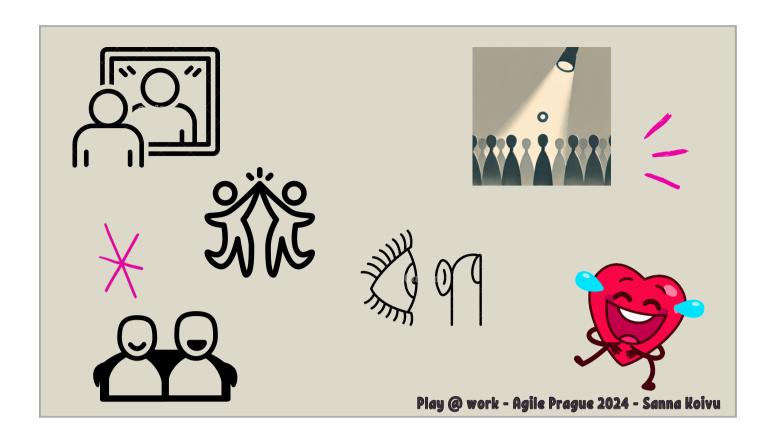
See old stuff new

having an "innocent, just for fun game", then making the connection to organization hierarchies. safe way to talk about these things

count to 20

all: common vocabulary, inside jokes

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Weapons of mass connection religions:

breathing, singing, chanting, dancing..

focus not on you

body language - mirroring each others - mirror neurons

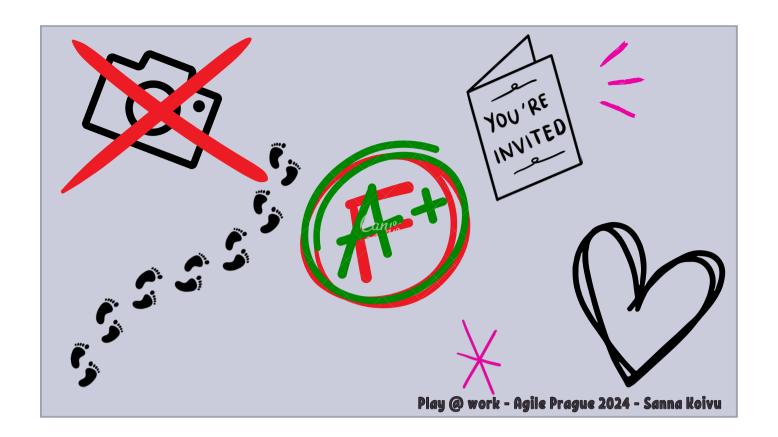
eye contact

physical approximate - use of space physical touch - even a short one oxytocin

humor + having fun together

++
active listening
story telling
group dynamics
collaboration
empathy

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CAMERAS - silly

INVITATION - no is a total sentence

DO WHAT YOU LOVE - 100% your game

BABY STEPS - you know your team, what is the small step? force = counter force

FAIL + CELEBRATE

AFTER - energetic

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challenge: what small step can you take to make it more "brain-friendly" for your team? wishing you a playful September;)

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