



The Change Game™ - A board game to test and hone your ability to handle tricky scenarios typically encountered in **leading, facilitating** or **adopting** change. Collaborate, compete and have fun while you learn how to better manage change.

When you have to lead, facilitate or adopt change in your organisation, having a methodology, a “way” to do it helps a lot. It gives you structure and helps you to focus on what needs to be done. But it is not enough.

Not by a long stretch.

Change in organisations is never tidy, predictable or easy. The clarity and logic that make good methodologies so attractive hardly ever survive the first encounter with the reality of organisational change. In frustrated response, some may abandon the methodology entirely and “wing it”. Others may choose to ignore reality and mechanically execute the methodology step by step.

Neither of these responses are likely to result in good outcomes. To be really effective, you need a strong ability to manage complexity, to deal with ambivalence and paradox, and you need to be able and willing to continuously reconsider, reinterpret, and refocus your approach.

The Change Game™ was designed as a simulation tool to test and hone participants’ ability to do exactly this - standard sets of methodology-specific items reinforce the basic concepts and test understanding. Real-life scenarios introduce complexity, ambivalence and paradoxes, and challenge participants to think out of the “methodology box”.

The Change Game™ makes the theory practical in a fun and engaging manner and allows participants to share knowledge and learn from each other. Different versions of the game cater for different change roles, levels of expertise and mainstream methodologies. The game can also be customised to cater for client-specific approaches and content.

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Audience

Change practitioners, project managers, managers, leaders and employees.

Duration 2 – 4 hours

Number of players 6 – 16

Price Options

One version of the game

Includes: Facilitator guide, board, die, hourglass timekeeper, team player pieces and chips, rules sheet and game cards.
 R12 500 (ex VAT)

Additional versions – game “expansions”

Includes: Facilitator guide and game cards for relevant version.
 R4 000 (ex VAT)

Game facilitated by ChangeAbility

Includes: Facilitator and relevant board game made available for the session.
 Fee will depend on client requirements.

