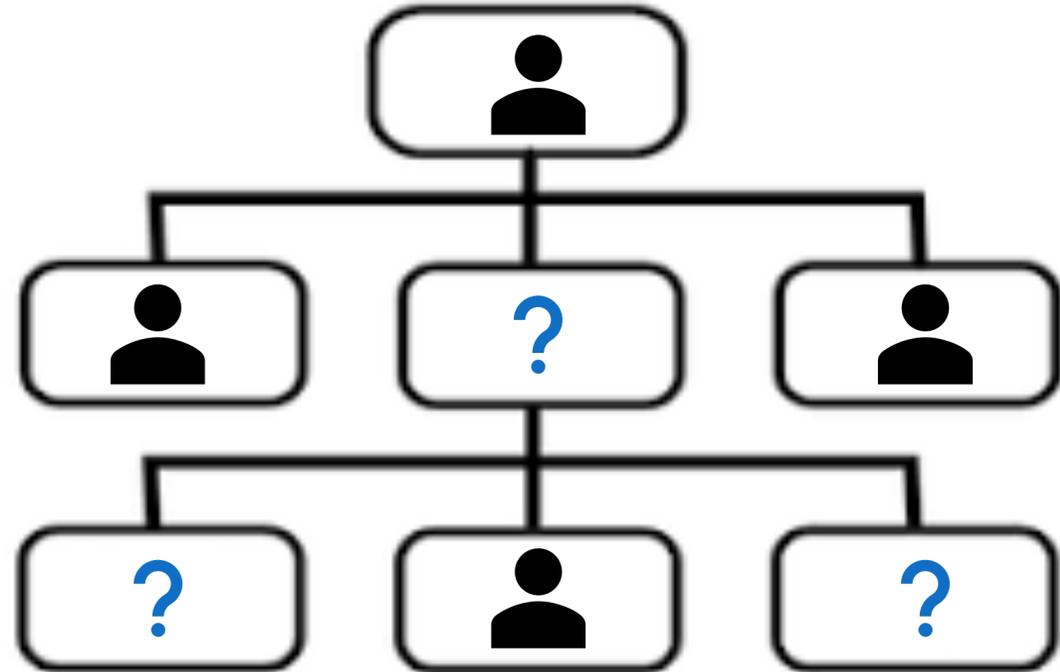# DEMO:
"The HR Sim"
(working title)

A New Online
Lean Government
Simulation

# What are we trying to accomplish?

We are developing an online work simulation that is both fun and instructional:

- Can be played by many people (15 or more)
- Involves 2 or 3 rounds, where the process can be improved each time
- Each round lasts 10-15 minutes…maybe longer?
- Is simple and intuitive to learn and play
- Keeps all the participants reasonably busy, so that they are not bored
- Is close enough to real work that participants can relate and learn from it…but it is not overly complex.

Learning Objectives

After playing three rounds of the simulation, and having improved it in each round, participants should appreciate the value of:

- Applying Lean principles to improve a process
- Experimenting with new ways of working…and learning from our experiments
- Implementing a bunch of small changes to create big results
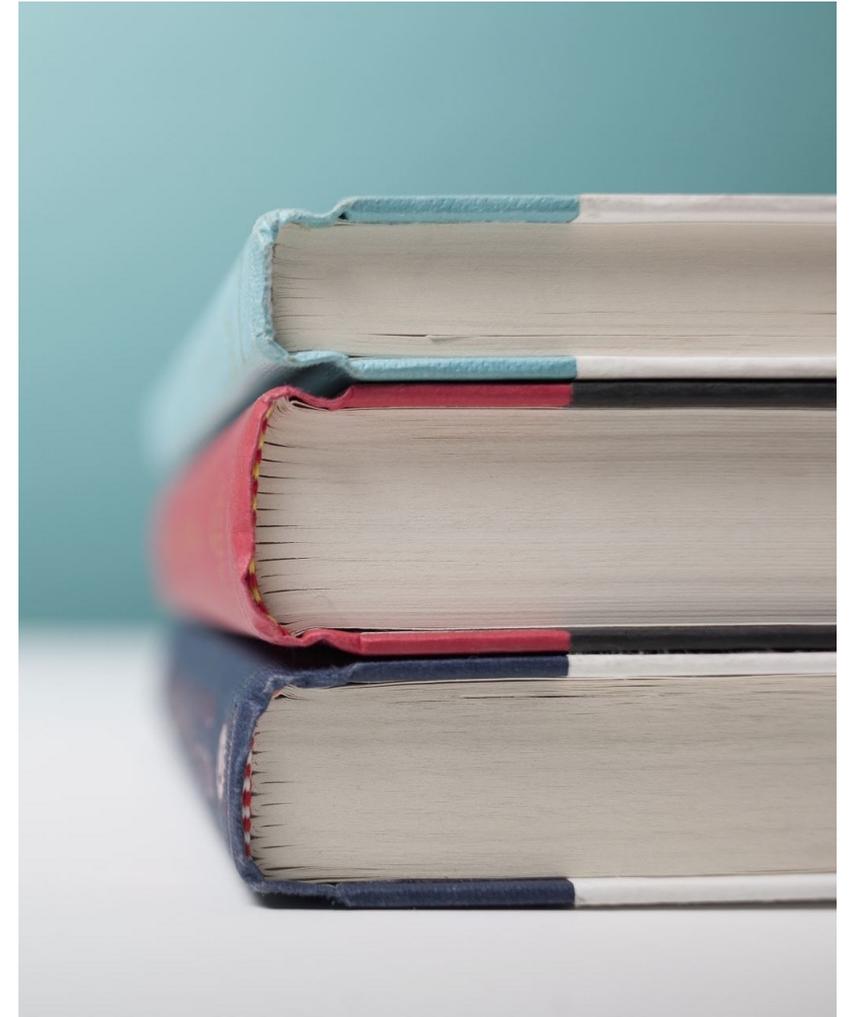
Your Feedback Wanted (at the end)

- Relatable?
- Simple and intuitive?
- Fun and engaging?
- Can you see potential improvements?
- What do you dislike?
- What would you change?

LEAN AGILITY

# Overview of Today's Demo

Objective of the Simulation:

This is a hiring process. You and your colleagues need to fill as many open positions as possible within the time limit for the round. Each accepted offer of employment scores 1 point.
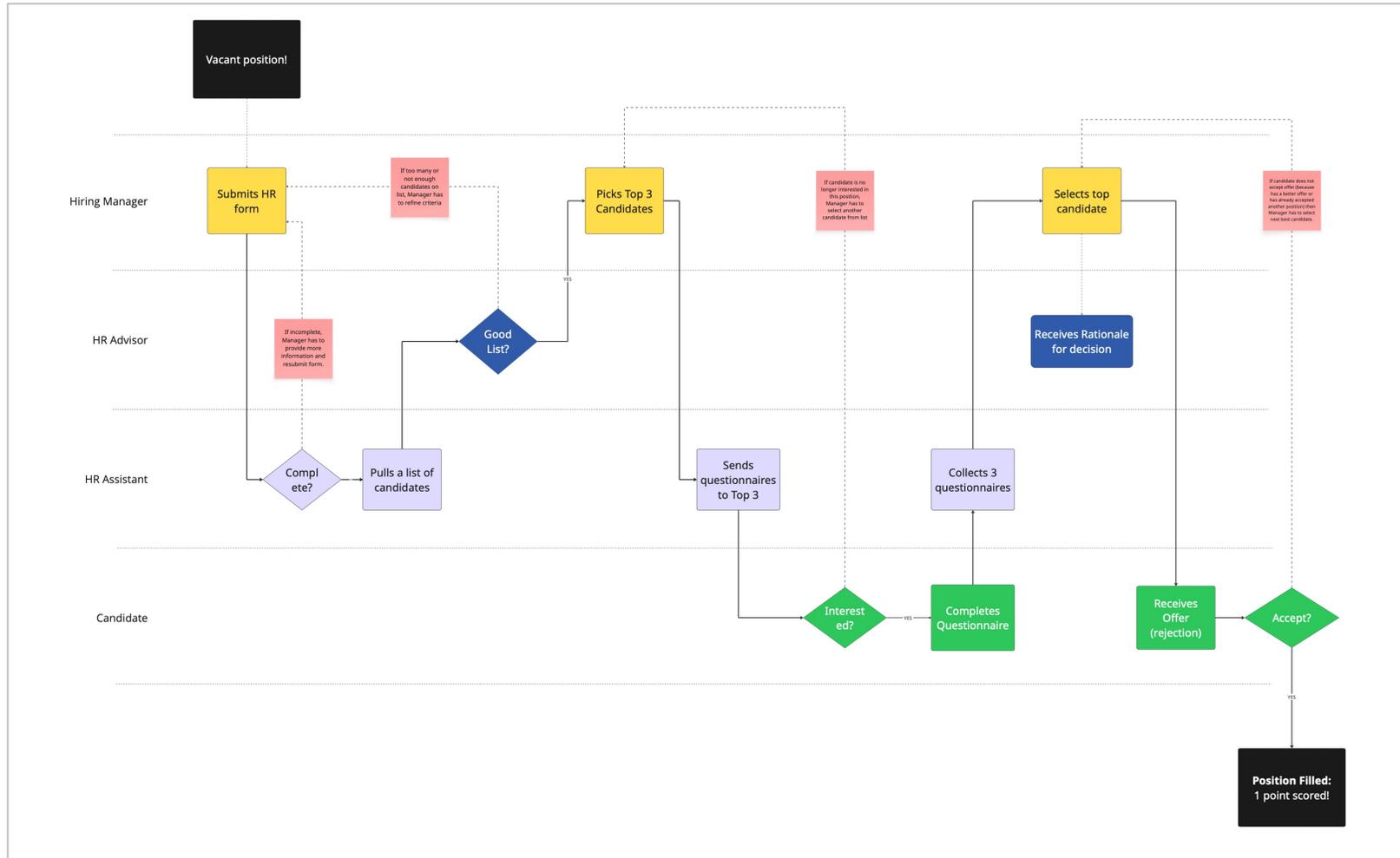
Roles:

Each participant is assigned to play one of four possible roles:

1. Hiring Manager (client)
2. HR Advisor
3. HR Assistant
4. Candidate (applicant/supplier)

Note: there will typically be multiple people in each of these roles
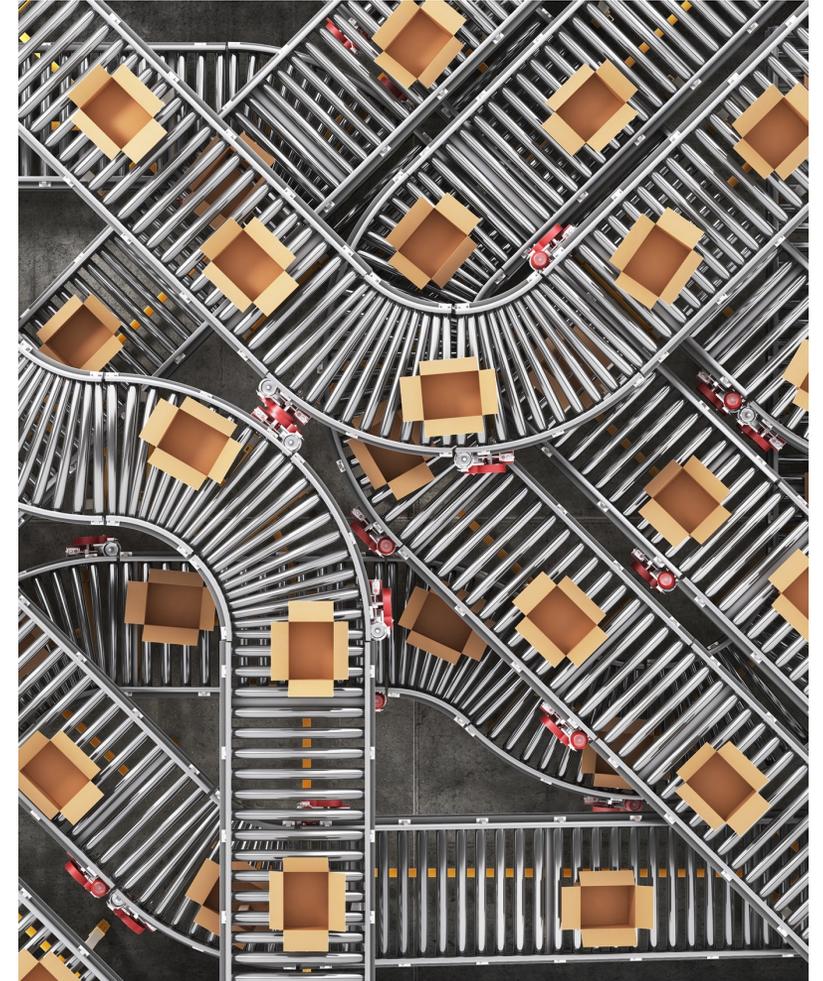
Flow of Game Play: Round 1

Follow along at home with the handout, if you like.

LEAN AGILITY

Demo of Game
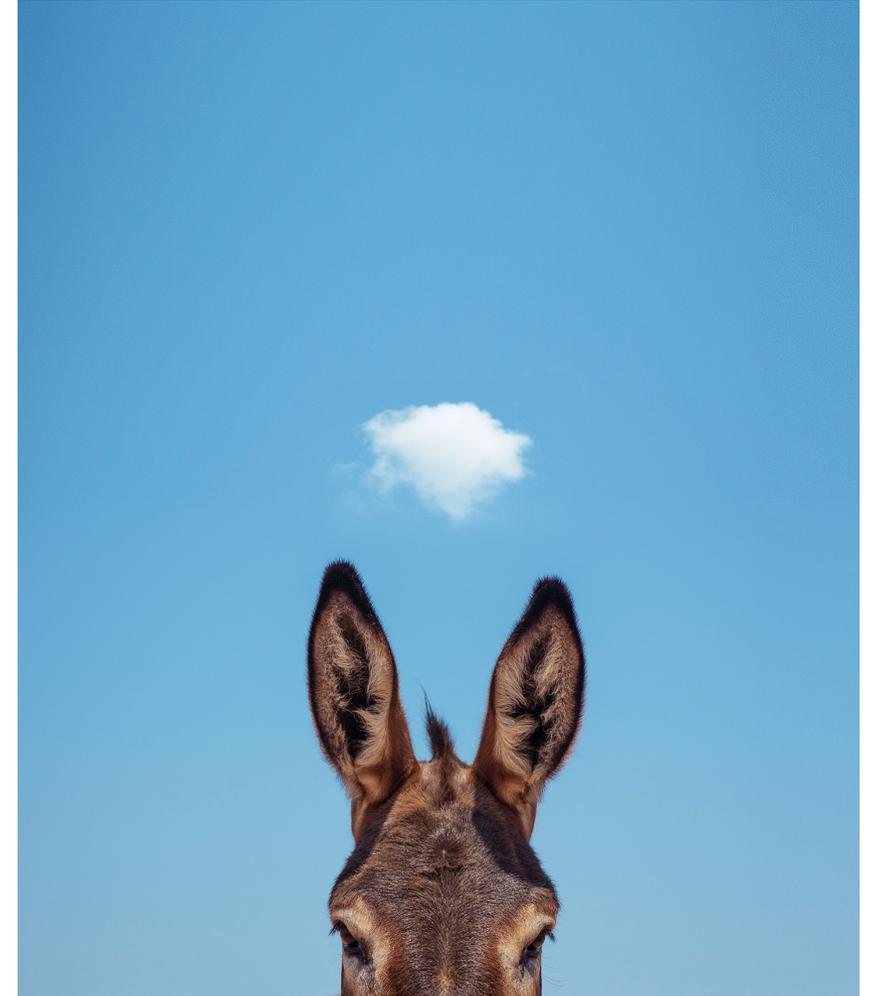
Feedback Time!

- Relatable?

- Simple and intuitive?

- Fun and engaging?

- What do you dislike?

- What would you change?

Next Steps

- Continued development, based on your feedback! Thank you!

- Beta Testing…would you be interested in participating?

- Launch Sim as part of a larger Lean course (e.g. part of a YB or GB program)

Before you leave: Feedback Poll