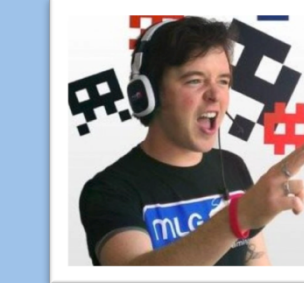


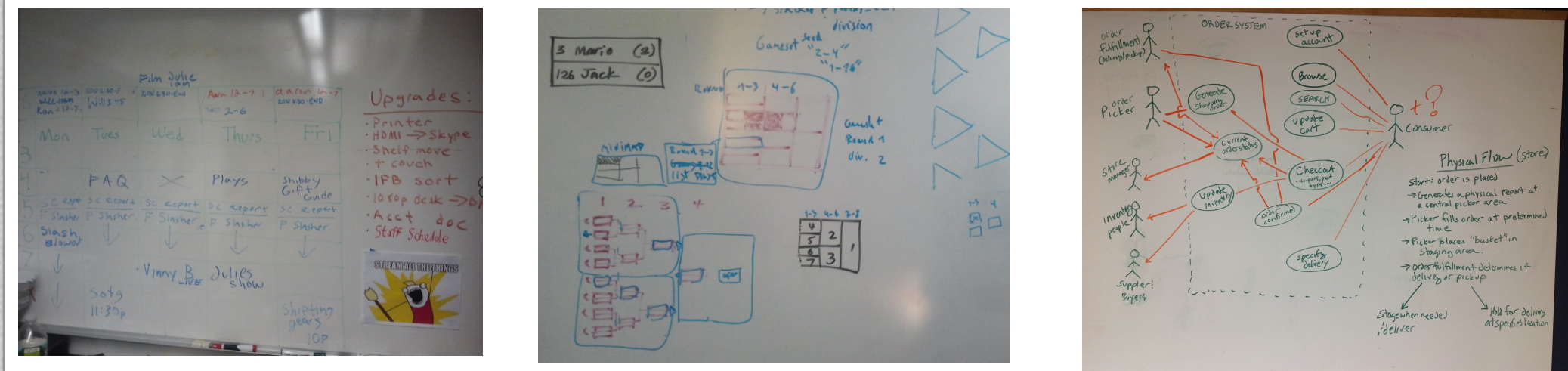
Video Games as Communication in Agile Software Development



By Clarke Foley

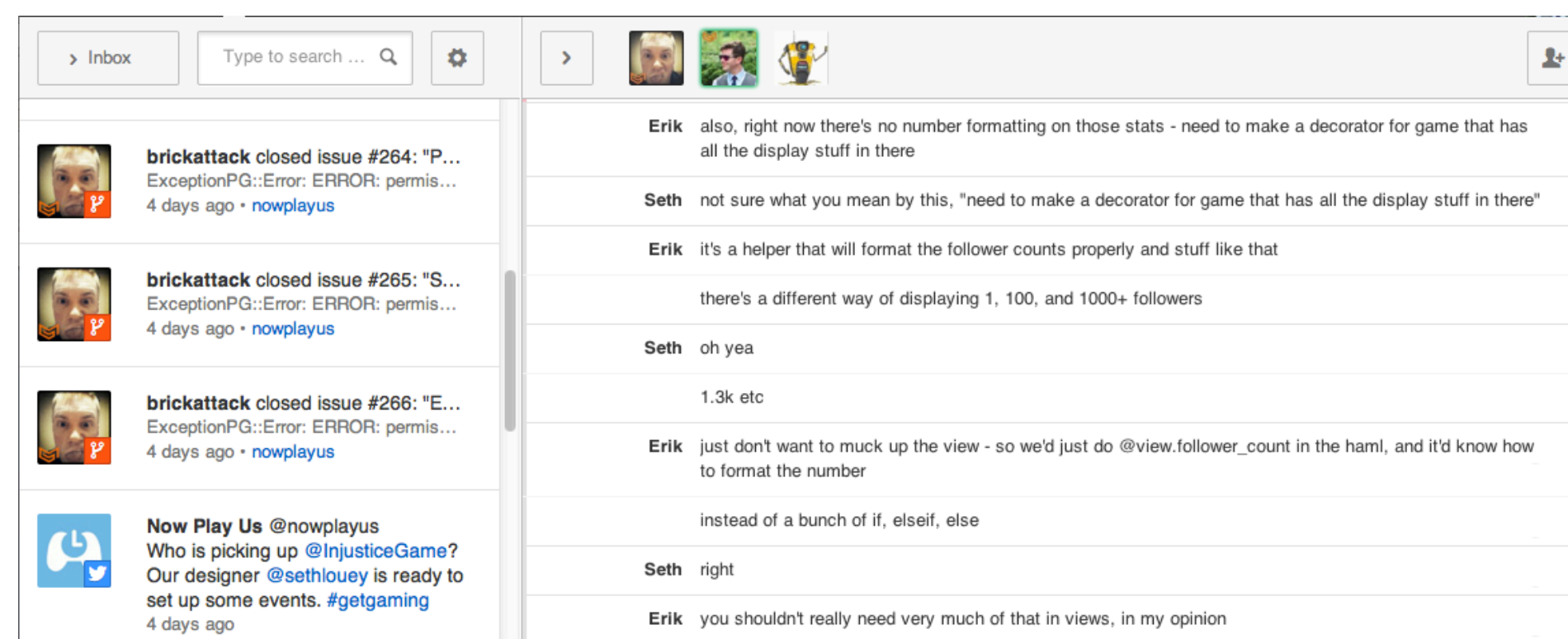
Agile Communication

White-Boards: Shared Cognition



White boards are an effective way for Agile teams to brainstorm and record their ideas. All team members can then refer to these as authoritative sources.

Broadcast Messages: Coordination Theory



Company chat rooms are one of the most commonly used coordination tools in Agile software development. Integration of Twitter feeds, and the status of a shared code repository are shown in the left column.

Perspective Reconciliation: The SCRUM



Co-located employees in the central office use Google Hangouts to have the daily SCRUM meetings with virtual employees.

The ubiquity of communication allows teams to stay connected. Understandably so, some employees find constant interruptions to be disturbing. To avoid this, workers will "bunker" when a task is understood, and avoid communication until it is complete.



Coordination Theory

- Cold**
 - High task effectiveness
 - Short term viability
 - Poor member well-being
- Fully Functional**
 - High task effectiveness
 - Long-term viability
 - Good member well-being

Team Climate

- Dysfunctional**
 - Poor task effectiveness
 - Very low viability
 - Poor member well-being
- Cozy**
 - Poor task effectiveness
 - Short term viability
 - Average member well-being

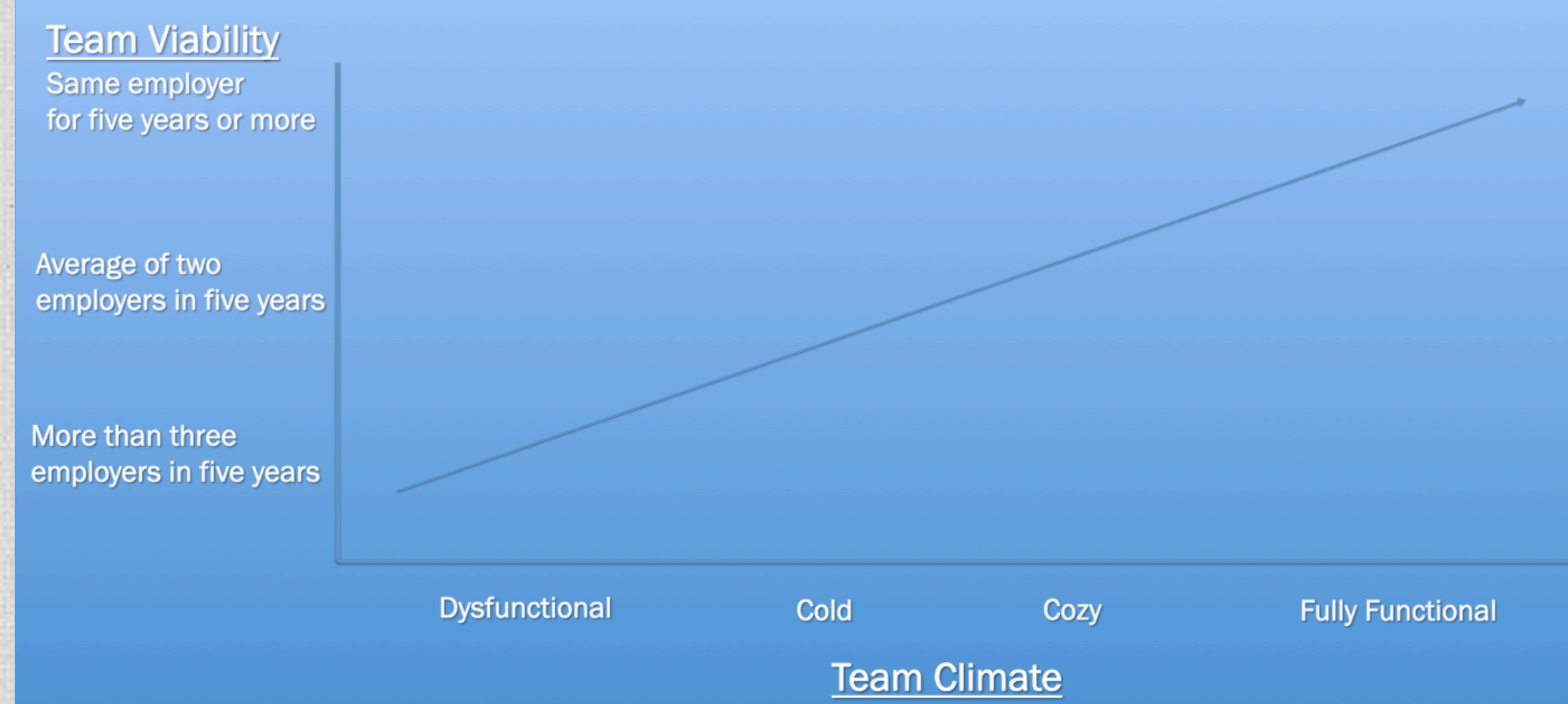
High openness to communication

Fully Functional Team

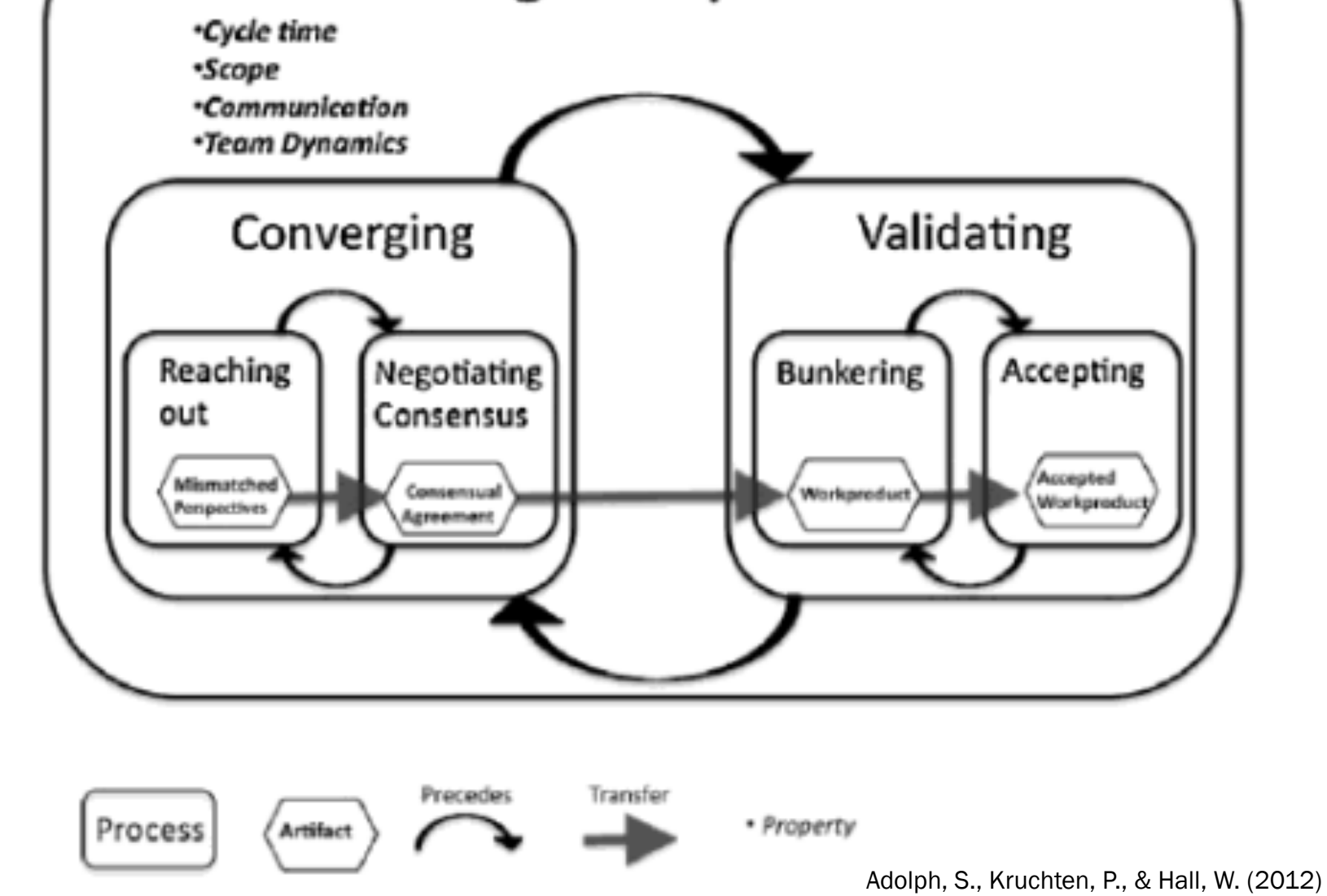
High task effectiveness

Positive social orientation

Relationship of Team Climate and Viability



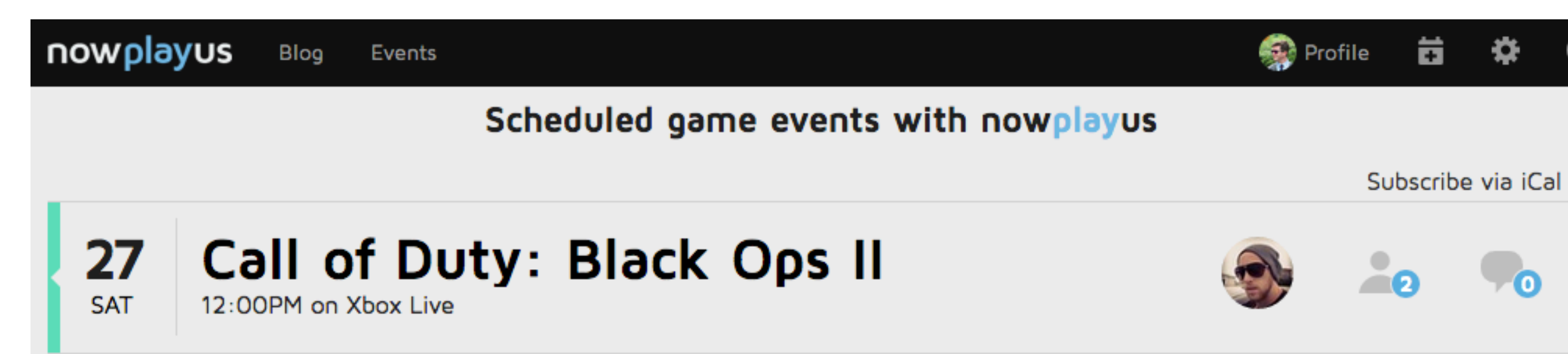
Reconciling Perspectives



Nexi in Gameplay and Agile

Activity	Frequency	%
Getting sharing of code	22	100%
Team contributions on open source projects that interest us	12	48%
Team blogposts	11	44%
Hack-a-thons	10	44%
Ad-hoc "Night Chat"	10	44%
Lunch and learn to share work best practices and new tools	9	36%
Chat rooms	24	96%

Nexi, or connectivity points for a team in Agile are ever increasing. The most popular include company chat rooms and sharing of code repositories.



NowPlayUs is a new tool that allows video gamers to schedule matches with each other over Twitter. Using Twitter as a common platform, games for Xbox, Playstation, and PC can be coordinated.

In addition to working 40+ hours a week, many Agile team members still find time to enjoy playing video games, often with co-workers.

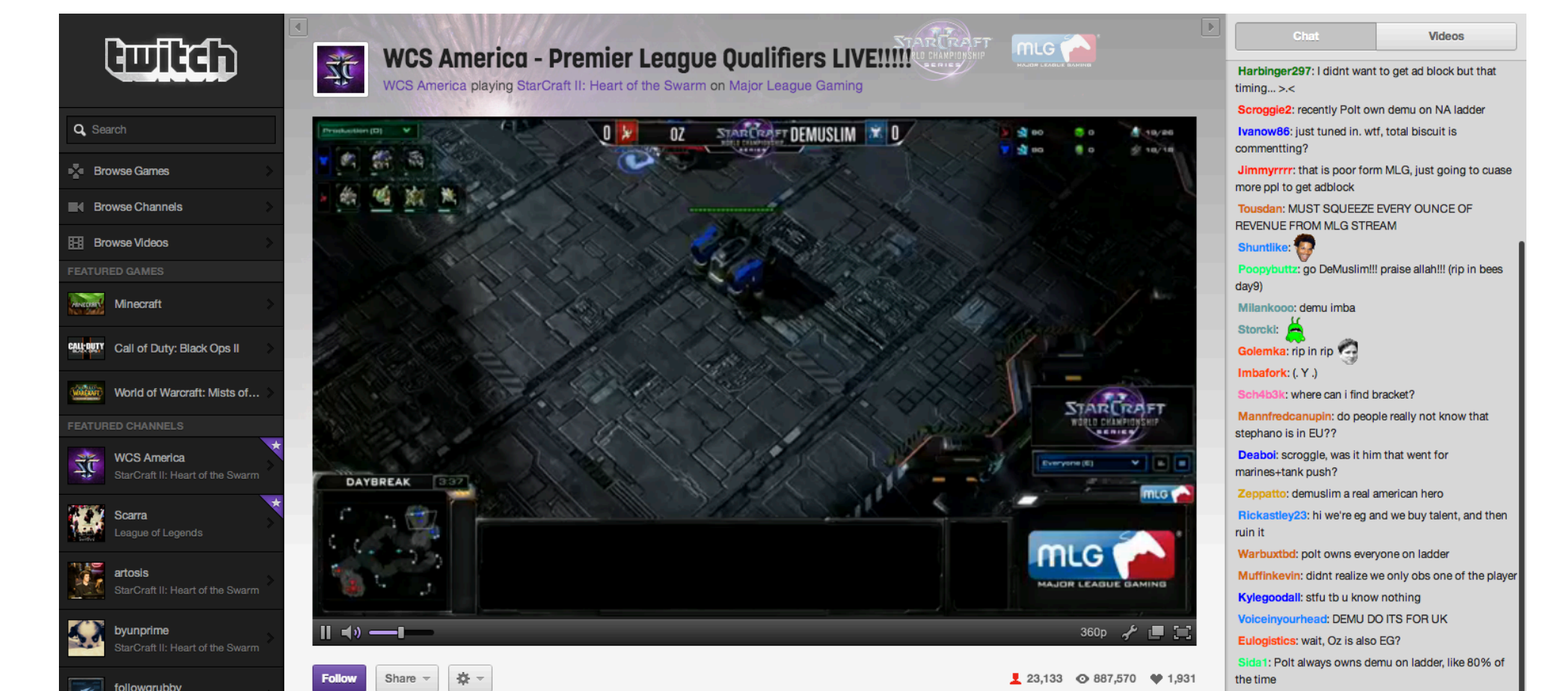
Video Game Communication

Leaderboards: A form of shared cognition



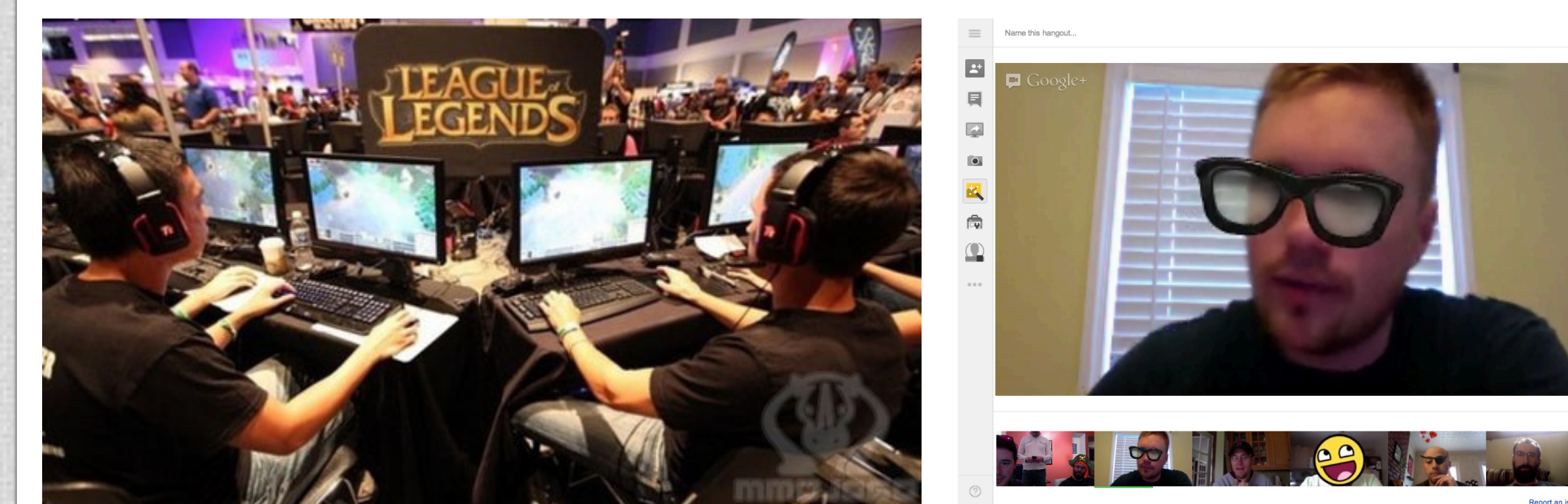
Leaderboards are an important feature in games to encourage user engagement. When leaderboards are presented users can share cognition of their rank.

Broadcast Messages: Coordination Theory



Games like StarCraft II can be streamed online for millions to view live. They also include chat feeds where people from around the world comment in real time.

Perspective Reconciliation



Team Gameplay

Video Conferencing

Coordination Theory



League of Legends: A massively multiplayer online (MMO) game



Agile in practice at
Tech Valley
Organizations

