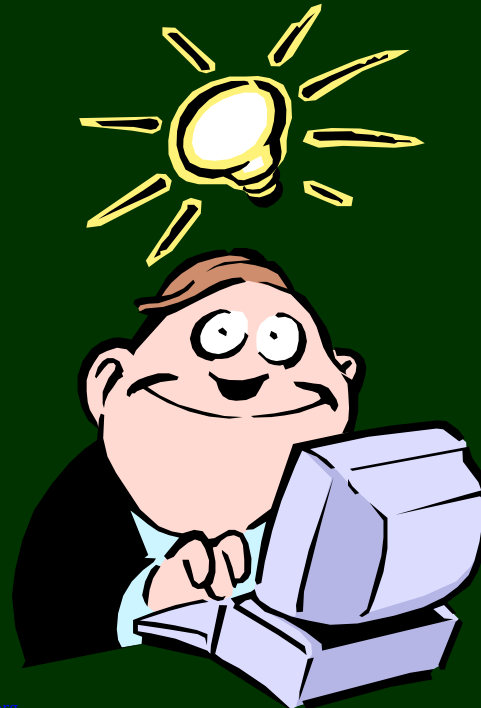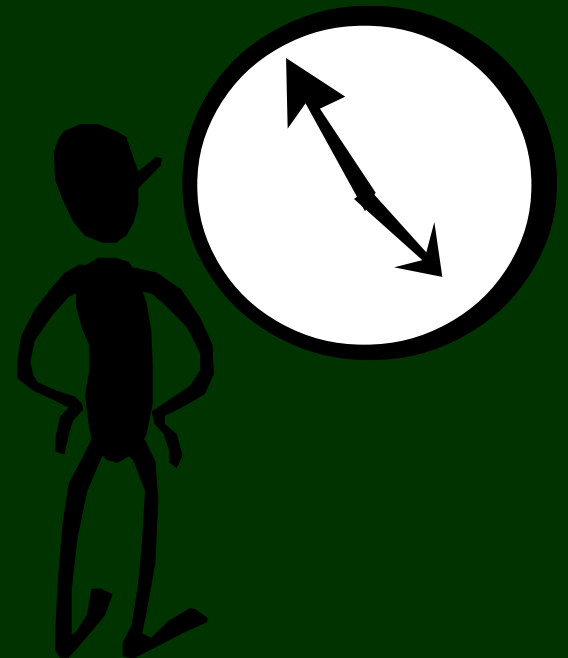# E-MAIL GAME

Purpose

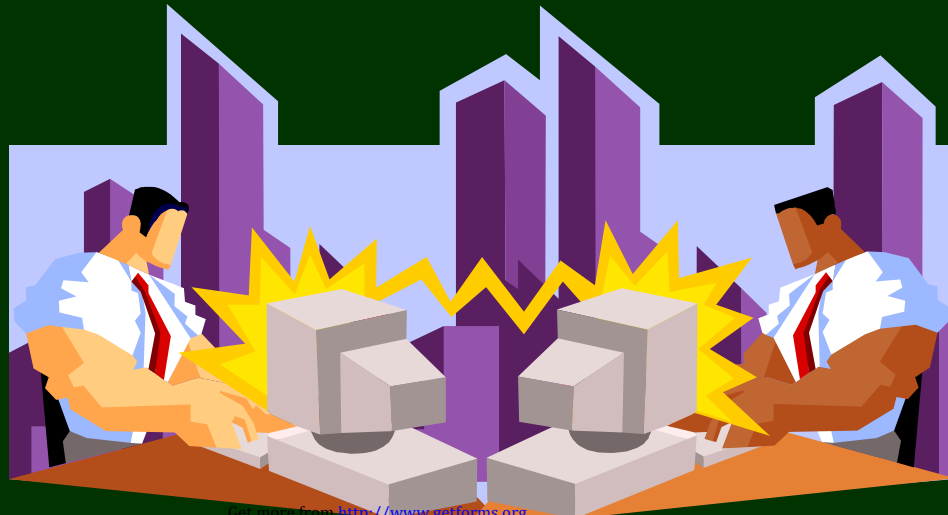- Generate and share ideas via e-mail about how to handle any challenge.

Length of Game

- Four days
  - Ideal
- Four weeks
  - Maximum

Participants

- Ideal
  - Ten to thirty participants

Materials

- E-mail access
- Know how to use e-mail

Overview

- Three rounds and a debriefing
  - All conducted via e-mail

Preparation

- Identify players
- Write a thought-provoking "how to" question that summarizes the challenge
- Prepare a schedule
- Templates from the reference source available at:
  - http://www.thiagi.com/email-101tips.html

Round 1

- Facilitator sends an e-mail with overview of the challenge and game
  - Announces deadline for action
- Each players sends the facilitator an e-mail with 3 ideas for handling the challenge
  - Facilitator records all ideas
    - Generates list of top 10 to 15 ideas

Round 2

- Facilitator post the lists of ideas via e-mail
- Players vote on the 3 most appealing ideas in rank order
- Facilitator tabulates the votes and ranks the ideas by popularity
  - 3 points for top idea, 2 points for second and 1 point for the third idea
    - Tabulate the ideas by popularity and rank order

Round 3

- Players asked to predict which 3 ideas received the highest votes
  - Include a copy of the list of ideas
- Facilitator scores each prediction on the basis of actual number of votes the 3 ideas received

Scoring

- Scoring the person's choices:
  - For the person's 1st choice, multiple the number of votes that the idea received by 3 and give that number of points to the person.
    - 2nd choice multiple by 2
    - 3nd choice multiple by 1
  - Add the 3 numbers together for each person's score

Announcing the Winner

- Send an e-mail announcing the results and include:
  - List showing order of popularity (Round 2)
  - List showing predicted results (Round 3) with actual results (Round 2)
- Player with the highest total score wins the game

Debriefing

■ Facilitator reflects on the merit and implementation of the top ideas
  – List of open-ended questions
  – Encourage reasons behind selections