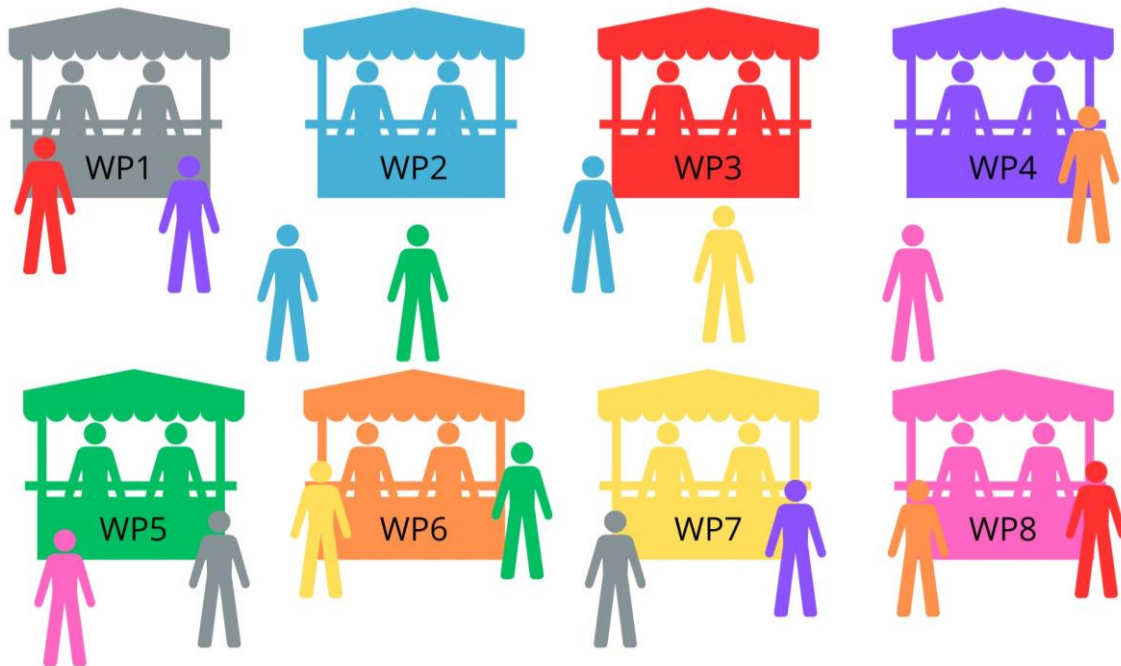


Convergence Flagship Collaboration Marketplace Game



Introduction:

The Collaboration Marketplace Game was created to promote collaboration, problem-solving, creative thinking, and information flow among the different work packages (WPs) of the convergence flagship.

Game Objective:

The primary objective of the Collaboration Marketplace Game is to simulate a marketplace where the WPs will try to “buy” expertise from other WPs in the themes of *Knowledge*, *Data*, *Technology*, and *Network* by discussing and create concrete collaboration plans. Try to make as many trades as possible!

Game Setup:

Game Elements:

Each WP will have:

- A designated marketplace stand (table) in the room with a list of examples of what the WP can offer and what the work package still needs within the four themes [see additional material].
- Trade cards in a WP specific color [see additional material].
- Pens to write down the specific ideas (blue text in example below)
- Central spot on a wall or whiteboard to gather all the ideas:
 - Trade cards from each WP can be put up here and connected to each other to visualize the network that was formed during the game.

Participants:

Each of the work packages divides their group of attendees into “sellers” and “buyers”. Buyers will explore the different WPs’ marketplace stands, where they will encounter the sellers who stay with their own WP’ stand. You can switch roles during the game, but make sure there is always at least 1 “seller” available at your WP stand.

Game Flow:

When a buyer approaches a marketplace stand, they can either pick one topic they are interested in to use from the list on the stand or come up with an own idea at the spot. While discussing this topic, the seller can decide if the presented idea seems reasonable and if they are interested in starting a collaboration on this.

The seller has three options:

1. Give away their goods for free, which means they agree on sharing knowledge/data/technology/network without there being a direct mutual benefit and/or involvement discussed. In this case only one trade card is filled in.
2. Trade knowledge/data/technology/network to collaborate with each other on the presented idea. In this case two trade cards are filled in.
3. Trade knowledge/data/technology/network to collaborate with each other on something else the seller would like to use from the buyer’s WP. In this case two trade cards are filled in.

After a collaborative plan is formulated, please fill in the specific trade cards for this collaboration and bring them to the organizers so all ideas can be displayed.

WP2 offers:

Knowledge	Data
Technology	Network

to workpackage: 3

to collaborate on:

The best idea ever

Contact information (name, e-mail)

WP2: **Name, name@tudelft.nl**

WP3: **Name,**

name@erasmusmc.nl

WP3 offers:

Knowledge	Data
Technology	Network

to workpackage: 2

to collaborate on:

The best idea ever

Contact information (name, e-mail)

WP3: **Name,**

name@erasmusmc.nl

WP2: **Name, name@tudelft.nl**

Debriefing:

At the end of the session, WPs are asked to elaborate on some of the trades made with the whole group so that other WPs might also be interested in joining in. For the debriefing you can also make a visualization to showcase the different trades between WPs that have been made.

For example, a web connecting all the trade cards between the WPs:

