# Cynefin Online Game

## Experience the difference

five Cynefin domains in this online version.

You play one challenge for each of the four domains. For each challenge: Introduce objective/ time & rules Set the timer & start challenge

 At the end of each challenge take 3-5 minutes to evaluate the challenge before moving over to the next one

 Wrap-up the evaluations from the individual challenges and conceptualize the habitats at the end of the game

### CHALLENGES

Challenge I - Obvious Domain
Players get the feeling of standing in front of a very easy task.

Objective: Sort the squares by size and color. Rules: None Time: 2 Minutes

Challenge II - Complicated Domain

Players get the feeling of standing in front of a technically difficult task, where they have to analyze the challenge together.

Objective: Group the squares into a 2D object of your choice

The object must consist of at least 10 squares.

 Only 1 square may be adjacent to the 4 sides of each square, or the laterally adjacent square must have different colors and smaller sizes

Time: 8 Minutes Solution: The squares touch each other only at the corners

Challenge III - Complex Domain

Players get the feeling of being confronted with a complex task, where

cause-effect relationships are no longer obvious from the outset, but where it is a matter of experimentation.

Objective: Group the squares into a 2D object of your choice

 The object must consist of at least 10 squares. Only 1 square may be adjacent to the 4 sides of each square, or the laterally adjacent square must have different colors and smaller sizes

 Each player is allowed to touch only one color You are not allowed to talk (mike off) or chat with each other

Challenge IV - Chaotic Domain

Time: 10 Minutes

Players experience chaos. Everything is possible and conceivable, nothing can be anticipated. All they can do is choose a place to act and quickly sense what comes next.

Objective: Group the squares into a double heart

Rules:
• Everything is possible Pay attention to the instructions of your facilitator Time: 3 Minutes

To make chaos tangible the facilitator gives new instructions in 30 second

30 seconds after start: Everyone may move only one shape





















