

Testing Transform Transit

Transform Transit is in the testing stage. I want to know what different audiences (agency staff, advocates, students) learn playing it. And what is still missing, so the experience moves everyone forward in their work on transforming transit (or other public sector) agencies.

Here is how you can help!

Play the game (feel free to set a time limit before you start so there is an end point)

Have a debrief session afterwards and someone send me a summary or invite me to zoom in (laurelintransit@gmail.com)

Everyone go to my website to fill out an individual survey and submit card ideas
<https://laurelintransit.com/transform-transit/>

Possible group debrief questions

Strategy

This game was designed to simulate the mix of cooperative and individual aspects of working in a public agency. How did you decide what projects to do and to prioritize? Did you discuss as a group or did individuals decide on projects?

Emotions

This game was designed to simulate the emotional component of working in a large and complex public agency. Did it feel accurate? Did it change how you feel about public agency employees?

Complexity

This game was designed to simulate the complexity of getting projects done at a transit agency. Did it feel accurate? What has the most frustrating part?

Transformation

This game wants to start conversations about what needs to change.

What changes could happen in real life to improve morale? What additional support, tools or training do you think change-makers in public agencies need? What additional information do folks outside of agencies need to know about what needs to be fixed?

Feedback

How could the game experience change to provide more concrete learning goals or skills?