

Create an Early Win With MiniGames™: Checklist

- The MiniGame **objective is meaningful** to the company's overall performance.

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- The **"Win"—the improvement goal—is clearly defined** and communicated.

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- The **players have "line of sight" to the targeted goal** and know the financial benefit to the company of improving their performance.

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- The **team is competing against a problem or opportunity**, not each other.

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- The **time-frame is limited** in duration or incremental goals/prizes are utilized.

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- Long-term change in behaviors, processes, or systems is promoted.**

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- The **scoreboard can be easily and frequently scored** and is simple and easy to understand.

- Huddles are scheduled to **review the scoreboard and keep the team** (including offsite employees) **focused** on and informed about the MiniGame.

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- Prizes are memorable and meaningful.**

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- Prizes reward performance**, not motivate participation.

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- The **MiniGame has a theme—title, scoreboard, prizes— that supports promotion** and the creation of a memory of winning.

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- Business **training is incorporated** to aid understanding.

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- Negative outcomes** for other workgroups/departments **have been considered.**

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- A **scorekeeper has been appointed** to settle disputes.

Download the MiniGame Design Tool & the MiniGame Checklist at [greatgame.com/gigtools](http://greatgame.com/gigtools)