Script for**a 3-minute introduction to The Best Game**

*Rules and Tools to Ensure You and Your Organization Win*

**Slide** | Description

1. **Title Slide -** Welcome to the first of a series of 3-minute explorations of the simple and memorable Best Game tools you can use to help make your organization run smoother, more efficiently, and have a lot more fun doing it. This session will be an overview of The Best Game Model.
2. **You Have an Opportunity Because…**you now find yourself in a position of leadership and you are passionate about getting others involved in making something important happen.

Let me share with you some facts that will frame the importance of your opportunity and the reality of your situation.

1. **Engaged/Disengaged**
   1. Did you know that according to Gallup, almost 2/3 of the USA workforce is disengaged?
   2. Disengaged employees give as little as possible to the work at hand so that they can have as much energy as possible left at the end of work to do something they want to do later.

*So, if I say “Work”, what do you think comes to mind for a disengaged employee? Boring, meaningless, waiting for the weekend, get through it… (not very exciting words).*

* 1. The other side of that equation is that there are engaged employees and these are the people who will drive innovation and make your mission happen.

*An engaged team member is someone willing to go the extra mile, work with passion, and feel a profound connection to the organization.*

1. **And You…**want tomake your team or organization, regardless of its size, or even what it does, a group that
   1. People are proud to work for,
   2. Makes a positive contribution to the world, and
   3. Accomplishes something meaningful.
2. **What if** we modeled our organizations around the critical ingredients of a game to give them a reason to be engaged?
3. **Game?**
   1. What do you think comes to most peoples’ minds when they hear the word, “**Game**” - Fun, people, competition, team work, winning (a lot more attractive words).

*Isn’t that almost the opposite of what comes to mind when our disengaged employees hear the word work?*

1. **The five critical ingredients of a good game:**
   1. **A Goal** -something desirable, usually a concrete/tangible objective.
   2. **Rules** - the definite boundaries that players must stay inside of to win. No rules, no game.
   3. **Players –** to win a game we need qualified players, whatever that might mean.
   4. **Strategy** - thoughtfully applying whatever resources that are available to achieve the goal.
   5. **Measurement – which is c**ompetitionagainst a benchmark, or against yourself, or other players. Measurement is one of things that makes the game exciting.
2. **Success**
   1. Running any kind of organization around the principles of a game sets the foundation for success. I’ve done it. And it works.
   2. Coming – a 3-minute view of each of the ingredients.