Apply DevOps principles with the business simulation game Bridge-it

Exciting presentation at the [ITSMF-conference in Estonia](#)
by Maarten Versteegh (Simagine Business Simulations)

On december 9th Simagine's Maarten Versteegh will deliver a masterclass on how (not) to transform IT and Business towards working in the DevOps way.

"At the heart of DevOps is the focus on our state of mind, our attitudes and behaviour, rather than on the rules of the framework, if we should call it that."

Frameworks can be great. They use best-practises so if you use them, you will perform like the best. Right? Frameworks also pose a threat, however. When applied too rigidly it can kill innovation, progress and motivation. As an end consequence you may lose your most innovative and motivated people. To make sure you apply the right form of DevOps in your company Simagine has come up with a simulation-workshop using [the business simulation game Bridge-it](#).
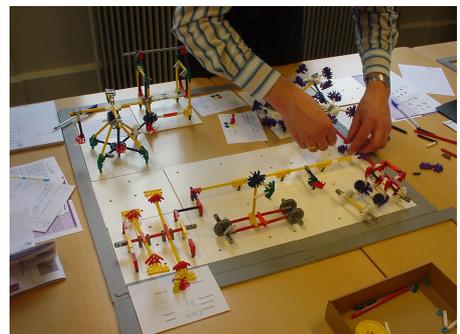
The central focus of the workshop is to allow participants to discover how DevOps principles **could** work in their company, rather than teaching them how the framework **should** work. DevOps should be a state of mind rather than a set of rules. In other words, it's all about behaviour, attitude and culture.

The business simulation game Bridge-it for DevOps

When it comes to DevOps we need to experiment with possible solutions. The simulation can help to discover what works for YOU and YOUR company.

Bridge-it deliberately takes participants into the wonderful world of an amusement park, thereby taking them away from the standard IT-environment, allowing them to start afresh, looking for new ways of working, outside of their day-to-day habits. In a setting of business-units, (attraction) developers, (park) operators, suppliers and customers, they can experiment with ways of creating their own form of DevOps.

And of course, they will very soon recognize the metaphor as being very, very close to their own day-to-day working environment and compare the simulation experience with that.
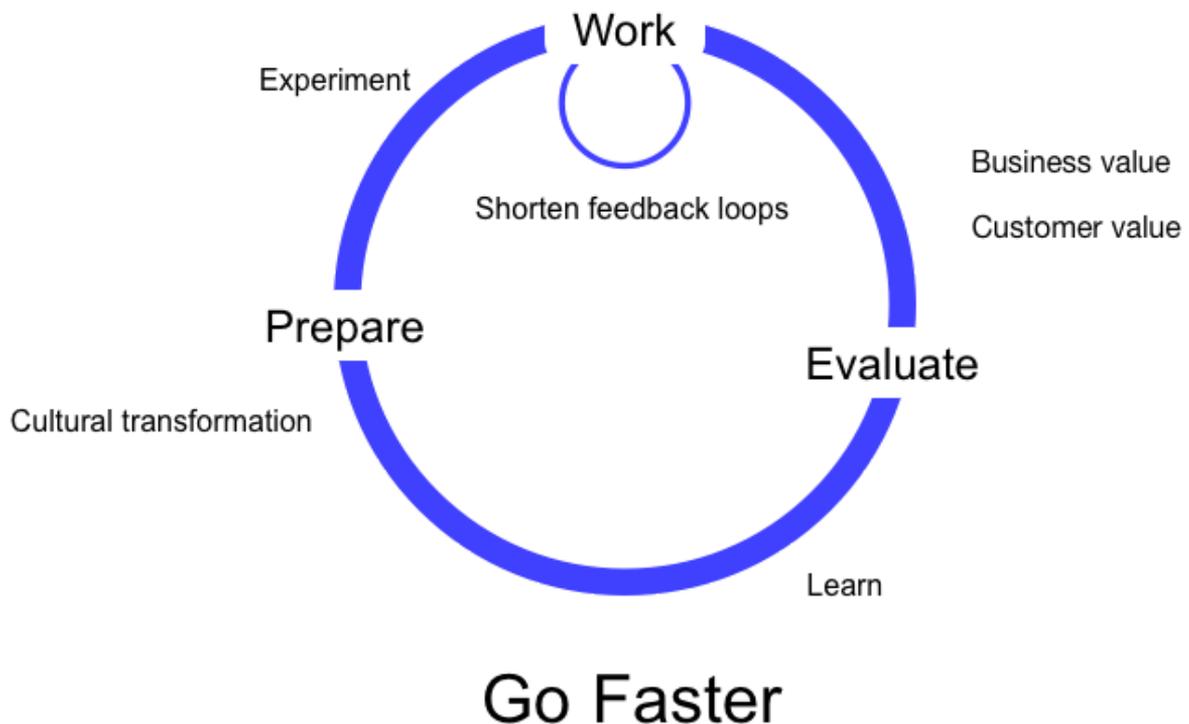

Reference: Taco Dirks, Business Development Manager at Topicus Finan BV

"How do you bridge the well known frictions in that classic drama triangle of business, development and operations without spending a lot of money in consultants, 'away days' and complicated change programs? Take part in one of the best business simulations: Bridge-it by Simagine and be surprised by both simulation and facilitators!"

The DevOps game cycle in Bridge-it
Simagine uses a learning and game cycle of Action - Reflection - Change - Action. Applied to DevOps this is what the program looks like. At the heart of it is DevOps' adagium: **Go Faster**
The simulation game starts with a round of action. Attendants try to find their way in a completely new (to all of them!) environment. And so, quite naturally, things go wrong, misunderstandings happen… just like in real life. But here, it's nobody's fault: everyone is new to the job.

Based on this first round of experience the group, aided by the facilitator, will try and find out what went wrong and why. Everyone can contribute his/her own personal experience. Questions/observations that can come up could be:
* How can we ensure short and on-the-run feedback loops?
* How can we deliver quality and customer value?
* What kind of culture do we need to make this possible?

In the two or three rounds that follow the group gets the opportunity to learn through experimenting with different solutions to see which suit them best. And, secondly, they learn through repetition and, most important, with and from each other.
So, why not accept the fact that we need to transform constantly. Your current (best) practise may not be good enough tomorrow. At the same time we know that constant change is not easily accomplished. We cannot transform ourselves overnight into the mode of constant (willingness to) change.

All in all, **Let's Bridge it !**

About Simagine Business Simulations
For over twenty years Simagine has specialized in developing and licensing business simulations and business games. We work internationally and our simulations cover a wide range of topics.