

Learning Lab

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Learning Lab Product Presentation

John Red

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John Red

Description

A role-playing, story-driven, web-based game of team dynamics

Scope

- To experiment team dynamics
- To learn how to solve conflicts
- To understand how personalities can affect group decisions

Benefit

- Role playing in a complex and dynamic scenario
- A lightweight and easy to use tool
- Tracking and analysis of good/bad team decisions

John Red

What it is

A web-based simulation that, through experiential learning, presents the participants a complex scenario involving the process of developing new products.

They are asked to resolve a series of problems and take decisions which influence the following steps in the story.

Bad decisions can possibly lead to a bad ending. Good and thoughtful ones lead to success.

The simulation can be played in group or singularly by the participants.

John Red

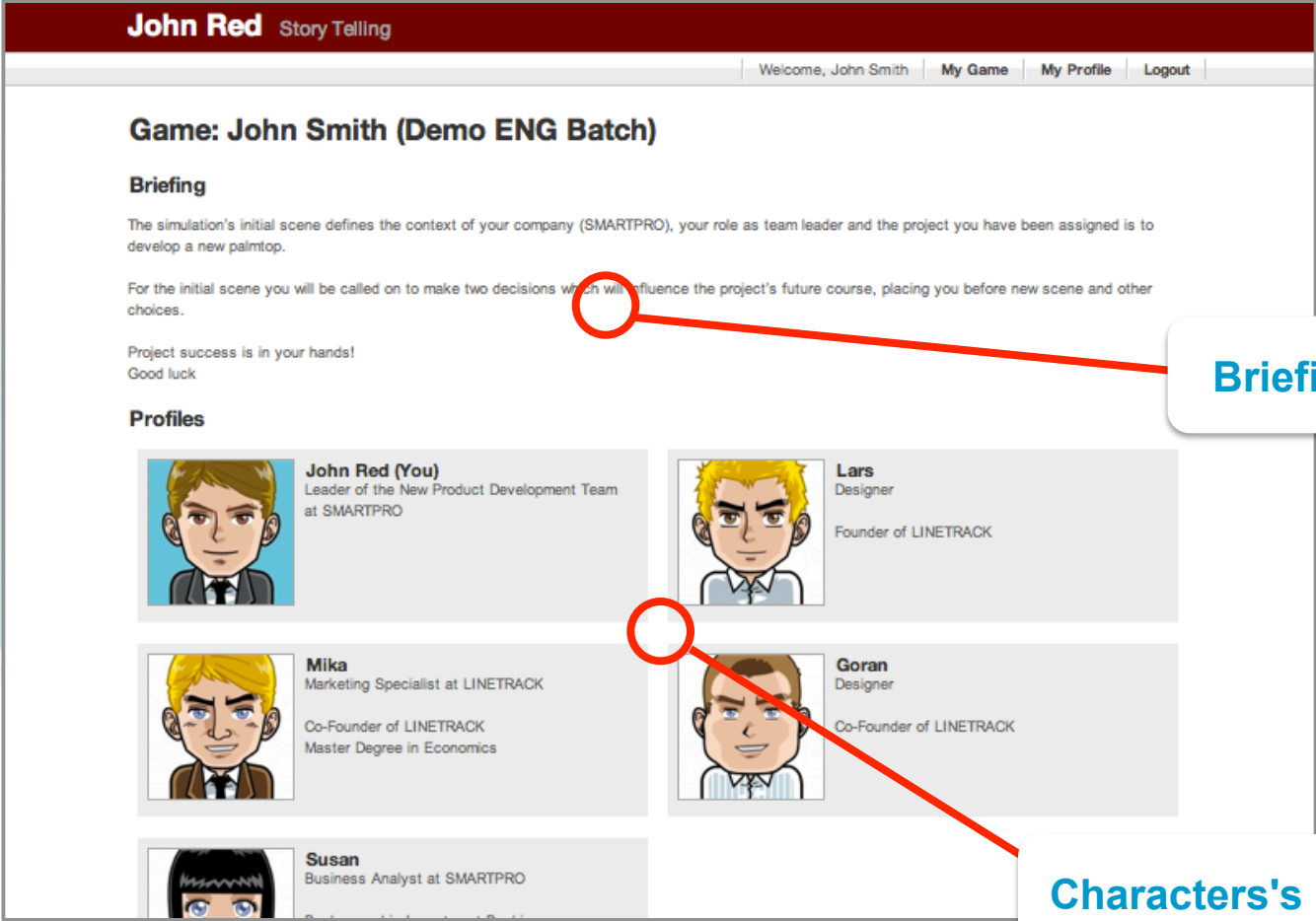
Is aimed at

Helping participants on focusing on how teams gather and process informations in highly dynamics environments

Allowing participants to understand team dynamics; to manage conflicts and how to resolve them; to comprehend how the different personalities can influence the decisions and the success of the team

Helping instructors in creating a dynamic case, using a simple to use tool that can be also playful for the participants

John Red



The screenshot shows the 'John Red' game interface. At the top, there is a dark red header with the text 'John Red Story Telling'. Below this is a navigation bar with links for 'Welcome, John Smith', 'My Game', 'My Profile', and 'Logout'. The main content area is titled 'Game: John Smith (Demo ENG Batch)'. Under the 'Briefing' section, there is text describing the simulation's initial scene and the user's role as a team leader. Below the briefing, there are several character profiles, each with a cartoon avatar and a brief description of their role and background. Two red circles with lines pointing to callout boxes are present: one around the word 'which' in the briefing text, and another around a plus sign icon in the character profiles section.

John Red Story Telling

Welcome, John Smith | [My Game](#) | [My Profile](#) | [Logout](#)

Game: John Smith (Demo ENG Batch)






Briefing

The simulation's initial scene defines the context of your company (SMARTPRO), your role as team leader and the project you have been assigned is to develop a new palmtop.

For the initial scene you will be called on to make two decisions which will influence the project's future course, placing you before new scene and other choices.

Project success is in your hands!
Good luck

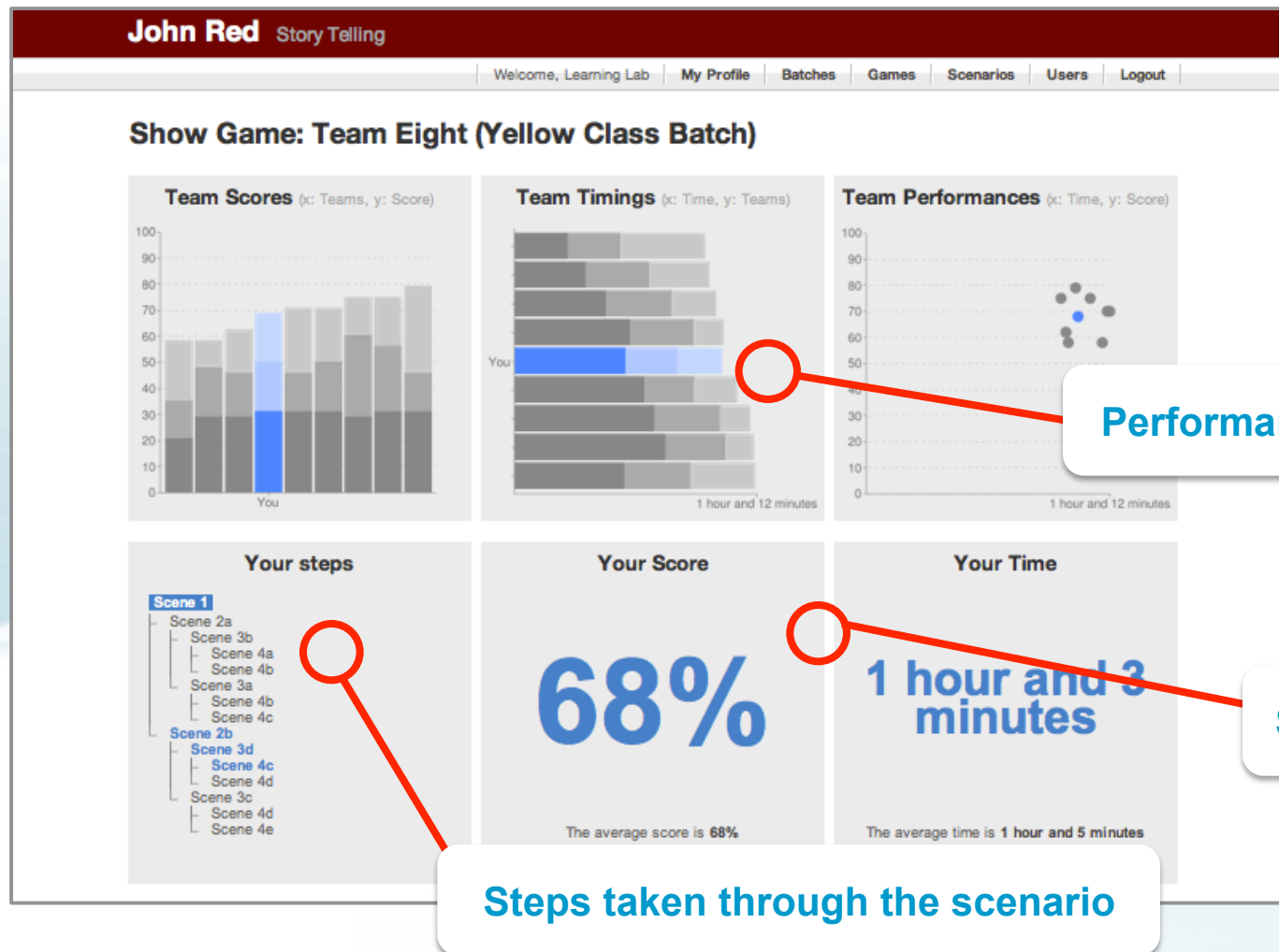
Profiles

	John Red (You) Leader of the New Product Development Team at SMARTPRO		Lars Designer Founder of LINETRACK
	Mika Marketing Specialist at LINETRACK Co-Founder of LINETRACK Master Degree in Economics		Goran Designer Co-Founder of LINETRACK
	Susan Business Analyst at SMARTPRO		

Briefing

Characters's Profiles

John Red



Performance Charts

Statistics

Steps taken through the scenario

John Red

<http://learninglab.sdabocconi.it/johnred>

Contacts

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