

[BETA]

Other notes



SYSTEMIC: PLAYER JOURNAL

NAME:

CHARACTER ROLE:

DATE OF PLAY:



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PART ONE: THE CURRENT SYSTEM



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PART THREE: ACTION CANVAS



INTRODUCTION + 4 KEYS



This journal enables systemic players to document and use learning from the game. Throughout the game session players will be prompted to use the journal by the game facilitator.

The game discussions and reflections draw on the 4 keys of system change. Here is a short introduction to the 4 keys:

PURPOSE

The purpose of the system should provide the point around which people, activities and resources are organised.

RELATIONSHIPS

Relationships describe the patterns and types of connections between different parts of the system.

POWER

Power holders have decision making power, they often decide when/how resources flow, priorities, who matters and what is a good outcome.

RESOURCE FLOWS

Resource flows can include money, technology, knowledge, reputation, time (and more).



PART ONE



PART THREE

What questions do you still have?

What resources do you need?

Could this happen soon or is it a longer term goal? (x and explain)

NOW

NEXT

FUTURE

1. What are your first steps to making this happen?

2.

3.



ACTION CANVAS

Use this canvas to build one action or intervention that you've identified as something that will help you to move towards your vision.

What's the idea?

What problem is this solving?

What does success look like and how can you measure it?

Who needs to be involved? (Be as specific as possible)



THE CURRENT SYSTEM

What do you notice about how the current system works?
Use the 4 keys of systems change as a reflection tool.

PURPOSE

What is the purpose of the game/system or multiple purposes?

POWER

Where do you think the power lies in the current game/system?

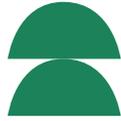
RELATIONSHIPS

Which players have relationships?
What are those relationships like?

RESOURCE FLOWS

What resources are there? How are resources moving around?

What else do you notice?



How do you want a future system to function?
Use the 4 keys of systems change as a reflection tool.

<p>PURPOSE</p> <p>What is the new purpose of the system/game?</p>	<p>POWER</p> <p>Where do you think the power should lie in the new game/system?</p>
<p>RELATIONSHIPS</p> <p>Which players should have relationships? What are those relationships like?</p>	<p>RESOURCE FLOWS</p> <p>What resources should there be? How should resources move around?</p>

What else do you notice?



- Making the change
1. Think about your policy or challenge area.
 2. Note down interventions or actions that could help it move from its current state towards a future (better systemic state).
 3. Categorise these by: Actions/interventions within your policy area and actions/interventions to be taken by others: this could be leadership, other teams or departments, beyond government etc

