

Planning Monopoly

Goal: learn to prioritise a backlog

Timing?

15-30 minutes

What do I need?

1x product backlog (comprising 15 - 20 items)

Stakeholders in prioritisation (between 6-8 people is ideal)

10-15 currency tokens such as monopoly money or poker chips (number dependent on backlog size - it must be lower than the number of backlog items)

So how do you play?

1. Explain that this is an exercise to help learn how to collaboratively prioritise a product backlog
2. Divide the currency equally among the stakeholders
3. Give the stakeholders an allocated amount of time to 'bid' on items on the product backlog (10 minutes or so). Explain that they can spread their budget as thinly (or not) as they wish, and can discuss their choices and collaborate with other stakeholders during the process.
4. Once the time limit has elapsed, or everyone has spent their budget, collate the bids and reveal which product backlog items have attracted the highest amounts.

What do we learn?

- Stakeholders will eventually attempt to collaborate by pooling their money or offering to bid on one another's items in alternate sprints
- Note that sometimes collaboration can happen accidentally with this technique i.e. one product backlog item comes out as priority 1 despite all stakeholders bidding more on something else

