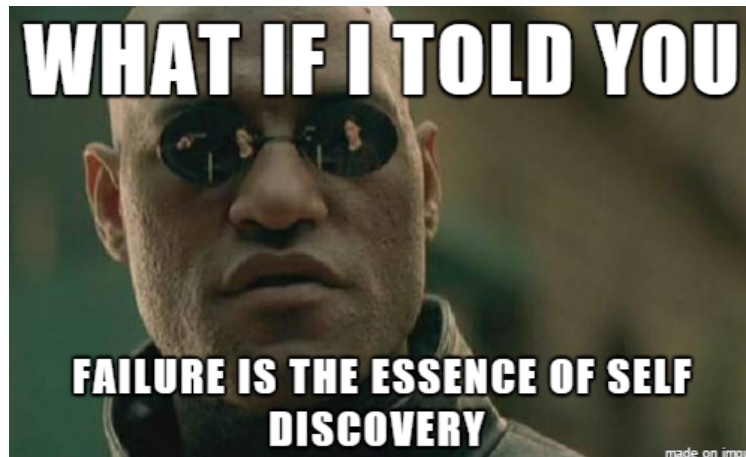


TEAM DOJO: FAILURE CV

Source: wagner.edu

EXERCISE BRIEFING

As you might have seen by now, most of the exercises during this course directly deal with the game industry and its peculiarities. For these Friday sessions, I've got something completely different in store for you. Well, not **completely** different, as teamwork skills are highly relevant in the game industry. In any industry, for that matter. Hence, we devote Fridays to reflect on our progress so far through the presentations (followed by discussions), reflections, and these exercises.

Today's exercise has been built based on professor Tina Seelig's work on failure résumé with a little bit of Nordic Rebels flavor to it. In essence, talking about failures and sharing them with others is by no means an easy task, but at best it helps us grow together and be more mindful of failures as learning opportunities.

1. Think of failures you have experienced. They can be related to work, studies, or private life (i.e. life outside work / studies).
2. Now, pick three failures you'd like to share. Any combination is OK! (e.g. 2 academic, 1 professional OR 3 private – basically any combination is acceptable)
3. Draw each of those on a sheet of paper / similar – this is not a beauty contest, the idea is what matters! So try to visualize the moment you experienced the failure so others can relate to it better.
4. Take turns! One person shares their failure and what they learnt from it – in the meantime, others listen. Go through all the failures this way.
5. When done, take a moment of silence (30 seconds, 2 minutes – whatever you feel is best).
6. Thank everyone for sharing their failures.

This can be an emotional experience, so please don't be afraid of that. We're doing this to create stronger bonds between each other as well as to get to know ourselves better. Point being, failures are not bad – they are an integral part of who we are.
