Gamify your Work Get More Done in Good Cheer

Presented by

@ Caelan Huntress



Stuff To Do





Whistle While You Work

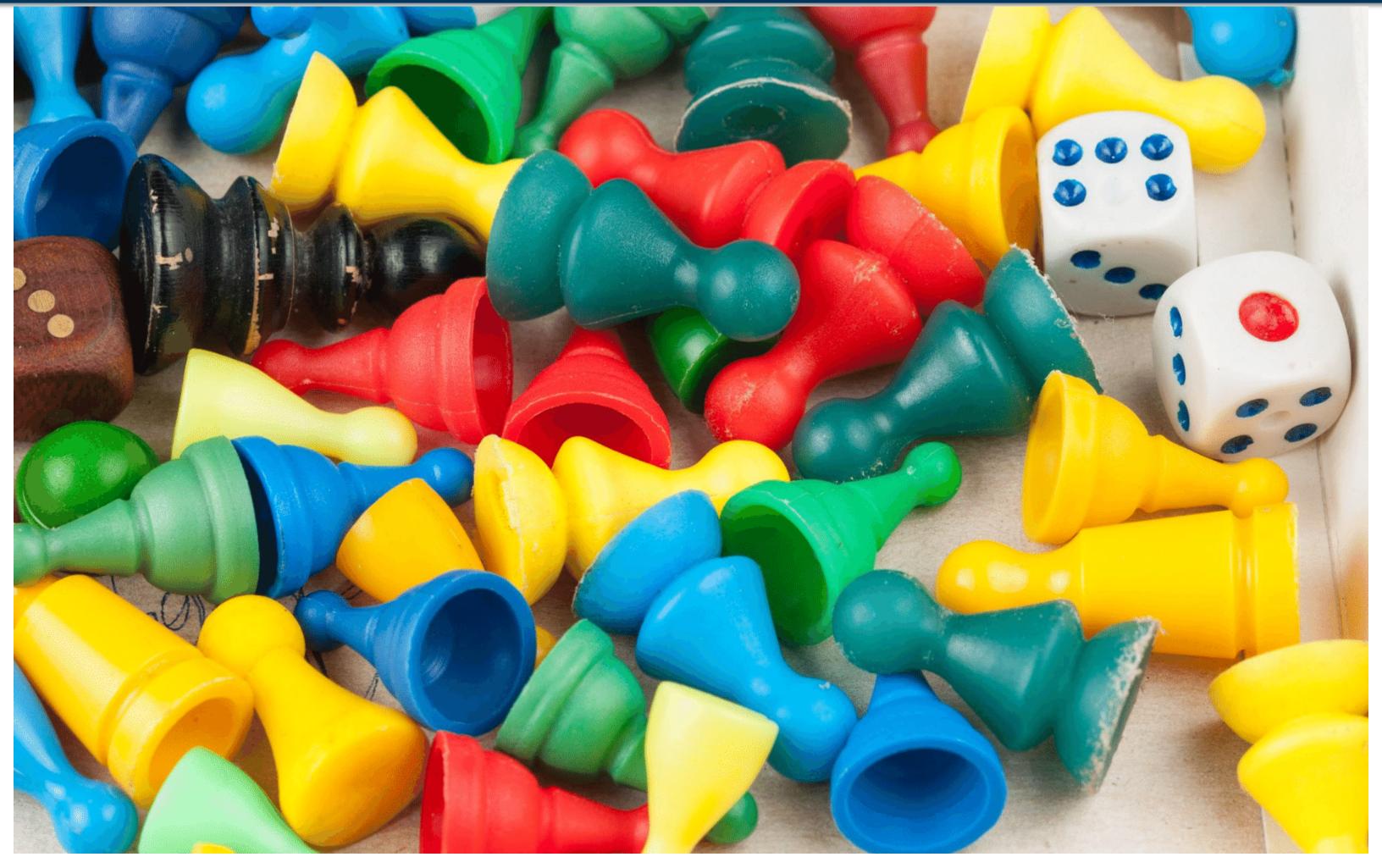




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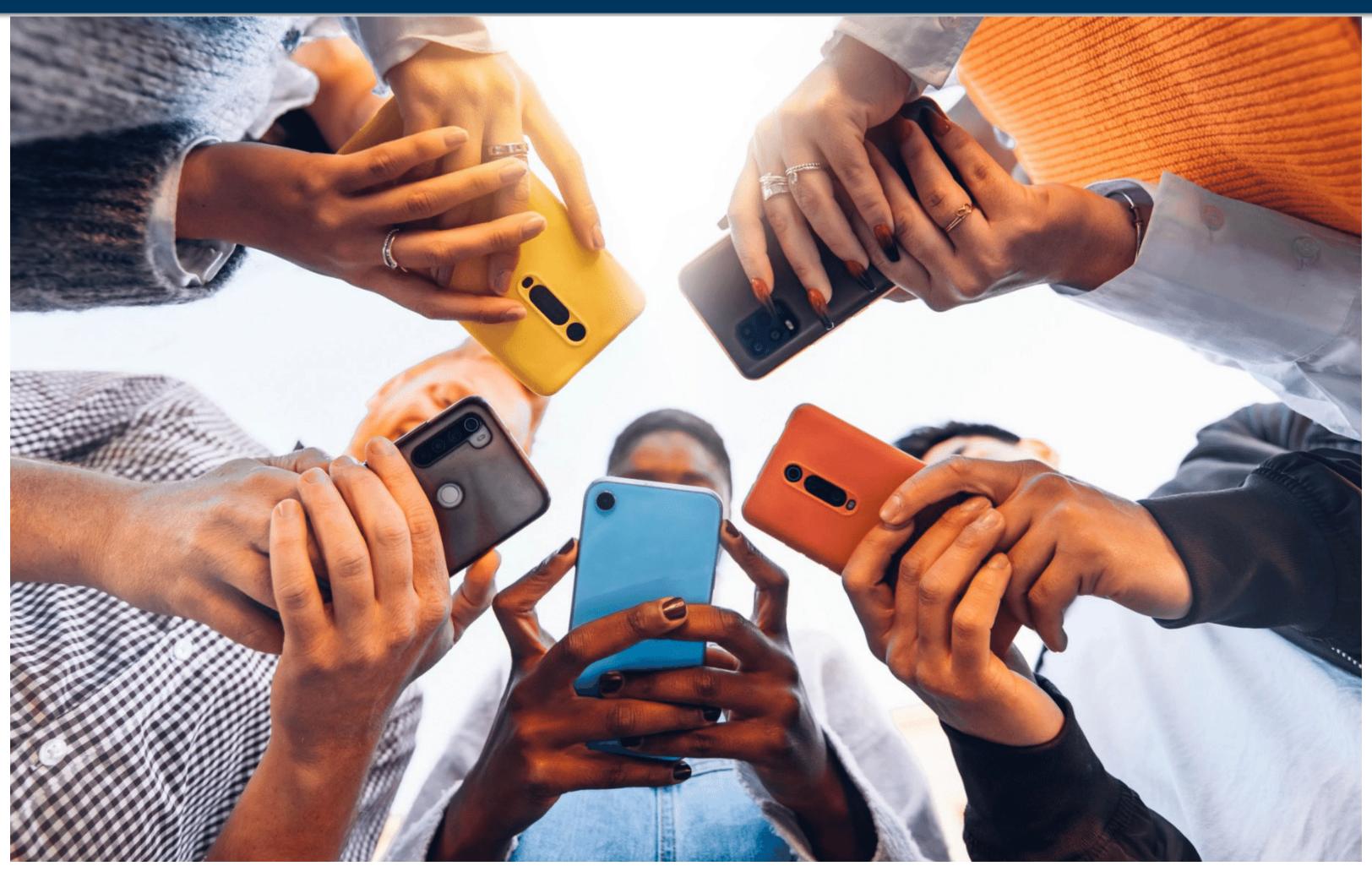














"People don't play games to avoid work; we play games to engage in well-designed work."





RUES Feedback



Work is a Game

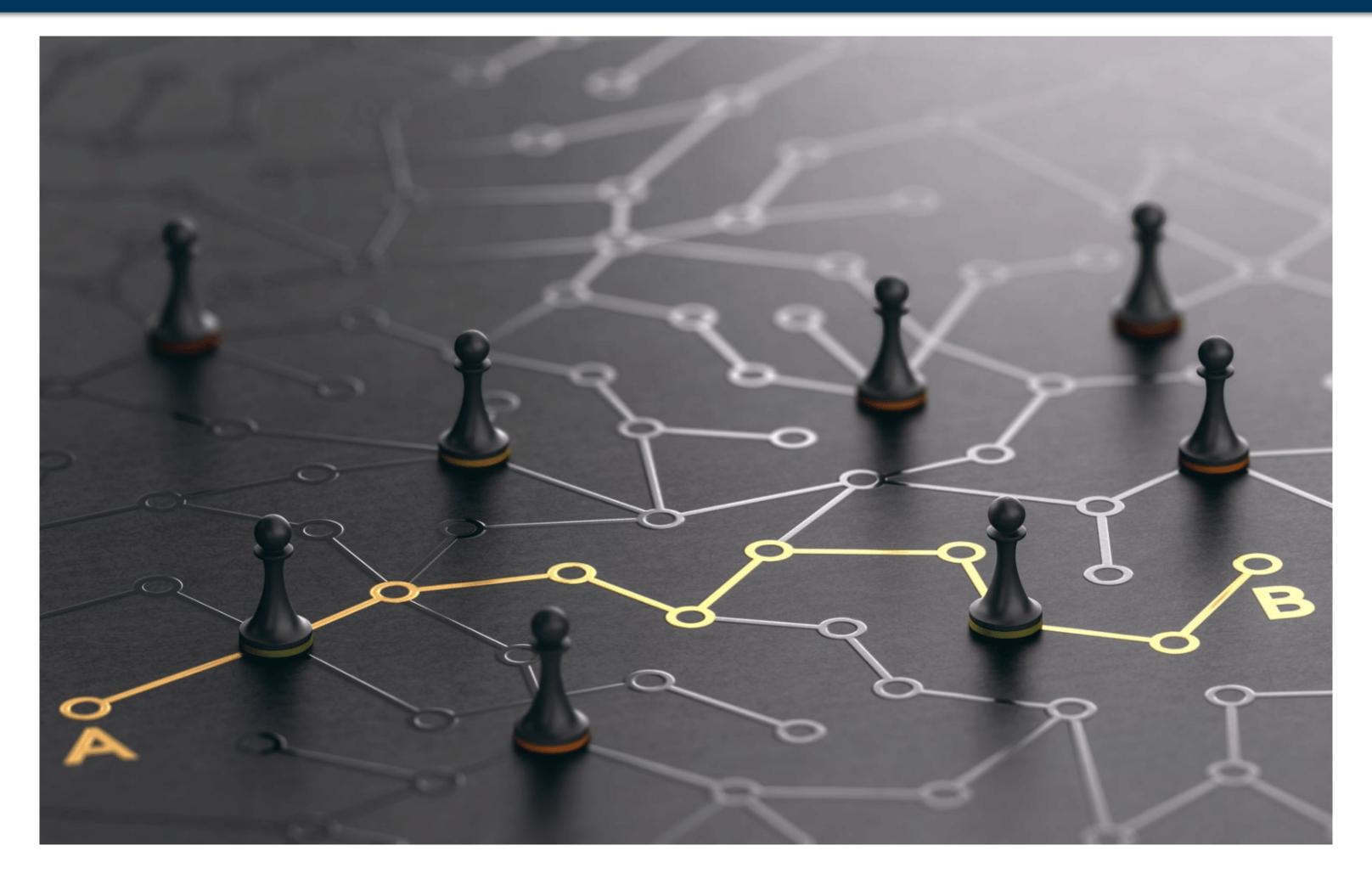




RUES Feedback



En-Joy Your Work



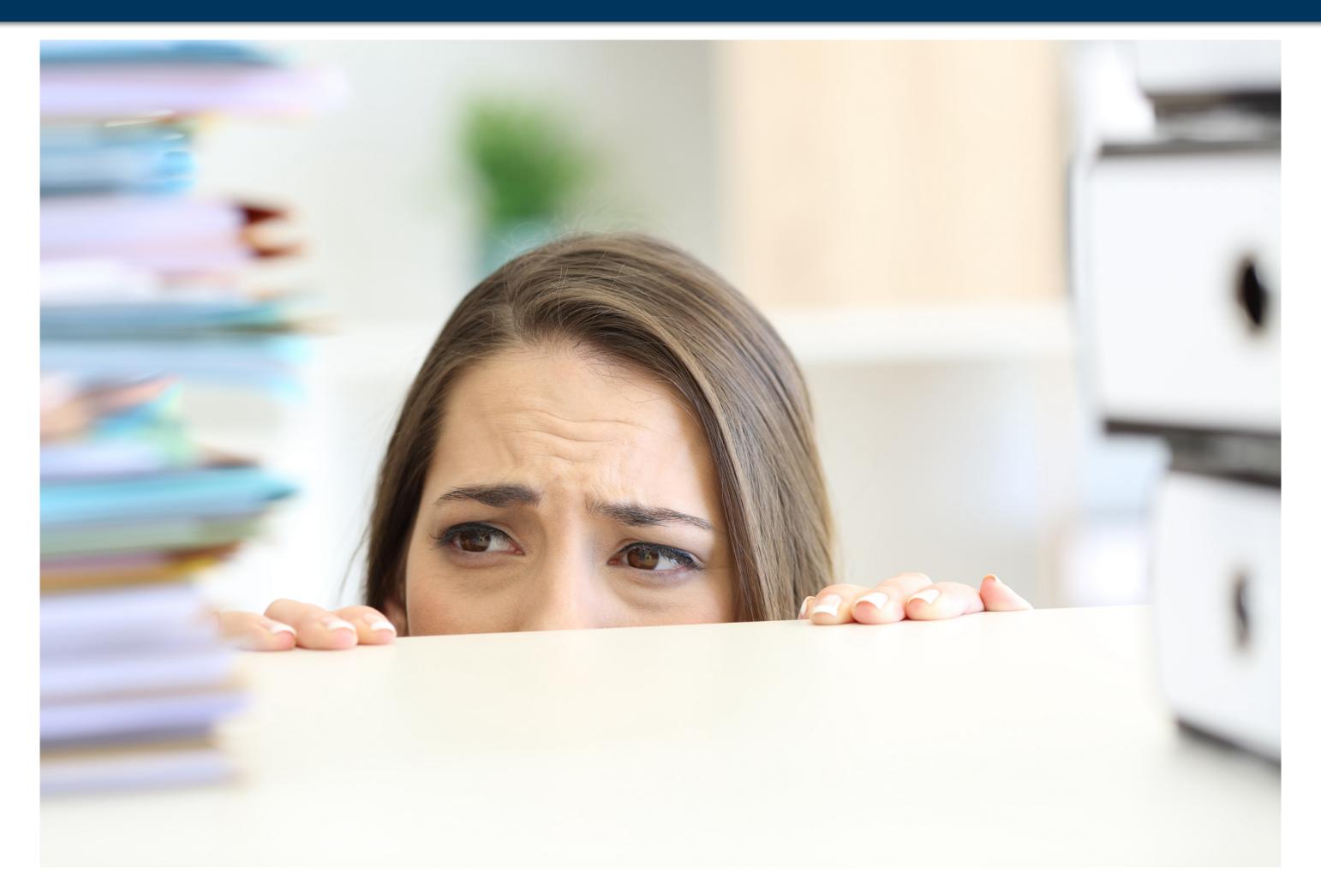


I've never really understood why so many people separate work and play – it's all living. We should be able to have fun at work and bring out the best in each other.



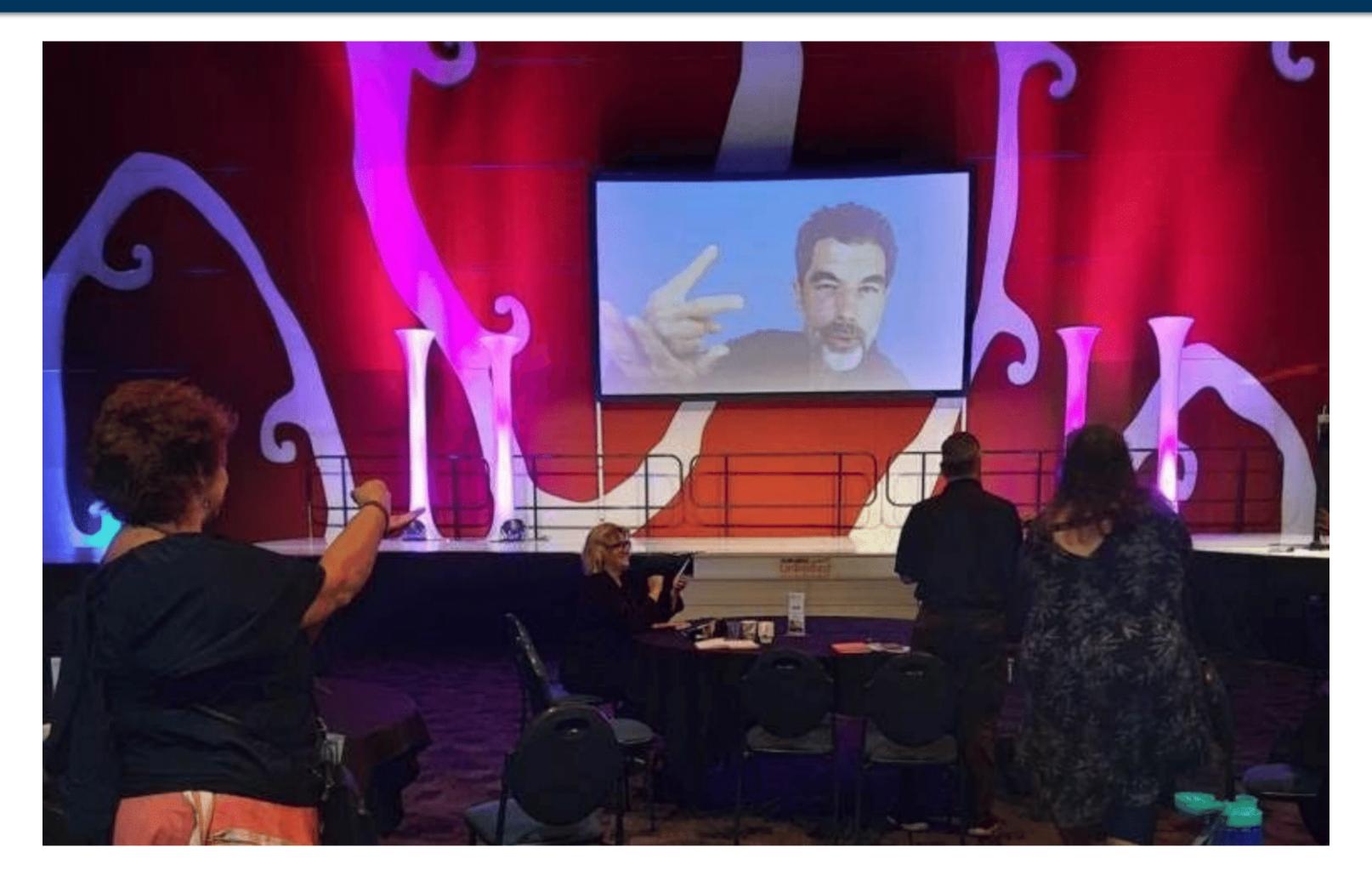


Productivity is an Elective



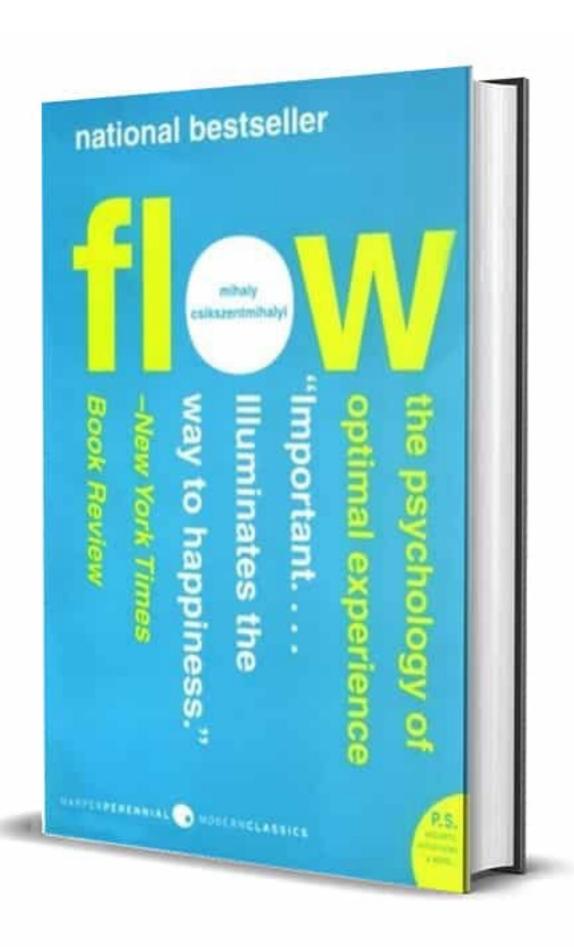


Rock, Paper, Scissors



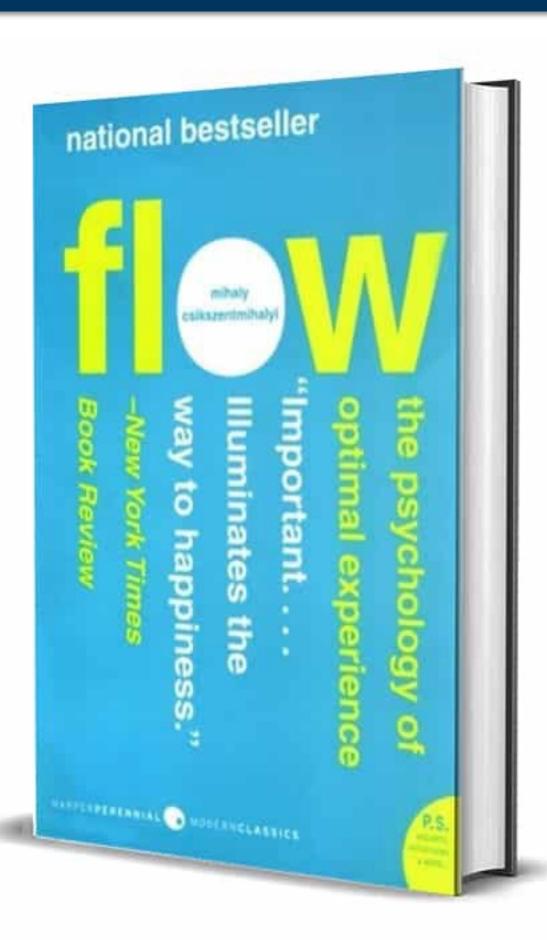


The Psychology of Optimal Experience





8 Characteristics of Flow



- 1. Complete **concentration** on the task
- 2. Clarity of **goals** and reward in mind and immediate **feedback**
- 3. Transformation of **time** (speeding up/slowing down)
- 4. The experience is intrinsically rewarding

- 5. Effortlessness and ease
- 6. There is a balance between challenge and skills
- 7. Actions and awareness are merged, losing self-conscious rumination
- 8. There is a feeling of **control** over the task



Once we realize that the boundaries between work and play are artificial, we can take matters in hand and begin the difficult task of making life more liveable.





En-Joy Your Work





The secret of life is enjoying the passage of time.



- James Taylor



90,000 Hours





COLLABORATION

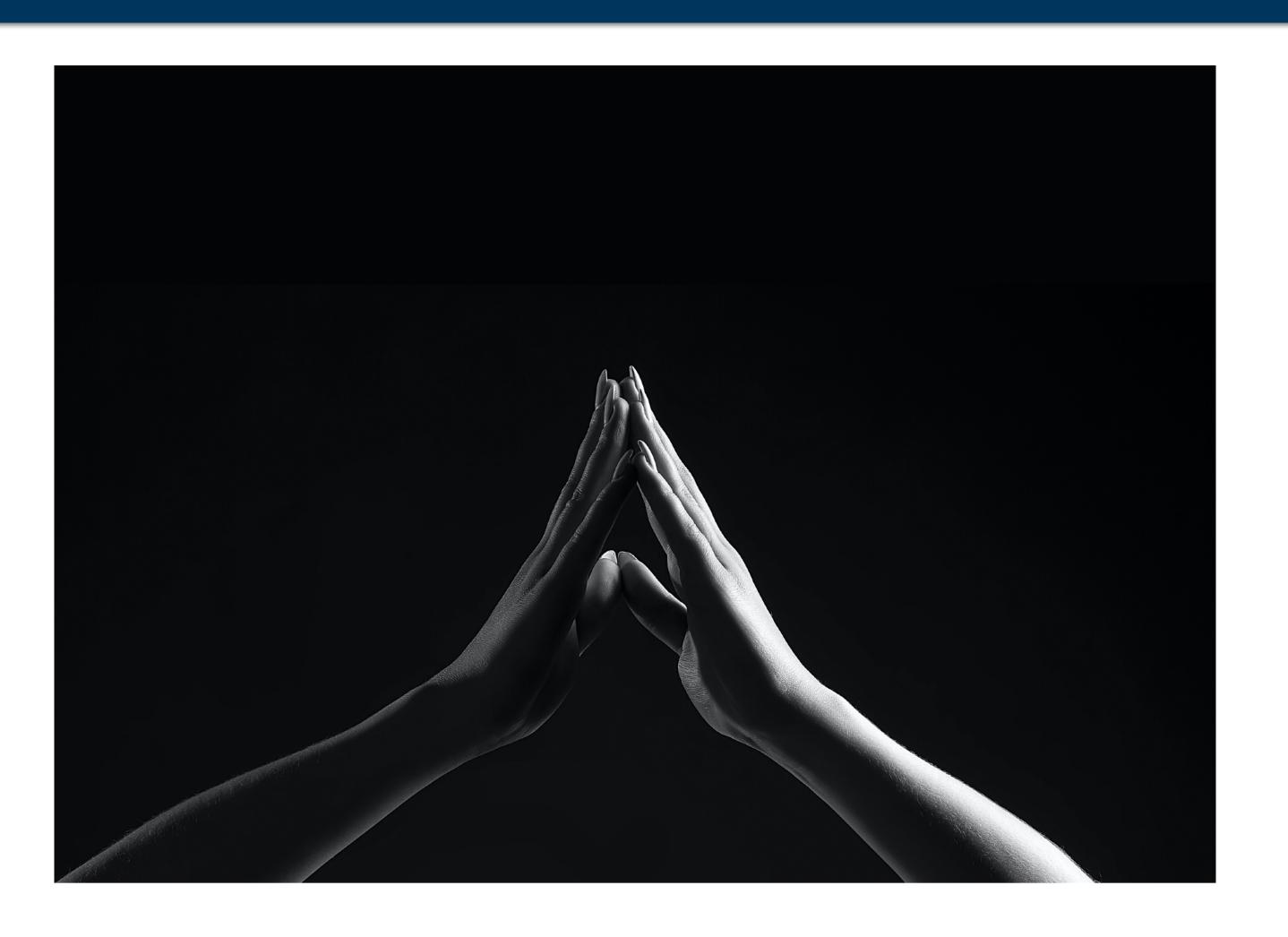


"Play touches and stimulates vitality, awakening the whole person—mind and body, intelligence and creativity, spontaneity and intuition."



- Viola Spolin

High Fives



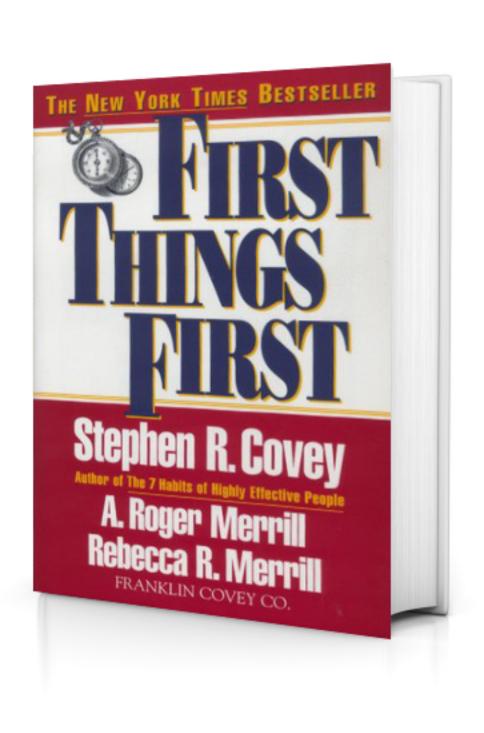


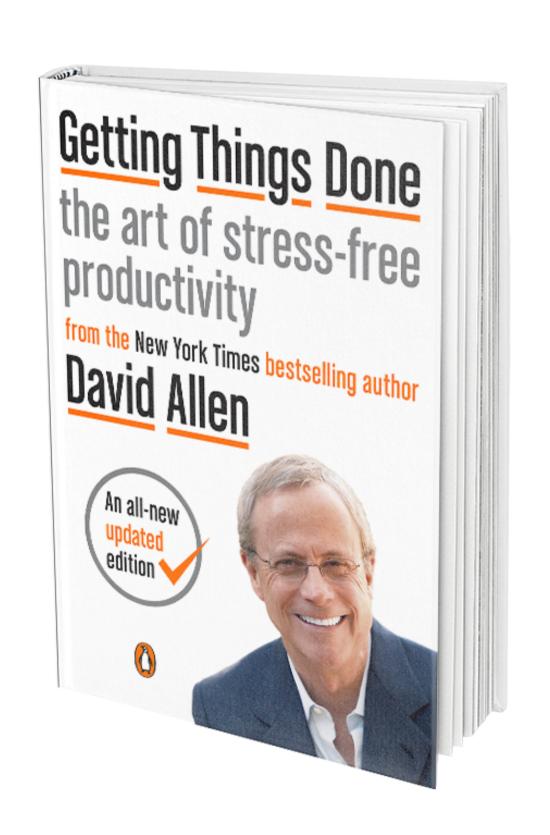
The opposite of play is not work, it is depression.

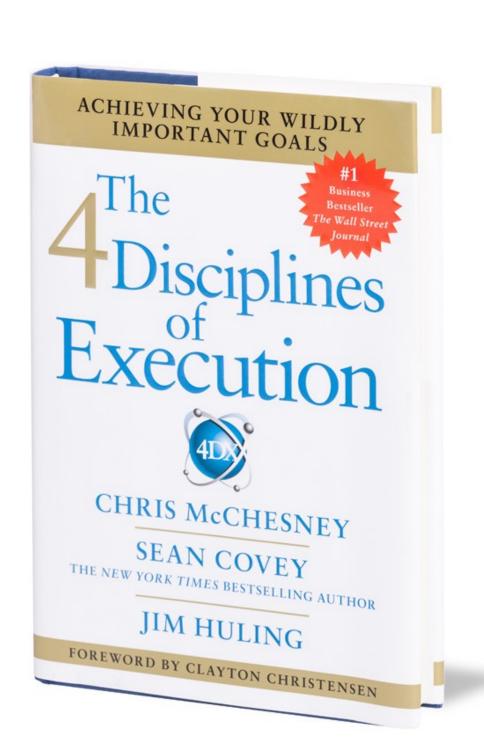


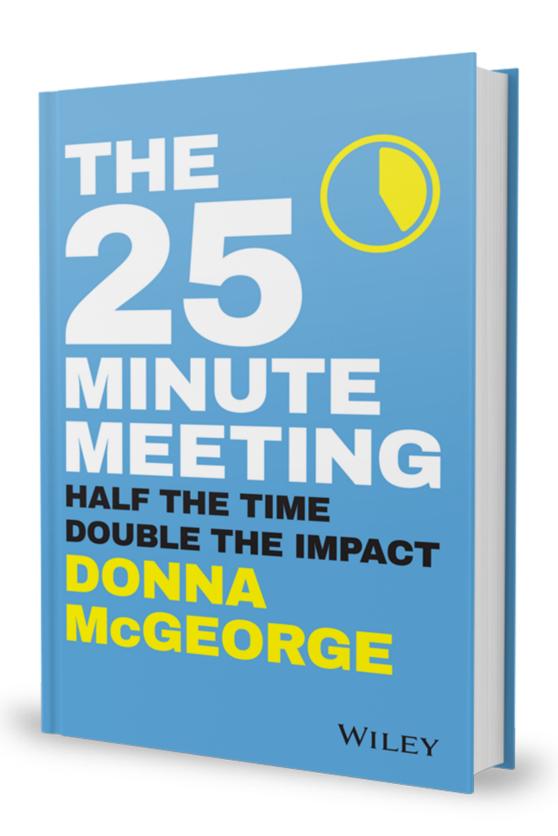


Productivity Bookshelf



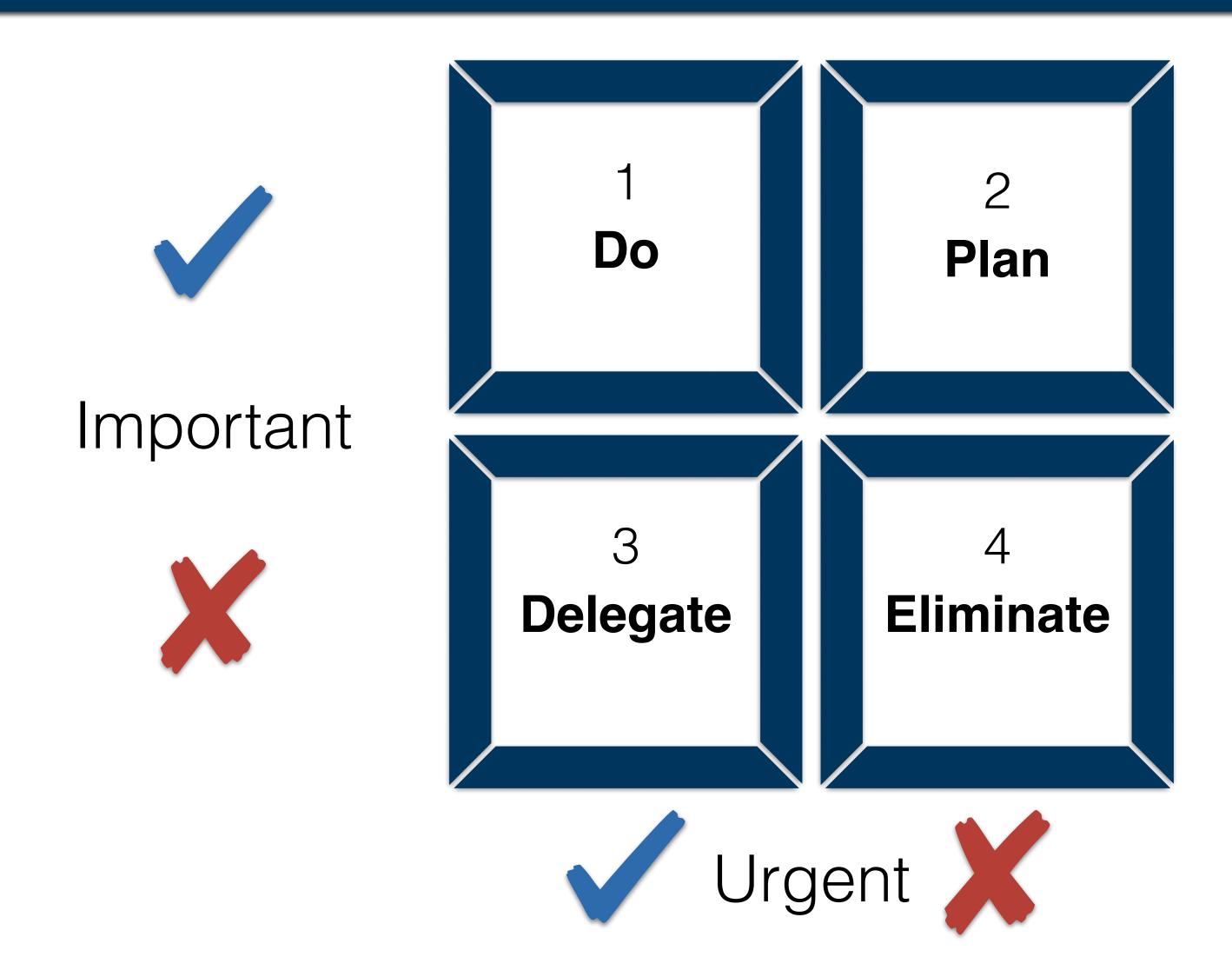


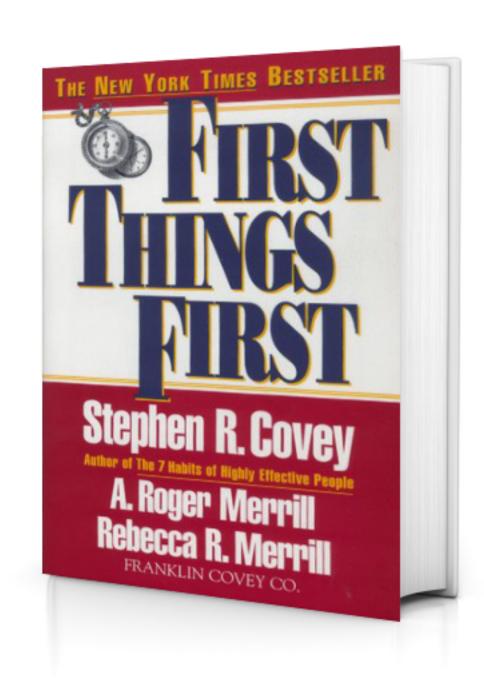






Importance and Urgency





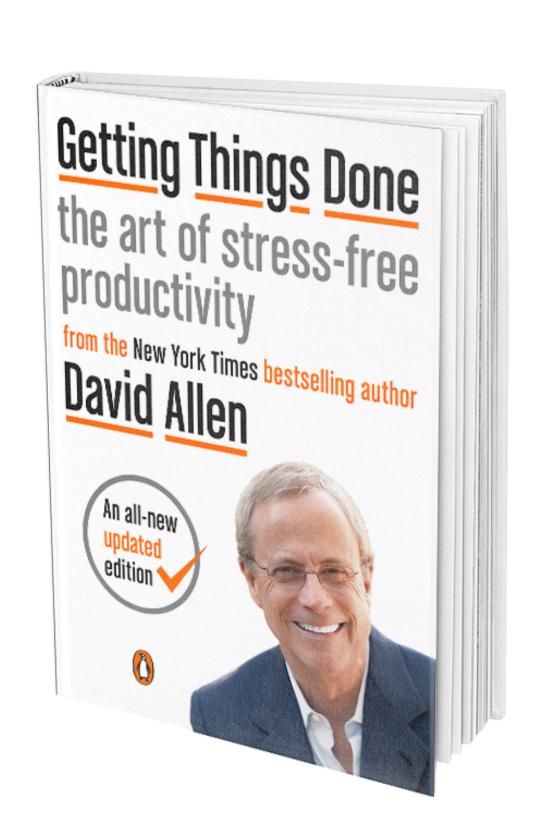


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GTD Productivity









What should I do with this?

Can I take the next action?
Yes

Yes

Can I do this in 2 minutes?

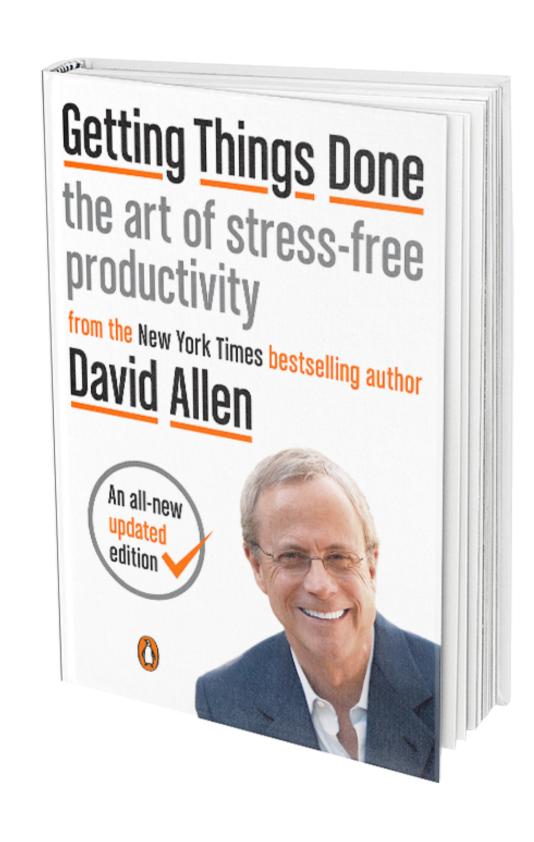
No

Do It

Defer It

Delegate It

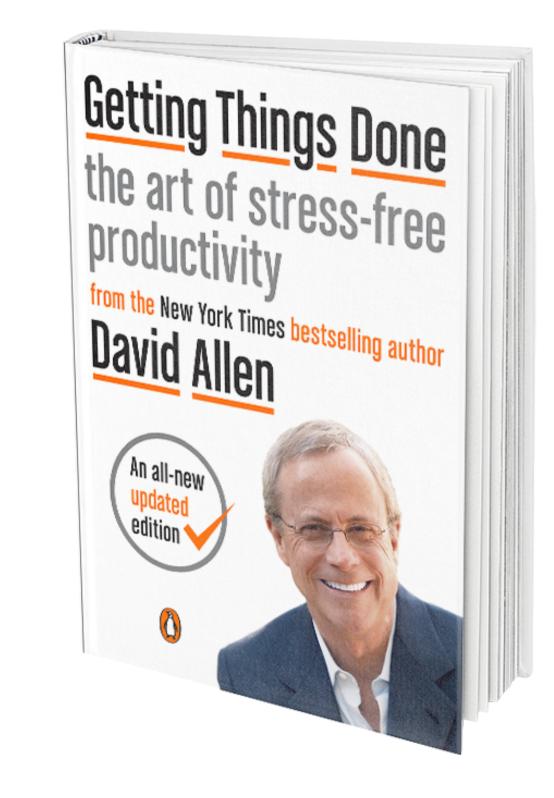
Delete It





GTD Productivity

THE ART OF GETTING THINGS DONE | PART ONE "stuff" In-basket Trash What is it? Someday/ maybe (tickler file; hold for review) yes Reference Projects projects (retrievable when required} What's the next action? Project plans (review for actions) Will it take less than 2 minutes? no Do it Delegate it Defer it





WORKFLOW DIAGRAM-PROCESSING

(for someone else to do)

Calendar

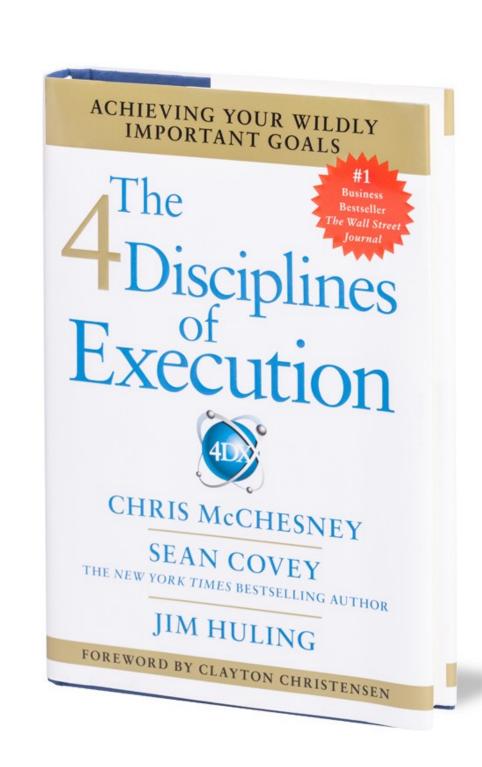
(to do at a specific time)

Next actions



4 Disciplines of Execution

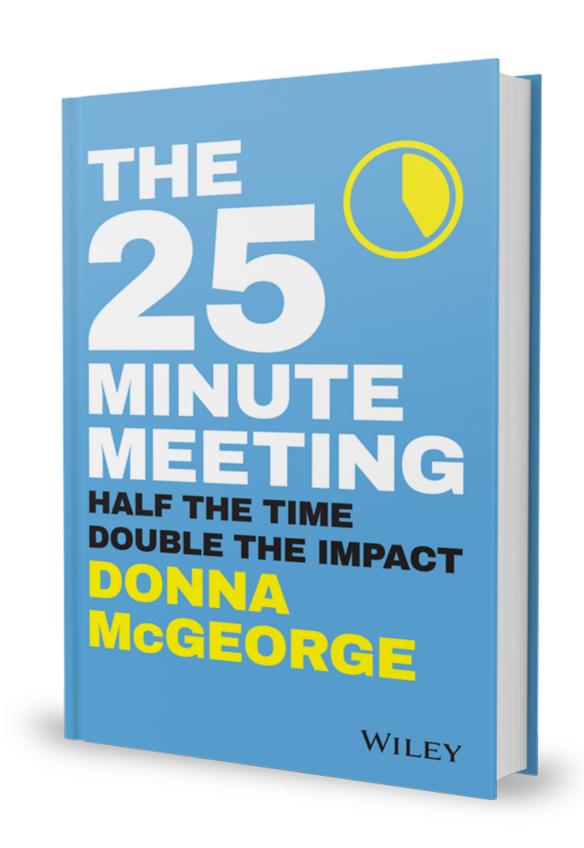
- 1. Focus on the Wildly Important
- 2. Act on the Lead Measures
- 3. Keep a Compelling Scoreboard
- 4. Create a Cadence of Accountability





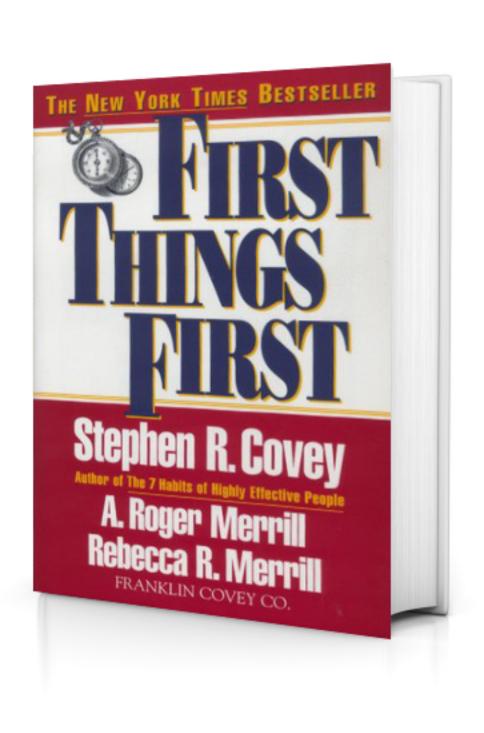
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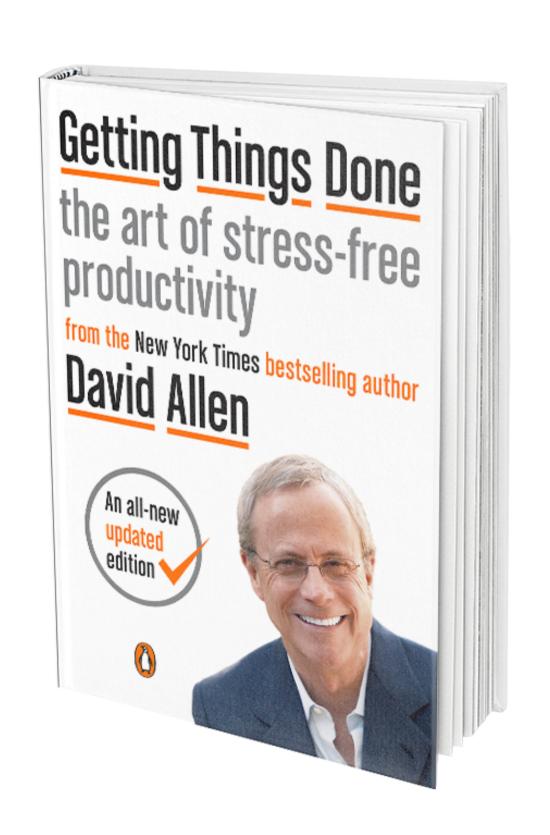
- 1. Scan 12m
- 2. Focus 8m
- 3. Act 5m

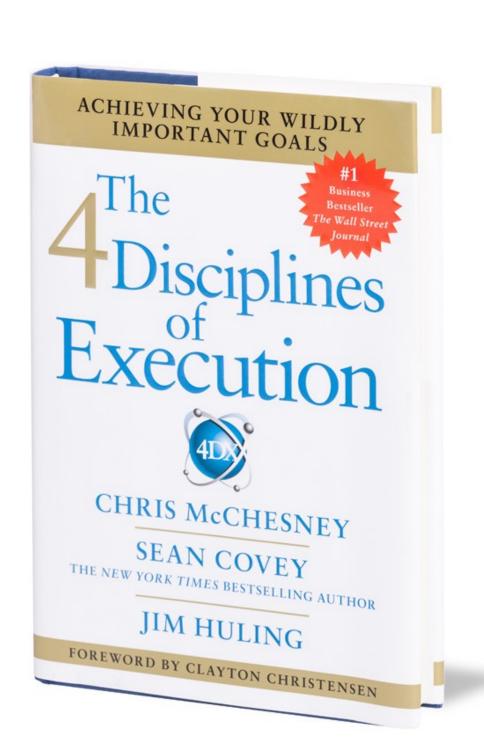


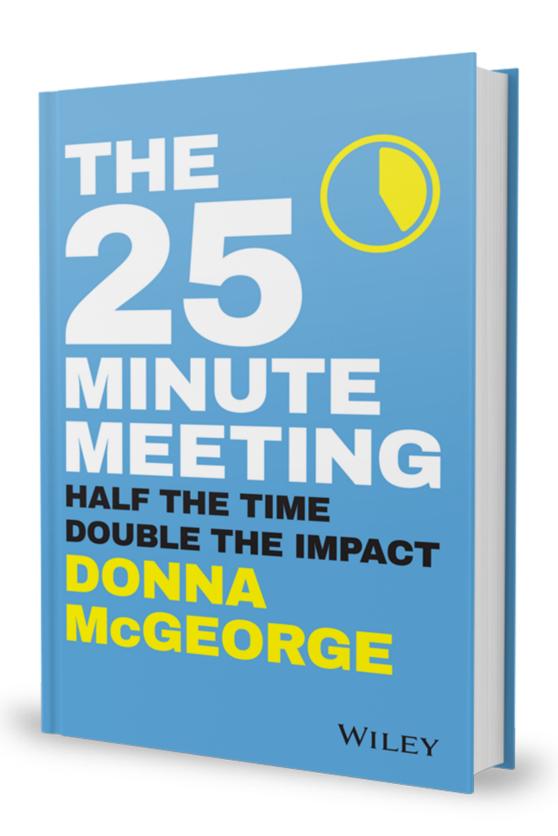


Productivity Bookshelf

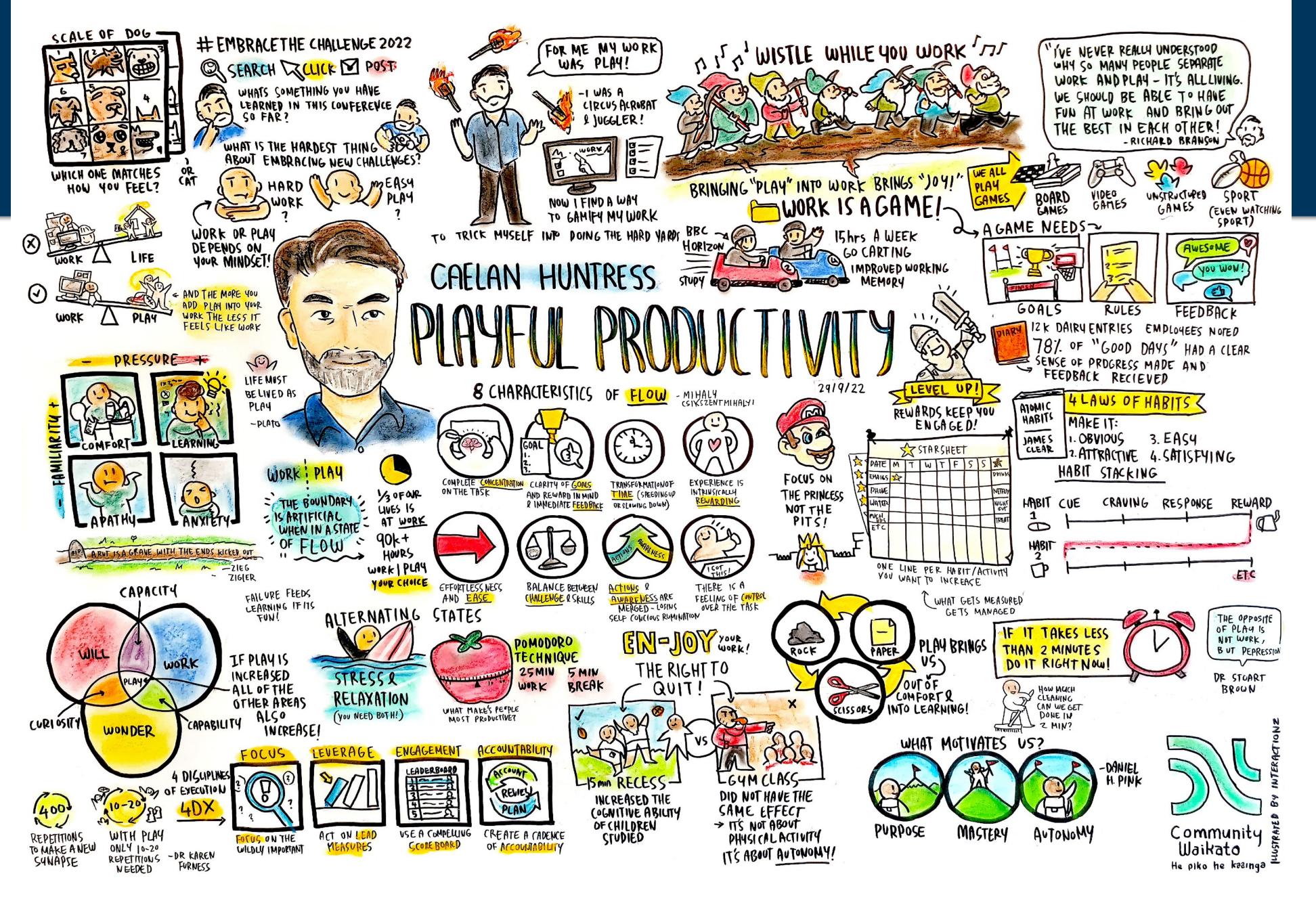






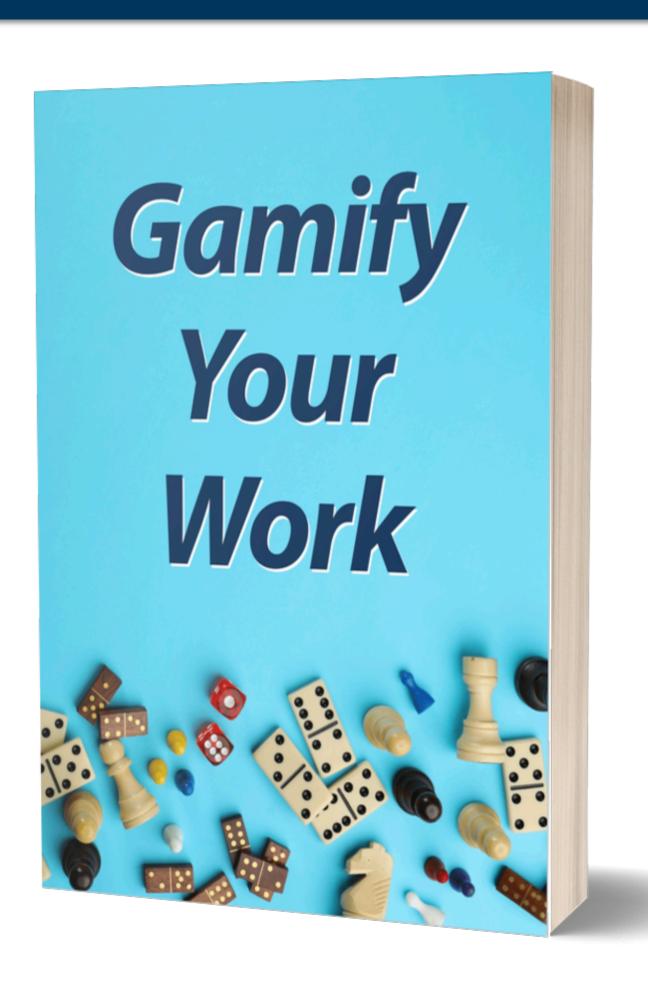








Free Ebook





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