

Teams that play together, stay together

[2020 Collegeville Workshop on Scientific Software Developer Productivity Teatime Submission.](#)

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Games have long provided structured environments for quickly learning complex social behaviors through simulation [1]. Simulated social learning activities can often illuminate how processes break down when migrated to new contexts, how technology can get in the way, and what steps could be taken to mitigate these barriers to developer productivity. We will focus on how working remotely or transitioning to fully virtual teams [2] introduces social complexity that impacts productivity. In this teatime discussion, we will

1. Engage in an interactive activity (otherwise known as *play*) to simulate software development planning by virtual (remote) teams. We'll begin with 30 minutes of teatime discussion before we let the game begin!
2. We'll conclude with a debriefing of the experience in which we will all be asked to share what we learned from the experience.

Requirements: Put your game face on and be ready to play! You must have access to a computer and modern browser (no audio only participation please). You need to be able to share your screen and turning your video on is preferable.

References

[1] Raybourn, E.M. and Waern, A. (2004). Social Learning Through Gaming. CHI 2004, April 24–29, Vienna, Austria. ACM 1-58113-703-6/04/0004.

[2] Billings et al. (May 21, 2020). Making the Transition to Virtual Software Teams Panel discussion for the Strategies for Working Remotely Panel Series.

<https://www.exascaleproject.org/event/virtualsoftwareteams/>

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