

The Enchanted Module Path Game Board

1. Instructions

1.1 Start



Notes:

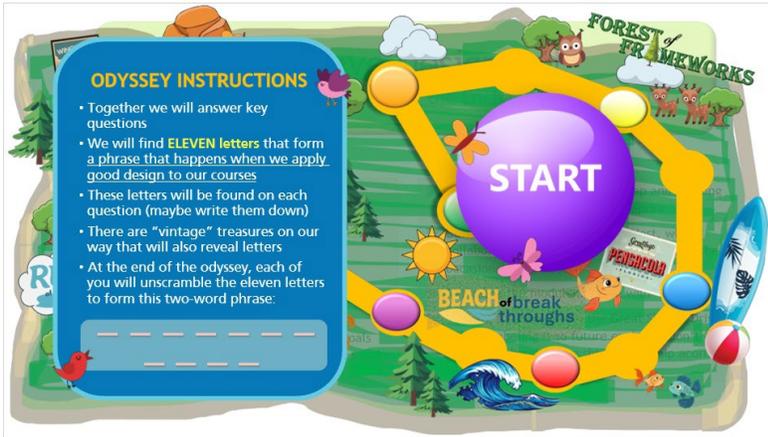
1.2 Welcome

Welcome, Brave Designers!
Your Odyssey Begins at the Edge of the Enchanted Module Path

Your Magical Duties Include:

- ✕ **Waving down** the friendly LSA path guide
- ✕ **Tracking down** the Keeper of Knowledge (AKA SME)
- ✕ **Setting up** the Pool of Perpetual Chatter
- ✕ **Checking in** with the other swimmers on occasion to make sure no critter has wandered off mid-conversation
- ✕ **Hosting** the Grand Kickoff Picnic where goals are clarified, timelines are admired, and snacks are imaginary but implied
- ✕ **Sketching** the Grand Learning Map and building the module from its glowing blueprint
- ✕ **Building** the Friendly Feedback Nest, where collaborators leave notes, suggestions, and the occasional shiny object
- ✕ **Releasing** the module into the wild
- ✕ **Tucking** the course into the Great Shared-Drive Hollow, labeling it so future explorers don't panic, and handing the shiny ownership acorn back to the friendly LSA path guide

Purple Button (Slide Layer)



1.3 Pick a Creature



Notes:

2. Game Play

2.1 Board Game



2.2 Board Game



2.3 You are starting a new module. Which early conversation topic has the greatest potential impact on the success of the project?

The screenshot shows a quiz question within a game interface. The question is: "You are starting a new module. Which early conversation topic has the greatest potential impact on the success of the project?". There are four radio button options: "Confirming expectations for review timelines", "Aligning on the depth of content needed", "Agreeing on communication norms within the chat space", and "Clarifying the learning objectives". A large letter 'S' is displayed on the right side of the question area. A "SUBMIT" button is located at the bottom of the question box. The background features a stylized forest scene with a river, trees, and a hedgehog character.

You are starting a new module. Which early conversation topic has the greatest potential impact on the success of the project?

- Confirming expectations for review timelines
- Aligning on the depth of content needed
- Agreeing on communication norms within the chat space
- Clarifying the learning objectives

S

SUBMIT

2.4 Board Game

The screenshot shows a board game interface with a yellow path on a green field. The path is marked with colorful circles. A blue speech bubble on the left contains the text: "Are you ready to skip through the forest? Get ready for the next question. Click Play to answer." Below the speech bubble is a "Play" button. The board features various elements: a river labeled "RIVER of REQUIREMENTS", a sun, a beach labeled "BEACH of break throughs", a blue character with glasses, a sign for "PENICOLD", and a blue surfboard. The background includes trees, rocks, and a "WELCOME" sign.

Are you ready to skip through the forest? Get ready for the next question. Click Play to answer.

Play

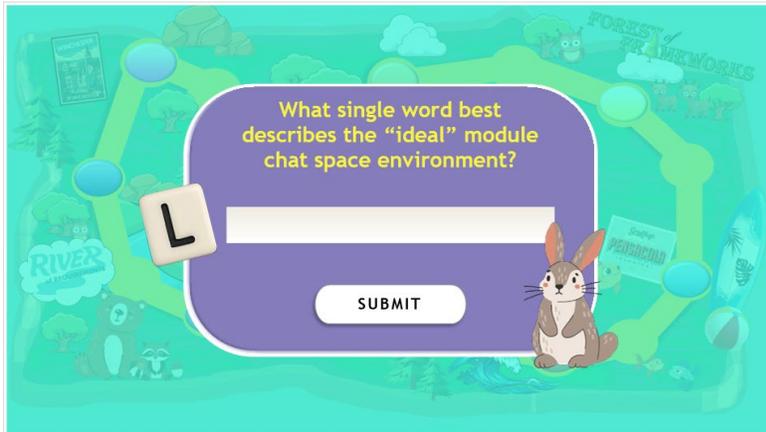
2.5 Board Game

The screenshot shows the same board game interface as in 2.4, but with a different speech bubble. The blue speech bubble on the left contains the text: "Get ready for the next question. Click Play to answer the second question." Below the speech bubble is a "Play" button. The board features various elements: a river labeled "RIVER of REQUIREMENTS", a sun, a beach labeled "BEACH of break throughs", a blue character with glasses, a sign for "PENICOLD", and a blue surfboard. The background includes trees, rocks, and a "WELCOME" sign.

Get ready for the next question. Click Play to answer the second question.

Play

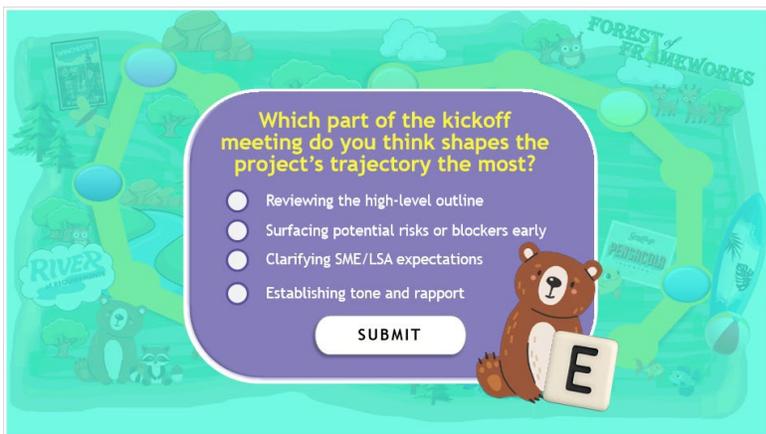
2.6 Question 2



2.7 Board Game



2.8 Question 3



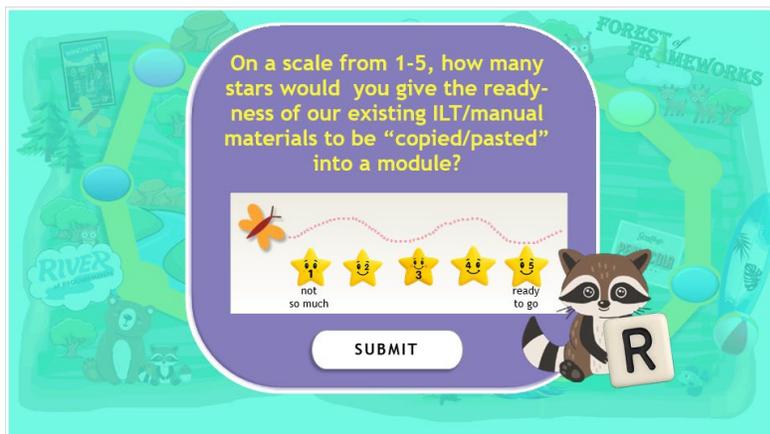
2.9 Board Game



2.10 Board Game



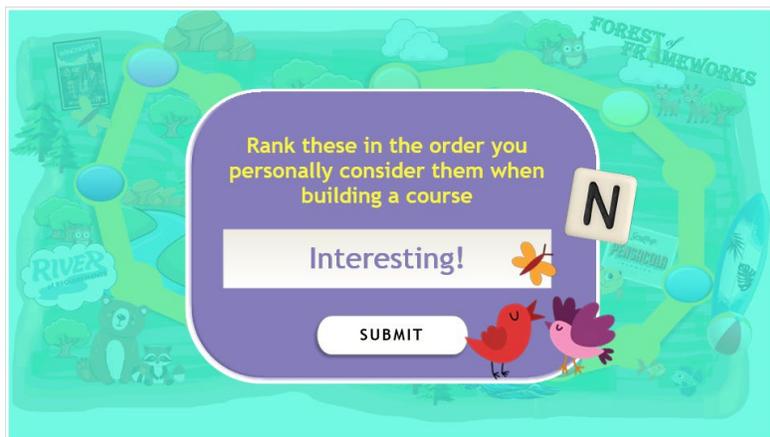
2.11 Question 4



2.12 Board Game



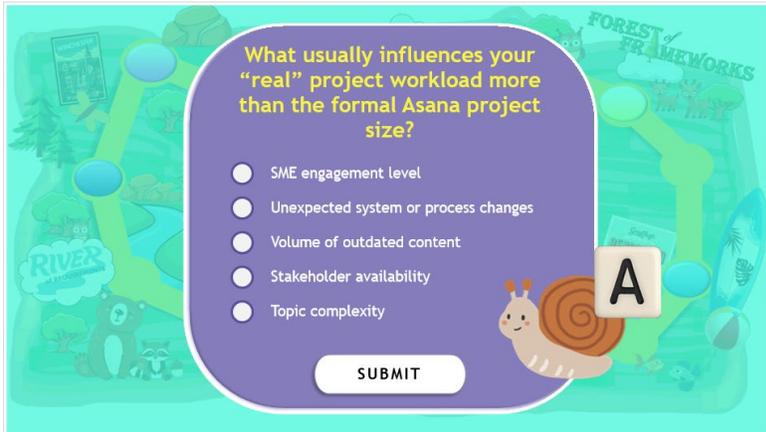
2.13 Question 5



2.14 Board Game



2.15 Question 6



What usually influences your “real” project workload more than the formal Asana project size?

- SME engagement level
- Unexpected system or process changes
- Volume of outdated content
- Stakeholder availability
- Topic complexity

A

SUBMIT

2.16 Board Game



Click Play to answer the next question.

Play

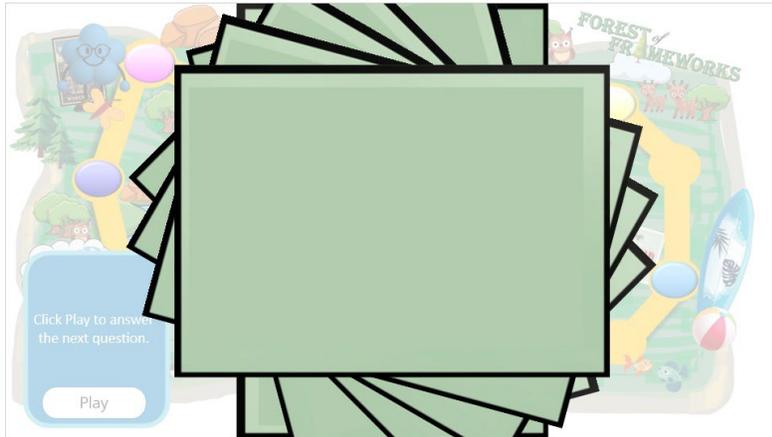
Chance Card Front (Slide Layer)



CHANCE

?

Chance Card Transition (Slide Layer)



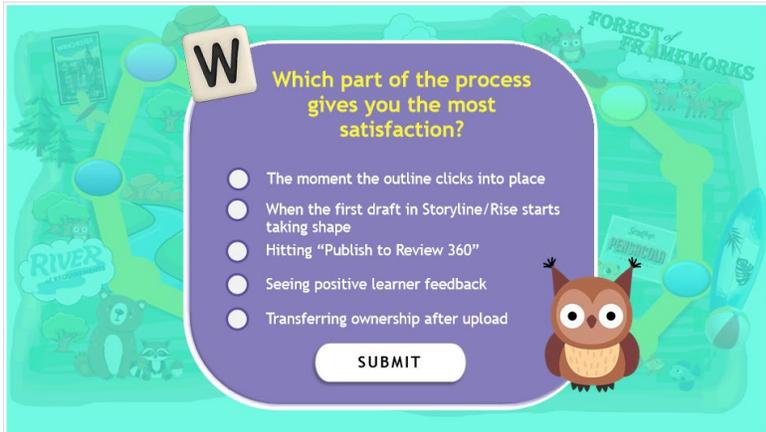
Chance Card Back (Slide Layer)



2.17 Board Game



2.18 Question 7



W Which part of the process gives you the most satisfaction?

- The moment the outline clicks into place
- When the first draft in Storyline/Rise starts taking shape
- Hitting "Publish to Review 360"
- Seeing positive learner feedback
- Transferring ownership after upload

SUBMIT

FOREST of FRAMEWORKS

RIVER of FIGURES

BEACH of break throughs

PEACH of COLORED

So close!

Click the Play button to answer this question

Play

TA DA!

The image shows a question card with a purple background and a white border. It features a large white letter 'W' in a square at the top left. The question is in yellow text. There are five radio button options. A 'SUBMIT' button is at the bottom. The background is a colorful illustration of a forest with a river, a beach, and various animals like an owl, bear, and raccoon. There are also some text elements like 'FOREST of FRAMEWORKS', 'RIVER of FIGURES', 'BEACH of break throughs', and 'PEACH of COLORED'.

2.19 Board Game



So close!

Click the Play button to answer this question

Play

TA DA!

FOREST of FRAMEWORKS

RIVER of FIGURES

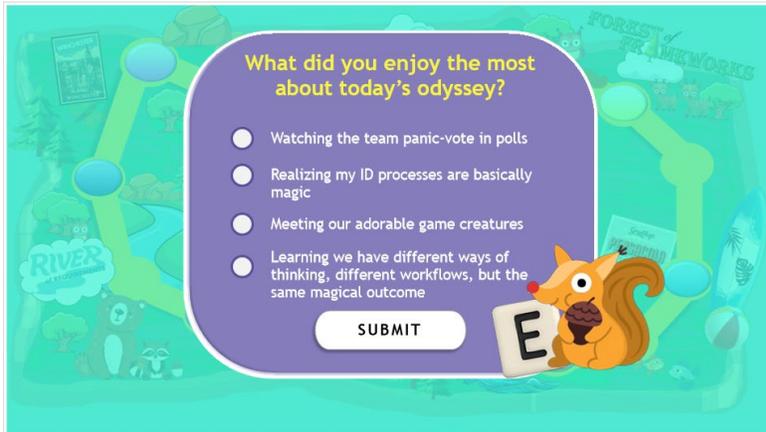
BEACH of break throughs

PEACH of COLORED

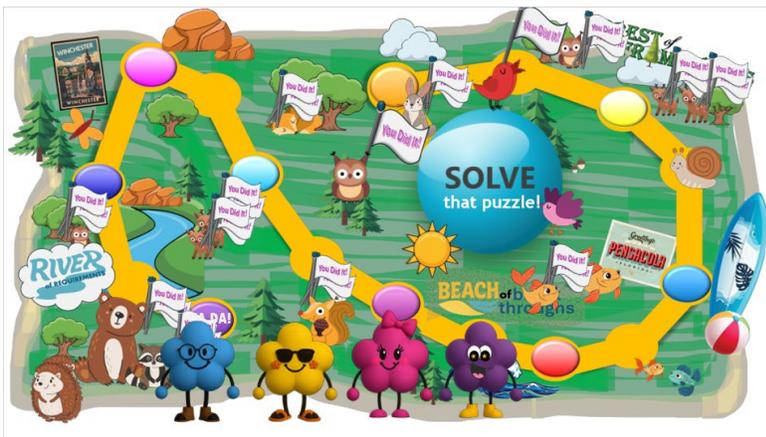
The image shows a board game interface with a colorful, cartoonish landscape. A yellow path winds through the scene, connecting various points of interest. A blue speech bubble contains the text 'So close! Click the Play button to answer this question' and a 'Play' button. Other elements include a 'TA DA!' speech bubble, a sun, a river, a beach, and various animals like a bear, raccoon, and owl. Text elements like 'FOREST of FRAMEWORKS', 'RIVER of FIGURES', 'BEACH of break throughs', and 'PEACH of COLORED' are scattered throughout the scene.

Notes:

2.20 Question 7



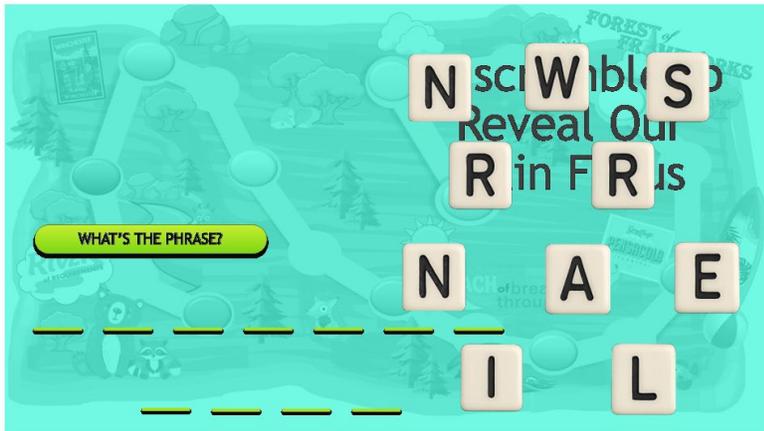
2.21 Board Game



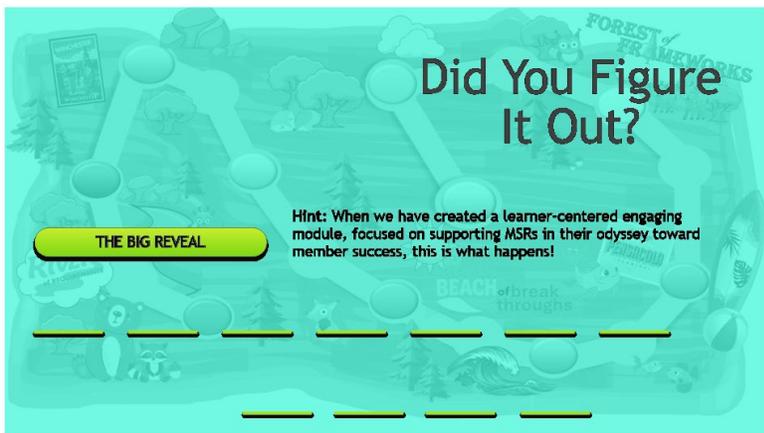
Scrabble Reveal (Slide Layer)



The Letters (Slide Layer)



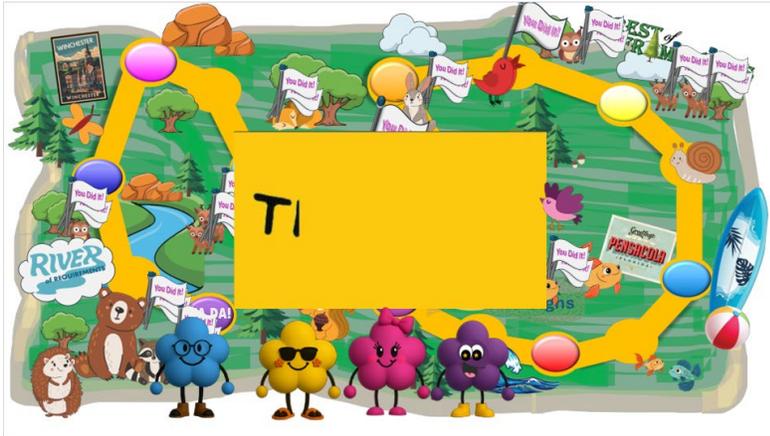
The Phrase (Slide Layer)



The Solution (Slide Layer)



2.22 Untitled Slide

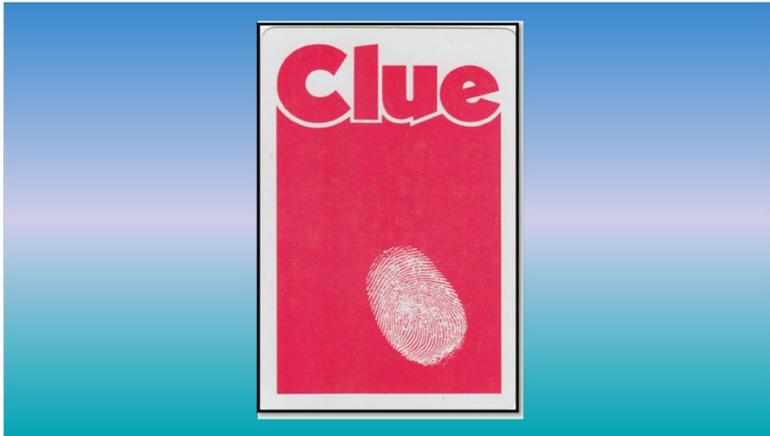


3. Bonus Cards

3.1 Chance N



3.2 Candlestick I



3.3 UNO R

