The Pen Game

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In this adaptation of "The Pen Game" lateral thinking game, the challenge enables the audience to test "the system", giving them control of testing their ideas.

Instructions:

Objective

The objective of this activity is to discover the variables within the system that produces "yes" and "no" responses.

Rules

- You need to discover the patterns that cause a yes and a no
- You can control the system to test the variables that you discover within the system, to see if that variable affects the pattern.
- You can also control the output (i.e. ask the system to produce a "yes" or to produce a "no")
- We have a 20 minute time limit for this exercise.

Wrap-up:

To wrap up, we'll debrief on the activity: How difficult was it? How much fun was it? What other variables can we think of in retrospect? Did anyone take testing notes and want to share?

This activity offers a great example of investigative testing. Testing can be difficult, but it can also be fun and exciting!

Key Takeaways:

- Identifying the variables of the system.
- Converting ideas and hypotheses of each variable into a test idea (describing how you'd control the system in order to prove or disprove your hypothesis).
- Discovering information about the system from your testing.
- Understanding the value in taking testing notes.

Resources:

- "Lateral Thinking" book by Edward De Bono - https://www.goodreads.com/book/show/829616.Lateral_Thinking
- The Art of Asking Questions – Karen Johnson - https://bit.ly/mot-artq
- Psychology of Asking Questions – Iain Bright - https://bit.ly/mot-pyaq
- Do You Know How to Ask a Question? - Christian Kram - https://bit.ly/mot-doqu