

Case Study: Greer Partner Group's Interactive Gaming Module for OIT at the Center for Medicaid & Medicare

Background

The Office of the CIO (OIT) at the Center for Medicaid & Medicare (CMS) faced challenges in scaling their operations, improving team collaboration, and consistently meeting organizational goals. To address these issues, OIT engaged Greer Partner Group to develop an innovative solution leveraging interactive gaming and strategic planning methodologies.

Solution: Kaleidoscope Planning Interactive Gaming Module

Greer Partner Group introduced a novel approach known as Kaleidoscope Planning, inspired by the techniques outlined in "Compass for Agility." This method emphasizes a structured 30/60/90-day approach to workplace planning, designed to foster agility, collaboration, and goal achievement. To enhance the learning experience and facilitate practical application, Greer Partner Group developed a gamified version of Kaleidoscope Planning as a proof of concept for a new learning management system.

Implementation

1. Design and Development:

- **Kaleidoscope Planning Framework:** The framework was tailored to fit the unique needs of the OIT, focusing on clear milestones, actionable steps, and periodic reviews.
- **Interactive Gaming Module:** Greer Partner Group created an engaging and interactive gaming environment where teams could simulate real-world scenarios, apply Kaleidoscope Planning techniques, and receive instant feedback on their decisions.

2. Training and Integration:

- **Workshops and Seminars:** Initial training sessions were conducted to familiarize OIT teams with the principles of Kaleidoscope Planning.
- **Gamified Learning Management System (LMS):** The gaming module was integrated into OIT's new LMS, allowing employees to access the training at their convenience and at their own pace.

Outcomes

1. Enhanced Operational Scaling:

- Teams utilized the 30/60/90-day planning approach to break down complex projects into manageable phases, leading to more efficient and effective scaling of operations.

2. Improved Collaboration:

- The interactive gaming environment encouraged teamwork and communication, as participants worked together to solve problems and achieve common goals within the game. This fostered a culture of collaboration that translated into their daily work.
- 3. Goal Achievement:**
- By regularly reviewing progress and adjusting plans as needed, teams became more adept at meeting deadlines and achieving their objectives. The gamified module provided a safe space for experimentation and learning, which boosted confidence and competence in real-world applications.

Conclusion

The Kaleidoscope Planning Interactive Gaming Module, developed by Greer Partner Group for the Office of the CIO at the Center for Medicaid & Medicare, has proven to be a transformative tool. By integrating strategic planning with gamified learning, OIT has enhanced its ability to scale operations, foster collaboration, and consistently achieve its goals. This innovative approach serves as a model for other organizations seeking to improve their planning and operational effectiveness.

Sub Contract through AgileXtended
Contact: Reed Racette - CFO/COO
reed@agilextended.com
410.660.9059