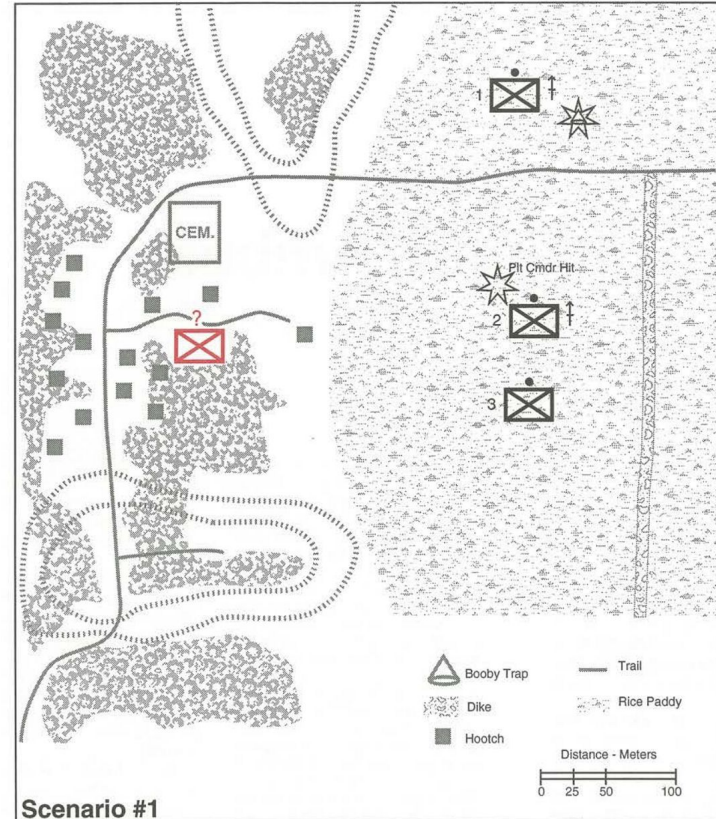
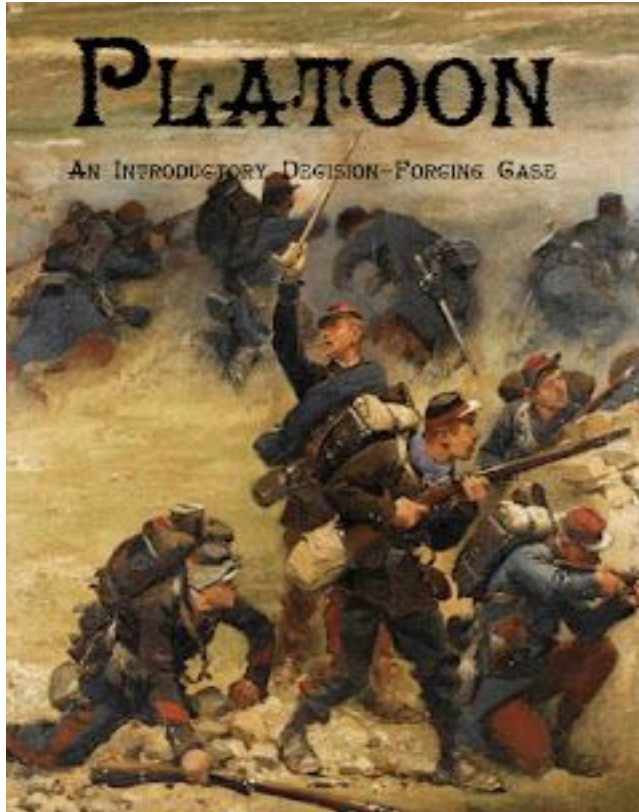


Decision-Forcing Cases

Decision-Forcing Cases (DFCs)



Case Method Learning

Participatory, discussion-based way of learning where people gain skills in critical thinking, communication, and group dynamics.

The case method uses decision-forcing cases to put students in the role of people who were faced with difficult decisions at some point in the past.

Bottom Line Up Front: It's a bit like a game of D&D but, rather than fantasy elements, it is structured around a real-world problem and decision.

DFCs for Product Teams

WIIFM?

- Imagine a Product Manager with conflicting strategic options
- Imagine a Product Owner who can't make decisions
- Imagine an Engineer or Architect who can't choose an approach when there's ambiguity
- Imagine a Scrum Master dealing with, well, just about anything

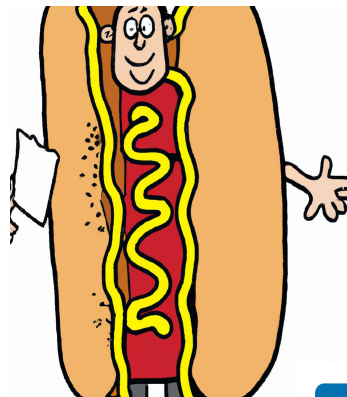
Benefits for participants:

- Learn how your teammates approach decision-making
- Uncover blind spots
- Get better at asking the why behind decisions
- Get more comfortable discussing assumptions and risks
- Build up your team's experience without having to deal with that agony of a bad decision



Painting about making decisions | DALL-E

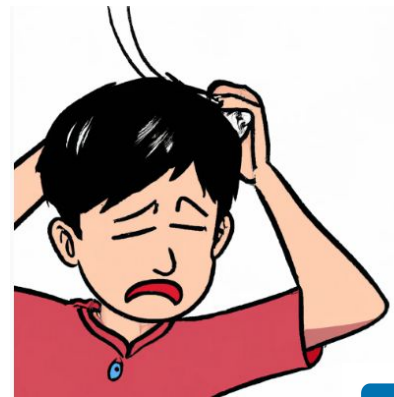
**This is only a takeaway of our Pittsburgh ProductCamp session.
For more info and a DFC you can use, please contact us!**



Nick Yingling

Agile Coach

Cartoon of a man in a hot dog costume trying to figure out who did this | DALL-E



Mitchell Wilston

Product Manager

Cartoon of a man pulling his hair out in frustration | DALL-E

