



Public Goods

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ●

Type of Game: A competitive game of teams to learn about balancing diverse interests

How Long: 20-25 minutes

Learning Objectives

- Learn about balancing competing interests, individual versus group interests
- Understand how to determine consensus among group members
- Engage participants in an interactive game requiring group problem-solving skills
- Learn about working in a team and how to make decisions as a group

Materials

- For this game, you will need:
- Paper and pen for each participant and the facilitator
 - CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
 - Zoom account (or other video conferencing platform) with breakout room access
 - Access to a computer and/or handheld mobile device, and internet connection

Suggested Audiences

Anyone, whether clinical or administrative staff, QI team members, managers, people with HIV, etc., who are looking to learn or get to know each other

Preparation

- To prepare for this session:
- Familiarize yourself with the game’s structure
 - Facilitator must keep track of money throughout the game, can be complex at times
 - Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

History and More Information

This game was developed by Dan Ariely and is found in his book titled “Predictably Irrational” (page 257). CQII has incorporated this game in its advanced QI training program: Training on Coaching Basics (TCB).

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Public Goods game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

Step 1: Provide a brief introduction of the game to participants, including the instructions and rules to play. Explain that each team is playing against all other teams to have the most money after five rounds.

Step 2: Divide into teams of 5 to 8 participants. Each team is given \$10 (virtual money), and for every dollar donated to the “group pot,” the “bank” (aka the facilitator) will double the total, and distribute it evenly between all teams like a public good.

- *Example:* If 4 teams each give \$10, each team will receive \$20 back (the bank collects \$40, doubles the amount to \$80, and evenly distributes the amount of \$20 (\$80 divided by four) to each team

Step 3: Teams can contribute as much or as little as they choose. The “value” of each team is recorded after each round. Track the exchange of money and final values of each team carefully. Teams can also track their own progress using their own set of paper and pen.

Step 4: This is repeated for four more rounds; given past experiences, teams will slowly give less and less money each round until no one chooses to donate. The facilitator will announce the final values of each team.

Debrief and Discussion

- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success