Introduction to the Governance game

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https://files.publiccode.net/nextcloud/index.php/s/govgameintro
software + policy
produced by
and for the public
= public code
Public organizations need to develop open, adaptive and **reusable** public codebases **together** as part of their core civic functions.
What a community needs

Public sector

Vendors
Codebase stewardship
Codebase stewardship

- community development
- product management
- quality assurance
- support for success
Codebase stewardship

▶ community
▶ community
▶ community
▶ community
Governance exercise

https://about.publiccode.net/activities/supporting-codebase-governance/exercise/
Governance game

https://governancegame.publiccode.net/
Governance game

- Two ways of using it
  - To learn about governance - playing with nothing but the cards
  - To discuss a real situation - customizing scenario, starting states and possibly also calamities
Rules

- Map the current state and discuss relations until you have consensus
- Everyone is representing all stakeholders
- Provoke with a calamity and discuss what happens
- Restructure if needed
- Provoke again
- You win if you don’t get in a fight
Card types

- (Rules)
- Scenario
- Starting state
- Actor
- Object
- Calamity
Scenario

- Gives a context for the game
- Can be exchanged for a real scenario

You have developed an open source festival management system. Another municipality has replicated it. Both use it for managing festivals taking place in their municipalities. You have used it for two years and the replicator has used it for one year. The main end users of the system are civil servants (add that actor card). Public organization 1 is Commissioning, 2 is Replicating.
Starting state

- Creates a starting point for the game
- Can be exchanged for a real state
Actor

- Used to show the stakeholders
Object

- Helps the discussion of ownership and influence
Calamity

- Tests/provokes the governance
- Can be exchanged for identified risks
Collaboratively developed

- [https://github.com/publiccodenet/governance-game](https://github.com/publiccodenet/governance-game)
- [Printing instructions](https://publiccodenet.github.io/governance-game/) allowing for a multitude of printers
Online version

- All cards downloadable as images to be plugged into any software
- Excalidraw and Google Slides templates available: [https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html#preparing-an-online-session](https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html#preparing-an-online-session)
- Use together with your own choice of video conferencing service
Running a workshop

- Instructions for how to run a workshop (not just playing the game) yourself: https://about.publiccode.net/activities/supporting-codebase-governance/game/run-governance-game-workshop.html
What to do after a game?

- Modify your governance as needed
  - Document it, possibly using tools like
    - https://communityrule.info/
    - GGI Handbook
- Standard for Public Code
We're moving codebases towards stewardship - have looked at more than 5 packages developed by cities - moving forward with 2 active development projects.
Community implementation guide

https://publiccodenet.github.io/community-implementation-guide-standard/

- Examples
- Good practices
- Tools
- Templates
Community translations

https://publiccodenet.github.io/community-translations-standard/

- Spanish
- Danish in review
- Swedish and Finnish just started
The Foundation for Public Code

provides tools and processes that bring people in institutions together to collaboratively build and maintain software as public infrastructure.
Thanks! 👍

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