MANAGING COMPLEXITY
IN THE 21ST CENTURY

Managing Complexity in the 21st Century - Entrepreneurial Mindsets + Wicked 21, Serious Game

Instructor's Guide for Using this Course and/or Game

Managing Complexity in the 21st Century: Entrepreneurial Mindsets was designed to be useful to a variety of fields and programs, either as a business course or general elective that can be implemented as-is, or with modifications to be adapted for specific programs.

This course utilizes relevant and varied learning activities designed to promote the achievement of the stated learning objectives by engaging the learner with a variety of interesting and reinforcing activities created to support mastery of the content. The focus is on cumulative growth over the period of learning rather than a series of independent tests and assessments.

The course has an accompanying serious game! Wicked 21st is a cooperative board game that simulates managing complexity as you attempt to solve "Wicked Problems" together. It can be played by 3-7 players, and is available inside the course. It is not necessary to complete this course before playing this game.

This course and game is open-source under **Creative Commons BY SA licensing**,

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Course and Game Content

Course:

This course combines five subjects (Collaboration, EQ, Futures Thinking, Innovation, and Systems Thinking) within an integrative framework (the Entrepreneurial Mindset), across four unique contexts, and some effort has been made to weave them together. That said, each of the individual lessons was written to be able to stand alone with only minor edits. Because of this, elements of the course are modular and portable:

● Individual lessons may be repurposed for another course
● Lessons may be collected by subject (e.g., all Collaboration lessons) to serve as a unit in another course
● Subjects have significant overlap and integration, allowing you to repurpose lessons from more than one subject together to examine different aspects of the same complex issue (e.g., combine Systems and Futures lessons to teach analysis, or combine EQ and Collaboration lessons to teach organizational design and management)

Serious Game:

The serious game, Wicked 21st, is also open-source under Creative Commons licensing, and may be used by anyone for free. It is designed to be played in under 3 hours (and should therefore fit into a full classroom session), and is useful for exploring the nature of complex systems and collaboration in almost any context. (We recommend playing it a few times before employing it in the classroom!). The course, Managing 21, does not need to be completed in order to play this game.

Instruction Method and Assessment

This course was designed to be asynchronous and self-assessed, but it can be easily adapted to a synchronous or even in-class context by adding assignments, quizzes, and other assessment mechanisms to ensure that it meets the required learning outcomes for your program. The frequent use of interactive learning activities with the opportunity to submit reflections throughout the course provides an excellent connection to help support the transfer of knowledge and allows the learner to practice and receive relevant feedback on their understanding of course material. Existing assessments/reflections may be adapted as needed, either by replacing them with new H5P modules, or with simple text or other assessment methods of your choice.

Institutional Adoption

The course introduction contains materials for learners that are Centennial specific. If you wish to adopt this course, please add your own institutional learner support materials.

Collaborating Institutions that made this project possible:

We thank our partnering institutions for your time, effort and expertise to make this project a success.