What I like	To make it perfect
It was fun and insightful	Maybe involve "observers" a bit more
Have a simulated feeling about politics and realize that it is also in the real team (without knowing). Will make me pay attention to it more	
Real life experience	Rules not completely clear from the beginning -> how the money is distributed
You see political behaviours truly	More open topic to give more possibilities on the content A bit more feedback and analysis from coaches based on their experience
Interactive	Not sure exactly. Needs to move a bit faster. Politicking happens everywhere and I'm not sure the learning outcomes are great. A bit discouraging that the game is so non-Agile
The interactivity = playing the game	Relate much more to our work… Help us learn
Good simulation, well organized, useful insights	Although it was enlightening on general politics in organisations, is there a way you can focus it more on Agile situations/relevance? (Since this is XP Days and the title is "Agile Politics")
The game and its interaction	Some things to make it a bit livelier Almost everybody played by the rules
Interaction. Practice for lobbying	Get the observers more involved (let participants wear mics?) Some other topic than "usual" to get more conflicts
Games are always fun	Observers have no roles Rules could be clearer Automate the scores
Nice game. Good to experience it	A bigger role for the observers
Insightful, considering it's a game	More information for observers (on money distribution)
Exercises skills you don't use (consciously) often	Involve/coach the observers more – Provide game status somewhere visible (whiteboard?) Have some cards with team names Provide status/commentary halfway?

Lots of interaction Reflects real life situation	
Interaction Really experience how politics works out	Change roles (observer <-> player)
Development over several rounds gives the opportunity to recognise evolution Moderators' style	Think about how the setup could be optimized, because it took until 10:50 until the game really started
Hands-on	Give a little bit more time to read the rules