| What I liked | To make it perfect |
|---|---|
| Useful!! <br> Hard – So great to practice | |
| Interactivity. The game is fun and immediately useful. I can see myself using it a lot. I'll start next week | More time to play |
| Excellent entertainment and involvement – and we learned a lot! | |
| Excellent way to look at issues from different perspectives | |
| Getting into the thinking mode <br> Well thought through game interactions <br> Great atmosphere, great insights | It already was brilliant. Thank you very much |
| Generated great insights <br> Very well worked out format | |
| Clear and simple method <br> Nice framing | Maybe unknown problem |
| Nice game <br> Nice coaching <br> Full of energy | Give tips on how to "implement" the observer role in reality |
| Fun, solving problems | Remove warm up round <br> Ask which figure would help most |
| Good structure <br> Good debrief rounds <br> Observations from Portia | First observation round: we didn't have the chance to talk about all three observations -> time was up. Maybe let us know when 1/3 and 2/3 of the time is over <br> We didn't always pass the role cards in the same direction, that was very confusing |
| Insightful and fun | Split the groups in different way (experience mixed with non-experience) |
| The story telling chapter 1 <br> Effective tool as a coach | 15 mins more to finish the workshop? |
| Changing roles | Give more explanation about the personas before including them in the game |

| | |
|---|---|
| Practice the four coach qualities<br>Fun! | Bit more time for rounds<br>Less personas |
| Feedback, practice on listening etc. | More depth. Most of these skills are known to me -> courses |
| Great way to learn a lot! | Tough question ☺<br>What have you tried so far? |
| It was a very interactive session<br>Portia is a pleasure to watch in action | |
| Fun<br>Great coaching experience | Not sure if Wizard of Oz is so well known outside US/UK<br>Hard to switch personas though coaching exercise was useful, characters didn't help me |
| Interactivity<br>Content<br>Fun | Maybe the rounds are a bit too short |
| I liked the mix between fairytale and coaching | |
| Exchange, fun game | |
| New insights in existing problem<br>Brought in a good way<br>Nice to step in characters | |
| Funny game | Link it to real world examples<br>How to apply? |