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Toolsheet Risk Assessment Matrix

<https://www.videogames4good.eu>

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Author: Miro

Link: <https://miro.com/templates/simple-risk-assessment/>

When to use it / Targeted skills:

Use the Miro Simple Risk Assessment template for anticipating challenges throughout your project, from technical hiccups to ethical dilemmas. This tool helps you visually identify, prioritize, and respond to risks in a collaborative and an easy-to-understand way.

You'll strengthen your skills in entrepreneurship and proactive planning by mapping out risks related to game development itself, as well as social impact and representation.

What You'll do:

You'll use Miro's interactive risk assessment board to spot possible risks in your game project. You'll evaluate how likely each risk is to occur, and how serious its impact could be. Then, you'll plan how to deal with them - all in a visual, collaborative format.

What You'll Need:

1. A computer or tablet.
2. A Miro account (free or team-based)
3. Pen and paper or a digital notes app - for jotting down potential risks and action plans.
4. The Risk Mapping Template - see the link or Annex 1 included at the end of this toolsheet.
5. Your project idea or current prototype
6. A team or partner (optional but ideal for collaboration)
7. Sticky-note-ready ideas about what might go wrong - or what you want to prevent.





How to use it:

1. Brainstorm all the possible risks that the project might come across – use a physical or a digital mind map.
 2. Try to categorize the risks. These might be some of the main types of risks to consider in game development:
 - Technical: Bugs, performance issues, data security.
 - Financial: Funding gaps, over-budget development, unplanned costs.
 - Reputational: Backlash from poorly handled representation, insensitive content.
 - Legal/Ethical: Use of copyrighted materials, data privacy violations.
 - Social Impact: Misalignment with the cause, unrealistic portrayals.
- These are just guidelines. Therefore, these are also not the only risk categories you might face. Think about your own specific project, environment, and other circumstances that you are in, and what risks you might need to overcome!
3. Open the template (<https://miro.com/templates/simple-risk-assessment/>), click “Use template” to add it to your Miro board.
 4. The Miro template uses a 2x2 matrix:
 - X-axis = Likelihood (from Unlikely to Very Likely)
 - Y-axis = Impact (from Low to High)
 5. Write each risk on a sticky note and place it in the appropriate quadrant of the grid based on how likely and impactful it is.
 6. Use different colors to indicate categories like Technical, Financial, Ethical, Reputational, etc.
 7. Focus on the top-right corner – risks that are both high likelihood and high impact. Create action plans for each of them (e.g., how to prevent, reduce, or respond).
 8. Save your risk map or export it as a PDF/image or save the link. Revisit it regularly – especially before milestones like prototyping, pitching, or publishing.



Tips for Reuse / Continuation:

- Keep and use this template as a living document. Update it regularly as your project evolves.
- Add new risks after user feedback or major changes in the project scope.
- 9. Use the color-coded dots to have your team vote on the risk placement.
- Turn top-priority risks into action items in your task list or production roadmap.

Languages:

Miro is available in English and several other EU languages (French, German, Spanish, etc.). You can customize all your sticky notes and content to fit your team's needs.

Annex:

