Toolsheet on Co-working platform: Miro

https://www.videogames4good.eu

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Author: Miro

Link to the resource: https://miro.com/app/dashboard/

When to use it / Targeted skills:

Use Miro when your team is kicking off a new project, planning features, mapping out game systems, or coordinating workflows. It's a visual, flexible online whiteboard that helps teams brainstorm ideas, keep all project materials in one place, and manage tasks collaboratively, whether you're working in person or remotely.

You'll develop team coordination, visual project management, and brainstorming facilitation skills that are especially important in creative and iterative development environments.

What You'll do:

In this activity, you'll use Miro to co-create a digital workspace for your game project. Your team can use it to:

- Brainstorm game mechanics, themes, or names
- Upload reference images, moodboards, or research
- Visualize timelines and production workflows
- Store links to important documents (e.g. pitch deck, prototype, risk assesment, communication plan, etc.)
- Leave comments, vote on ideas, and assign tasks

It's like a sticky-note wall, a task board, and a resource hub - all in one.

What You'll Need:

1. A Miro account (a free account gives your team 3 boards to work on!)
2. Internet access + laptop or tablet
3. A game idea or project phase that could benefit from visual collaboration
4. Optional: templates like mind maps, Kanban boards, user journey flows, etc.

How to use it:

1. Sign up at miro.com and create a new board. Title it after your project.
2. Choose your structure:
a. Start blank, or
b. Use a template (e.g. Kanban board, brainstorming map, etc.)
3. Add teammates via email so everyone can edit, comment, or react live.
4. Figure out what you want to work on – the boards are large, and multiple things can be done in one! For example, if your team needs to work on the development of a game mechanic, you can look for games with a similar mechanic and add them all to a dedicated brainstorm section, do a SWOT analysis in a different section and so on.
5. Populate your board:
a. Add sticky notes for features, bugs, or design questions. The sticky notes make it easy to separate the ideas and to move them around to eventually prioritise them in a list.
b. Upload concept art, videos, or Google Docs
c. Draw diagrams or flows (e.g. game loops, player progression, monetization, etc.)
6. Assign roles, create labels, set priorities, or embed checklists and timers.
7. Miro has a present mode and export options (PDF/image) - great for demos or mentors.

Tips for Reuse / Continuation:

1. You can work on multiple things in one board – they are quite large, so separate the space to make the most out of the free plan. Use frames to segment different zones: ideas, to-do lists, art, feedback, etc.
2. Run team retrospectives directly in Miro using voting or emoji reactions.
3. Make it part of your weekly check-ins - keep everyone aligned even in async workflows.

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.