

# The NorthCoast Interfacer



**2008**

**2009 - 2013**

**2014**

## President's Corner



Thank you INCOSE C-NO members for helping to make 2015 a terrific success for our chapter! We will submit our information to INCOSE Central in hopes of achieving Gold Status once again.

Membership has grown in 2015, and in addition to all the work that went into hosting GLRC9, we have made time for some very interesting chapter meetings.

If your missed the November 5th announcement, our Nominations and Elections Committee emailed the results of the voting process, which closed on November 5, 2015. These newly-elected C-NO Chapter Officers for 2016 will take charge at next month's January BoD meeting:

- President: Marian Cronin
- Vice President / President-Elect: Katie Trase
- Secretary: Brad Gilliam
- Treasurer: Ernest Ansu-Gyeabour.

I will continue to support the Chapter Officers as Immediate Past President.

The 2016 Chapter Officers welcome your ideas and participation as they plan activities for 2016!

Sincerely,  
Carl Dister  
C-NO President (2015)

## New Chapter Members

We welcomed two new members to the Chapter in November and December: Blake Alberts, of Battelle, and Dale Ashby, of Parker Hannifin. The Board of Directors looks forward to meeting you, at future Chapter meetings or events.

Dennis Rohn

Cleveland-Northern Ohio Chapter Membership Chair

## November Chapter Meeting

Carl Dister shared his experiences at the 2015 INCOSE IS, where he participated in a session on Serious Games, and their applicability to both teaching and learning principles of Project Management and Systems Engineering. Carl shared an IEEE Paper with attendees: “Serious Games as a Means for Scientific Knowledge Transfer – A Case from Engineering Management Education,” by Tobias Mettler and Roberto Pinto.

Carl split meeting attendees into two groups of three, and summarized the first game of the evening: Tower of Babel. Carl tasked the teams with building the highest structure out of the fewest wooden blocks provided in the game set, within 10 minutes. Prior to beginning to build, Carl encouraged each team to discuss and write down “requirements” derived from the task and characteristics of the game set. After the exercise, attendees discussed the parallels they observed between this game and systems engineering.

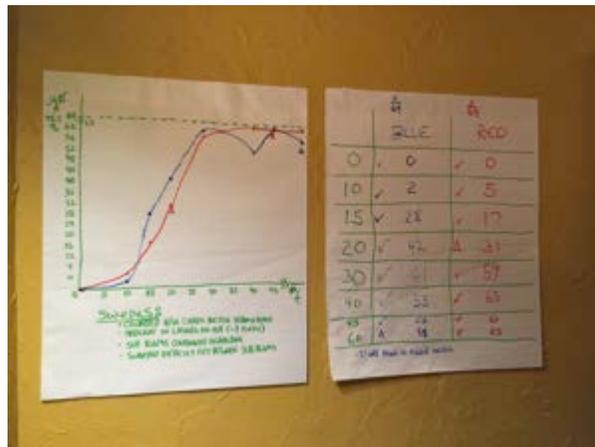


Carl then introduced the second game of the evening: Gridlock. Carl tasked each team with building an 8x8 tile figure, using all 64 pieces in the game set, while appropriately matching the black and white edges of the tiles. The teams were required to come up with “project completion metrics” that they would use to characterize the completeness of their puzzle. The teams also developed a “project strategy” that would set “requirements” on how pieces would be added to the puzzle. Carl encouraged the teams to stick to their strategy – until the team determined they needed a new strategy! Every 15 minutes, Carl collected each team’s completeness metric and tallied the values on a chart. After the exercise, attendees discussed the parallels they observed between this game and systems engineering.



Carl shared the following links on serious games:

- <http://celemi.com/>
- [www.thiagi.com](http://www.thiagi.com)



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### **2015 Chapter Officers:**

**President:**

Carl J. Dister

**Vice-President:**

Marian Cronin

**Secretary:**

Katie Trase

**Treasurer:**

Ernest Ansu-Gyeabour