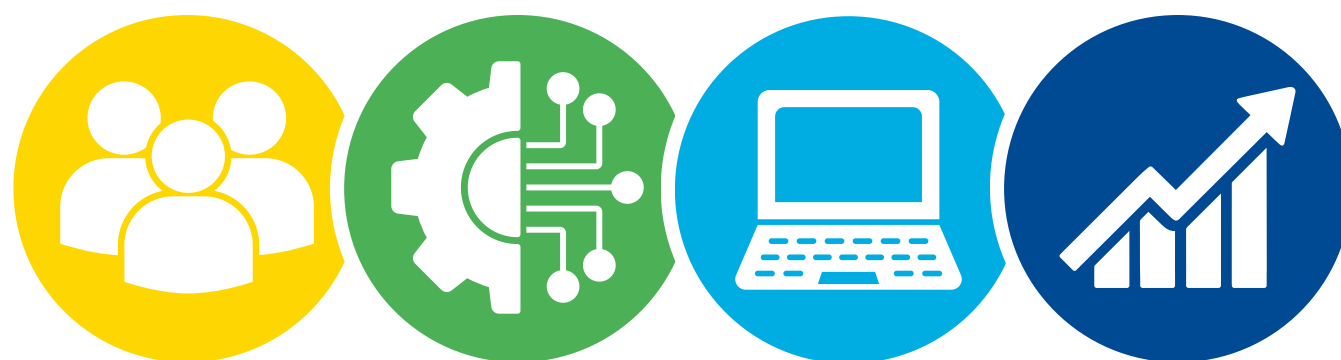


GA@WORK Survey Bingo

Turning audience feedback into a practical roadmap

COMMON CENTS

Making Sense of Change



PEOPLE · PROCESS · TECHNOLOGY · IMPACT



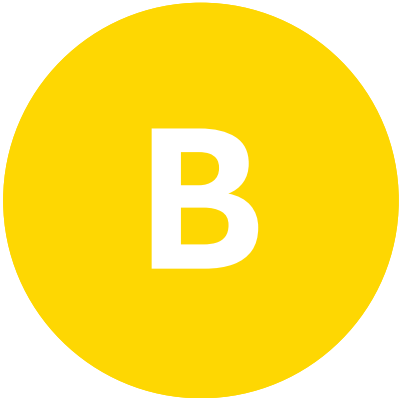
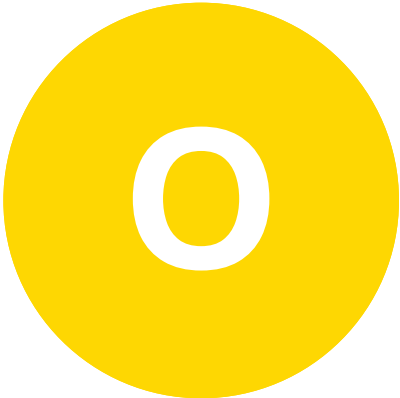
Predict. Mark. Discuss.

The game begins with your guesses and continues as results are revealed.



Start with the Bingo card

Before the results are shown, fill in one prediction in every square.

				
EXPERIENCE	EASIER/HARDER	BENEFITS	CHALLENGES	AUDIENCE SAID
Predict a % or number	Predict a % or number	What is working	Biggest obstacles	Open-ended themes

Mark a square when a result
matches your prediction

BINGO = five marked squares
across, down, or diagonal

Take two minutes: make your predictions

Write down what you think your peers said before we reveal the results.

Think about your own experience, then guess the room's overall pattern.

Experience

How positive or negative?

Easier or harder

Compared with prior systems?

Benefits

What is already working?

Challenges

Where is the friction?

Audience said

What themes appeared in comments?

Then keep your card out.

Before the first reveal: strong participation

This validates the survey response level, but it is not the first Bingo answer.

179
participants

A strong cross-section of feedback gives us a useful starting point for discussion.

Keep your card out — the next slide begins the B column reveal.

No Bingo mark yet — this is the response level only.

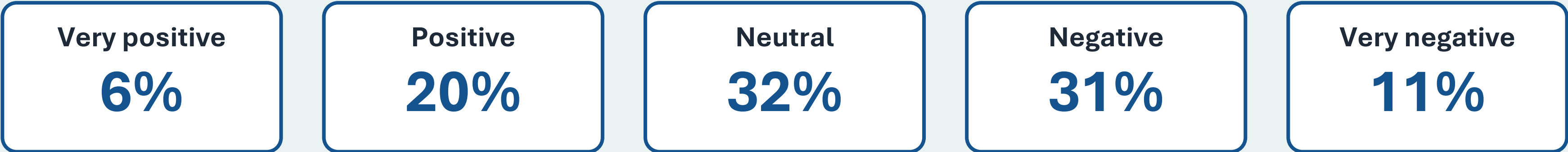
Reveal 1: EXPERIENCE = overall rating

BINGO MARK



Column B asks how respondents rated their GA@WORK experience — this is the first Bingo answer.

Overall, how would you rate your experience with GA@WORK?



Mark a B-column square if your prediction matched one of these experience ratings or percentages.

Before Reveal 2: Easier or Harder

BINGO MARK



Fill in your prediction percentage for each category before the results are shown.

Compared with the previous system, how would you rate GA@WORK overall?

I	
Significantly better	_____ %
Somewhat better	_____ %
About the same	_____ %
Somewhat worse	_____ %
Significantly worse	_____ %

Write your best estimate for each percentage. You will mark the square when the result is revealed.

Reveal 2: previous system comparison

BINGO MARK



Column I: overall rating compared with the previous system.

**Compared with the previous system, how would you rate
GA@WORK overall?**

Significantly
better

8%

Somewhat
better

23%

About
the same

14%

Somewhat
worse

34%

Significantly
worse

21%

**Mark an I-column square if your prediction matched one
of these categories or percentages.**

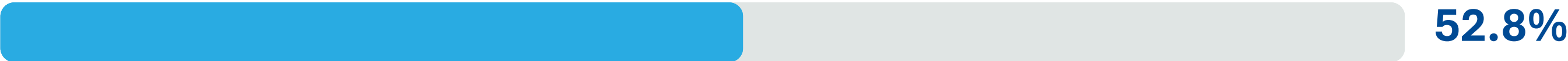
Reveal 3: the biggest bright spots

BINGO MARK

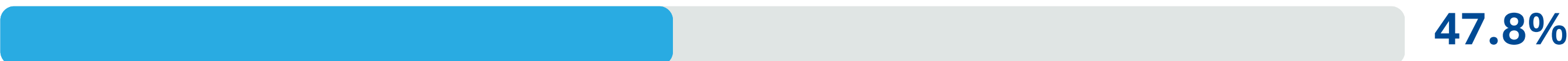


The strongest benefits point to the original business case.

Real-time information and visibility



One integrated system



What this means

Users are already seeing value in integration and visibility — exactly the foundation GA@WORK was intended to strengthen.

Reveal 4: improvement lanes are clear

Respondents pointed most clearly to process/workflow design and reporting.

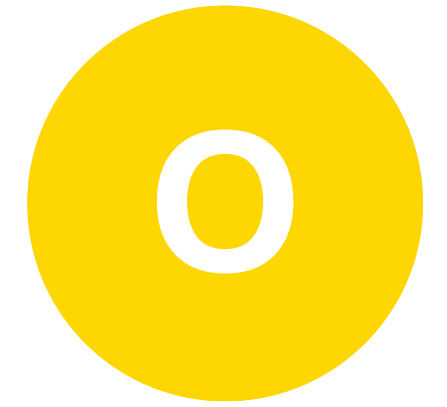
BINGO MARK



- 1 Simplify process / workflow design**
Review routing, approvals, duplicate touches, and handoffs.
- 2 Make reporting easier**
Clarify the most useful reports and provide role-based guidance.
- 3 Strengthen roles, access, and support**
Use feedback loops to validate changes and training materials.

Reveal 5: written comments give us the action map

BINGO MARK



The themes reinforce what people need most in day-to-day use.

Approvals & workflows

Reduce extra steps and unclear routing.

Reporting & data visibility

Make the right reports easier to find and use.

Roles & access

Clarify who can do what and why.

Training & support

Use role-specific examples and practical scenarios.

Reveal 6: the lesson to carry forward

Put users closer to design, testing, training, and refinement.



Bring the people doing the work closer to the decisions that shape the work.

Design

Use agency feedback before changes are finalized.

Test

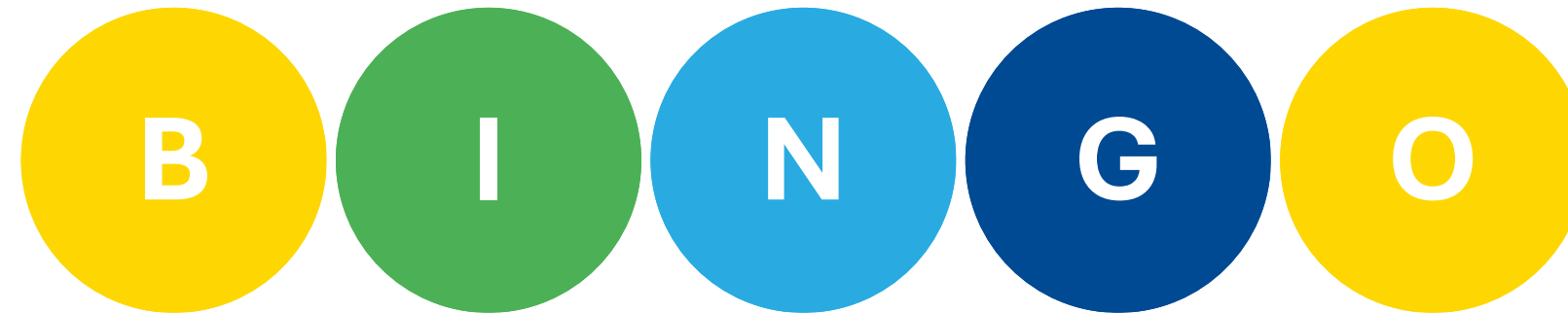
Validate workflows with real scenarios.

Train

Provide role-specific guidance that matches daily work.

Bingo check-in

Who has five in a row? Keep playing while we move to next steps.



Five marked squares across, down, or diagonal = BINGO

**The bigger point: every square is a signal
that can help shape the next phase.**

From feedback to action

Three constructive focus areas for the next phase.

1

Simplify the path

Review approval and workflow pain points that create duplicate routing or unnecessary touches.

2

Make reporting easier

Identify the reports users need most and provide role-based guidance.

3

Bring users closer

Use agency feedback loops to validate process changes, roles/access, and training.

A positive path forward

GA@WORK has a visible foundation.

The opportunity now is to use user feedback to make the day-to-day experience simpler, clearer, and easier to adopt.



Thank you for helping turn feedback into momentum.