SWOT in the Dark

SWOT Analysis for Blades in the Dark or other games

Explanation

SWOT analysis is a business technique used to let an organization figure out where it stands and what actions it need to take. The same tools can be applied to any RPG (like *Blades in the Dark*) where the playgroup exists as an entity in its own right, and can fail or thrive depending on how things play out.

At its most basic, SWOT analysis means collaboratively filling out a grid of four boxes with a list of the groups:
>Strengths
>Weaknesses
>Opportunities and
>Threats

Thus, SWOT

Using this Template

There is nothing keeping you from grabbing the blank template and just filling it out right now, and if that sounds like a fun exercise, then absolutely go ahead and do it!

However, if you're looking for a little guidance, the third page of this contains a version with a number of question prompts that might help you flesh out the answers.

Additionally, whether you try this out as a solo exercise or not, the real value in this technique is to do it at your table, with your group. Not only will you be surprised by other people's answers, the act of discussing these things will probably inspire entirely new ideas.

If you want to find out more, there's a blog post that goes further into this technique at:
http://walkingmind.evilhat.com/?p=2375

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Strengths

Weaknesses

Opportunities

Threats

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Strengths

What does the crew succeed at?
What noteworthy assets or knowledge does the crew possess?
What advantages does the crew have?
What does the crew have a positive reputation for?

Weaknesses

Where has the crew struggled?
What kind of the situations does the crew seek to avoid?
What problems are kept at bay by fragile mitigation?
What gaps are there in the crew's capabilities?
Is the crew positioned (physically, socially or otherwise) for success?

Opportunities

Is what has worked so far going to keep working?
Does the crew have access to resources they have not yet taken full advantage of?
Is somebody else weak?
What resources is the crew in a position to seize?
What alliances or relationships might benefit the Crew?
What's next for the crew?

Threats

Who knows the crews weaknesses that might be able to exploit them?
What enemies are seeking to discover and exploit the crew's weaknesses?
What changes are coming that might have unwelcome secondary effects on the crew?
Who is the crew's success going to come at the expense of?