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PROS: Gamestorming is an engaging, one-of-a-kind resource for using games in business settings. The introduction and early chapters are well geared to those without much gaming background and do a good job explaining how games can be used to help groups define problems, clarify thinking, generate ideas and ID next steps.

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Gamestorming is a book about a problem you didn't know you had and a solution that you've unknowingly used since childhood. When problems have a clear start point and end point, the steps between A and B are very clear. If you need to get groceries, a check of the pantry, writing a list and a trip to the market gets you to your end goal.

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Gamestorming is a playbook for people who want to design the future, to change the world, to make, break and innovate. It's a rough-and-ready toolkit for inventors, explorers and change agents who want to use design thinking to navigate successfully in complex and uncertain knowledge and information spaces, to engage others, and to start, grow and sustain movements for change.

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Gamestorming Is A Playbook For Innovators, Rulebreakers, and Changemakers This is your visual-thinking games handbook and toolkit, all in one. Gamestorming is a proven approach to real-life, roll-up-your-sleeves-and-get-it-done innovation. You'll learn techniques to collaborate, communicate and effect real change at work (or anywhere, really).

Gamestorming by Dave Gray, Sunni Brown & James Macanufo

The answer may surprise you: gamestorming. This book includes more than 80 games to help you break down barriers, communicate better, and generate new ideas, insights, and strategies. The authors have identified tools and techniques from some of the world's most innovative professionals, whose teams collaborate and make great things happen.

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Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers Dave Gray, Sunni Brown, James Macanufo Great things don't happen in a vacuum. But creating an environment for creative thinking and innovation can be a daunting challenge.

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Gamestorming skills include asking questions (opening, navigating, examining, experimenting, closing), structuring large diagrams, sketching ideas, fusing words and pictures into visual language, and most importantly, improvising to choose and lead a suitable game or invent a new one.

Gamestorming - Wikipedia

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