

"Everybody knows the problem: we need to be more innovative. Now we've got the solution: *Gamestorming*. This smart, fun, hands-on book will energize your brain and mobilize your creativity—and do it using stuff you already have in your office supply closet!"

—Daniel H. Pink, author of *Drive* and *A Whole New Mind*

Game storming

A Playbook for Innovators,
Rulebreakers, and Changemakers



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O'REILLY®

Resumo de Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers

Great things don't happen in a vacuum. But creating an environment for creative thinking and innovation can be a daunting challenge. How can you make it happen at your company?

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.

This book is the result: a unique collection of games that encourage engagement and creativity while bringing more structure and clarity to the workplace. Find out why -- and how -- with Gamestorming.

Overcome conflict and increase engagement with team-oriented games
Improve collaboration and communication in cross-disciplinary teams with visual-thinking techniques
Improve understanding by role-playing customer and user experiences
Generate better ideas and more of them, faster than ever before
Shorten meetings and make them more productive
Simulate and explore complex systems, interactions, and dynamics
Identify a problem's root cause, and find the paths that point toward a solution

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