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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). You'll find out how to turn simple office supplies like sticky notes and index cards into powerful tools for change.

Gamestorming by Dave Gray, Sunni Brown & James Macanufo

The Gamestorming book is used in classes on interactive design and user experience, and social media marketing and referenced in innovation, product development, visual note taking and self-realization. Origins of games. The gamestorming culture originated in the 1970s in Silicon Valley.

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2. 10 Essentials for Gamestorming. 1. Opening and Closing; 2. Fire Starting; 3. Artifacts; 4. Node Generation; 5. Meaningful Space; 6. Sketching and Model Making; 7. Randomness, Reversal, and Reframing; 8. Improvisation; 9. Selection; 10. Try Something New; 3. Core Gamestorming Skills. Asking Questions. Opening Questions; Navigating Questions; Examining Questions; Experimental Questions

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