

Gamestorming A Playbook For Innovators Rulebreakers And Changemakers

There is NO SUCH THING as a mindless doodle. What did Einstein, JFK, Edison, Marie Curie, and Henry Ford have in common? They were all inveterate doodlers. These powerhouse minds knew instinctively that doodling is deep thinking in disguise—a simple, accessible, and dynamite tool for innovating and solving even the stickiest problems. Sunni Brown's mission is to bring the power of the Doodle to the rest of us. She leads the Revolution defying all those parents, teachers, and bosses who say Stop doodling! Get serious! Grow up! She overturns misinformation about doodling, demystifies visual thinking, and shows us the power of applying our innate visual literacy. She'll teach you how to doodle any object, concept, or system imaginable, shift habitual thinking patterns, and transform boring text into displays that can engage any audience. Sunni Brown was named one of the "100 Most Creative People in Business" and one of the "10 Most Creative People on Twitter" by Fast Company. She is founder of a creative consultancy, an international speaker, the co-author of *Gamestorming*, and the leader of a global campaign for visual literacy called The Doodle Revolution. Her TED Talk on doodling has drawn more than a million views on TED.com. Her work on visual literacy and gaming has been featured in over 35 nationally-syndicated news programs and reported on in *The Wall Street Journal*, CNN.com, the BBC, *Fast Company*, Inc. Magazine, etc. She lives in Keep Austin Weird, Texas.

Graphic tools and visual solutions for team building and development. Visual Teams uses visual tools and methods to help teams—both face-to-face and virtual—reach high performance in today's work environment. As teams become more and more global and distributed, visualization provides an important channel of communication—one that opens up the group's mind to improving work systems and processes by understanding relationships, interconnections, and big picture contexts. Visual Teams shares best practices and uses visualization as a power tool for process improvement by providing teams with a common language for high performance. The book: *Explores how any kind of team can draw on the principles and practices of creative design teams in the software, architectural, engineering, and information design professions. Introduces the Drexler/Sibbet Team Performance™ Model and related tools—a system used throughout companies such as Nike, Genentech, Becton Dickinson, Chevron, and others. Visual Teams presents a comprehensive framework, best practices, and unique visual tools for becoming an innovative, high-performance team.*

Innovation principles to bring about meaningful and sustainable growth in your organization. Using a list of more than 2,000 successful innovations, including Cirque du Soleil, early IBM mainframes, the Ford Model-T, and many more, the authors applied a proprietary algorithm and determined ten meaningful groupings—the Ten Types of Innovation—that provided insight into innovation. *The Ten Types of Innovation* explores these insights to diagnose patterns of innovation

within industries, to identify innovation opportunities, and to evaluate how firms are performing against competitors. The framework has proven to be one of the most enduring and useful ways to start thinking about transformation. Details how you can use these innovation principles to bring about meaningful—and sustainable—growth within your organization. Author Larry Keeley is a world renowned speaker, innovation consultant, and president and co-founder of Doblin, the innovation practice of Monitor Group; BusinessWeek named Keeley one of seven Innovation Gurus who are changing the field. The Ten Types of Innovation concept has influenced thousands of executives and companies around the world since its discovery in 1998. The Ten Types of Innovation is the first book explaining how to implement it.

Have you ever felt stuck with methods, tools and skills that do not match the increasing complexity you are part of? Would you like to work in new ways that strengthen thinking, communication and collaboration? Visual Collaboration introduces a new and innovative way of working and collaborating that will help you successfully manage complexity for yourself, your team, and your entire organization. The method of this book unlocks any team's ability to collaborate in complex projects and processes. By using a systematic and proven approach to drawing and visualizing. Visual Collaboration is a unique visual business book that will enable you to develop visual languages to fit any scenario, create engaging and powerful questions to assist your visual process design and turn a white canvas into a visual template that can improve any meeting, project, or process. The core of the book - a practical and easy-to-follow method - THE FIVE BUILDING BLOCKS will most likely become your preferred way of working. The method is supported by plentiful examples, 4-color drawing, chapter summaries, and clearly defined learning objectives. Enjoyable and powerful, this book will help you: Use visualization as a tool to explore opportunities and challenges Translate complex concepts into easy-to-understand actions Engage employees and team members with effective strategic processes Incorporate drawing into your strategic organizational toolbox to strengthen communication and collaboration Develop and apply powerful visual literacy skills The authors, internationally-recognized experts in strategy communication and visual facilitation, have helped incorporate visual collaboration into more than 500 organizations such as LEGO, IKEA, the Red Cross, the United Nations, and many others. This book is the must-have resource for you to follow their example. THE WORKSHOP BOOK TEACHES YOU HOW TO RUN AN EFFECTIVE WORKSHOP - EFFORTLESSLY. Based on methods developed - and proven - in business, this highly visual and practical book will show readers how to design, lead and run effective workshops. The tools you need to design and lead successful workshops yourself Ways to enhance the collective intelligence of any team, keeping them focussed and engaged Tricks and tips for structuring time to generate maximum productivity in a limited session Advice on how to find inspiration and creativity to generate great ideas for any industry or brief Workshop fundamentals, so you can add your own flair

There isn't a business that doesn't want to be more creative in its thinking, products and processes. In *The Art of Innovation*, Tom Kelley, partner at the Silicon Valley-based firm IDEO, developer of hundreds of innovative products from the first commercial mouse to virtual reality headsets and the Palm hand-held, takes readers behind the scenes of this wildly imaginative company to reveal the strategies and secrets it uses to turn out hit after hit. Kelley shows how teams:

- Research and immerse themselves in every possible aspect of a new product or service
- Examine each product from the perspective of clients, consumers and other critical audiences
- Brainstorm best when they are focussed, being physical and having fun

The Art of Innovation will provide business leaders with the insights and tools they need to make their companies the leading-edge top-rated stars of their industries.

This second edition explains, demonstrates and evaluates 105 tested problem-solving techniques, 35 more than appeared in the first edition. Having more techniques at your disposal enables you to solve a wider range of problems without wasting time looking for the best solutions. In addition, you will find new techniques for classifying problems - to solve them faster - as well as expanded discussion of proven brainstorming and brainwriting methods.

Get ready for the ultimate crash course in communicating and solving problems through simple pictures. Thirty-two thousand years ago, your many-times-great-grandparents Oog and Aag drew pictures on the wall of a cave. They had an innate need to communicate, but no written language. So they found an easy and natural way to share their thoughts and stories. Today, after so many years when speaking and writing dominated, we're back in another highly visual age. About 90 percent of everything shared online is now visual—selfies, GIFs, smartphone videos, and more. This explosion of communication through pictures isn't a millennial-driven fad; it's as natural as those lines first drawn by Oog and Aag. Just turbo-charged by the latest technology. And yet over the past twenty years, as I've taught people from Fortune 500 CEOs to White House staffers how to harness the power of imagery, the biggest objection I've always heard is, "But I can't draw!" Trust me, you can. You don't need to be da Vinci to be an outstanding visual thinker and communicator. The most effective drawings are the simplest, and you can get good at those in three minutes. In this little book, I'll teach you how to use seven basic shapes to explain just about anything to just about anyone. If you've read my previous books, you'll see one or two familiar tools here, along with a bunch of new tools you can start using right away. If you're new to my approach—welcome! Get ready to work smarter, communicate more clearly, and get better at whatever you do, just by picking up a pen. Get ready to draw to win.

Communication is essential in a healthy organization. But all too often when we interact with people—especially those who report to us—we simply tell them what we think they need to know. This shuts them down. To generate bold new ideas, to avoid disastrous mistakes, to develop agility and flexibility, we need to practice Humble Inquiry. Ed Schein defines

Humble Inquiry as “the fine art of drawing someone out, of asking questions to which you do not know the answer, of building a relationship based on curiosity and interest in the other person.” In this seminal work, Schein contrasts Humble Inquiry with other kinds of inquiry, shows the benefits Humble Inquiry provides in many different settings, and offers advice on overcoming the cultural, organizational, and psychological barriers that keep us from practicing it.

Positioning ideas as the fuel of business success and personal fulfillment, this indispensable resource helps readers find creative fuel by helping them discover insights and develop habits that lead to more and better ideas. Written in a punchy style with easily digestible single-page messages, the book inspires creativity simply through the way it looks and feels, but it is also packed with stories, interviews, quotes, tips, exercises, and real-world examples that show readers how to think outside the box—and then throw away the box. With an emphasis on listening and learning, the book demonstrates the importance of stepping outside of daily ruts and showcases the value of exploration through local and long-distance travel. Additional skills covered include the finding of ideas in nature, learning from one's mistakes, digging beneath the surface, and thinking more positively.

"The best book on collaboration ever written!" —Diane Flannery, founding CEO, Juma Ventures And now this classic book is even better—much better. Completely revised and updated, the second edition is loaded with new tools and techniques. Two powerful new chapters on agenda design A full section devoted to reaching closure More than twice as many tools for handling difficult dynamics 70 brand-new pages and over 100 pages significantly improved

How to use the Design Thinking Tools A practical guide to make innovation happen The Design Thinking Toolbox explains the most important tools and methods to put Design Thinking into action. Based on the largest international survey on the use of design thinking, the most popular methods are described in four pages each by an expert from the global Design Thinking community. If you are involved in innovation, leadership, or design, these are tools you need. Simple instructions, expert tips, templates, and images help you implement each tool or method. Quickly and comprehensively familiarize yourself with the best design thinking tools Select the appropriate warm-ups, tools, and methods Explore new avenues of thinking Plan the agenda for different design thinking workshops Get practical application tips The Design Thinking Toolbox help innovators master the early stages of the innovation process. It's the perfect complement to the international bestseller The Design Thinking Playbook.

The first step-by-step guidebook for successful innovation planning Unlike other books on the subject, 101 Design Methods approaches the practice of creating new products, services, and customer experiences as a science, rather than an art, providing a practical set of collaborative tools and methods for planning and defining successful new offerings. Strategists, managers, designers, and researchers who undertake the challenge of innovation, despite a lack of

established procedures and a high risk of failure, will find this an invaluable resource. Novices can learn from it; managers can plan with it; and practitioners of innovation can improve the quality of their work by referring to it. Our love affair with the digital interface is out of control. We've embraced it in the boardroom, the bedroom, and the bathroom. Screens have taken over our lives. Most people spend over eight hours a day staring at a screen, and some "technological innovators" are hoping to grab even more of your eyeball time. You have screens in your pocket, in your car, on your appliances, and maybe even on your face. Average smartphone users check their phones 150 times a day, responding to the addictive buzz of Facebook or emails or Twitter. Are you sick? There's an app for that! Need to pray? There's an app for that! Dead? Well, there's an app for that, too! And most apps are intentionally addictive distractions that end up taking our attention away from things like family, friends, sleep, and oncoming traffic. There's a better way. In this book, innovator Golden Krishna challenges our world of nagging, screen-based bondage, and shows how we can build a technologically advanced world without digital interfaces. In his insightful, raw, and often hilarious criticism, Golden reveals fascinating ways to think beyond screens using three principles that lead to more meaningful innovation. Whether you're working in technology, or just wary of a gadget-filled future, you'll be enlightened and entertained while discovering that the best interface is no interface.

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

* Our summary is short, simple and pragmatic. It allows you to have the essential ideas of a big book in less than 30 minutes. By reading this summary, you will discover "gamestorming", or how gaming can help you get out of the meeting routine and transform your business. You will also discover : that gaming can help you achieve your goals; that they can help you think about a product, define a strategy, or share knowledge; that these games can be adapted to the situation

and the sector of your company; that you can set them up even without any special knowledge of gamestorming session facilitation; that they have a real impact on company performance. In the very serious world of business, gaming does not often have its place, as it is - wrongly - considered as a distraction. It is, however, an effective way to stimulate creativity and involvement of the participants. With precise intentions, the right games and a few animation keys, you will find that playfulness can be put at the service of practice. There are many success stories that can testify to this. It's up to you!

*Buy now the summary of this book for the modest price of a cup of coffee!

You've been asked to run a training session, workshop or meeting. What you need now is a foolproof way of making it both memorable and enjoyable to run - and to know that what you are doing will achieve the desired outcome and have lasting positive effects on your team. Anyone who has ever endured 'death by powerpoint' or a dry 'chalk and talk' session knows how not to do it, but how do you make sure that you get it right? This interactive guide is designed especially for busy managers - people whose main role is not training - and will take you through a simple step-by-step process that results in stimulating, fun and effective workshops and presentations. Just some of the many scenarios the book will help you tackle include: · How to put together training session from scratch when you have 'blank page, blank face' syndrome - here's the step-by-step solution · You've done some training but you aren't getting the desired results from your sessions - here's what do to about it · You haven't time to write 80 sexy PowerPoint slides for a session you are running - here's what to do instead that will be even more effective and take half the time · You're dreading the experience of being 'up the front' - here's how to shift the onus from you to your participants · How to be remembered for the right reasons! - Here's how to ensure that happens This is a book that 'walks the talk'- it presents what you need to know in an engaging, interesting, effective and quick way - exactly how you will be presenting in your meetings and workshops when you have finished reading it.

Fourteen Observations of Good Scrum Practice is based on my years of practical experience applying Scrum in a variety of domains for a number of different teams - from small start-ups to companies that create products regulated by the FDA. The observations contained in this guide are a collection of the common patterns discovered through trial-and-error that made each of these teams and organizations successful with Scrum.

Building on the work of strategy guru Gary Hamel, this guide shows organizations how to move innovation from a buzz word to a core competency. Skarzynski, a consultant on international growth and strategy, and Gibson, a global business strategist, draw on a wealth of examples from real companies including GE, Procter & Gamble, Nokia, and IBM. They provide frameworks, step-by-step action lists, and other practical tools for improving an organization's capacity for innovation by mobilizing the imagination of employees, customers, and business partners.

How to solve critical business challenges by generating more and better ideas Every organization needs a steady supply of fresh, relevant ideas, but managers can't just lock teams in a room with a mandate to brainstorm and hope for the best. Ideation is both a science and an art, and when group ideation processes are well-designed and well-facilitated, anyone can generate an abundance of creative, implementable options—not to mention true breakthroughs—for any business need. Drawing on his work leading high-stakes ideation sessions at over 300 organizations, Mattimore explains the how, what, and why of successful ideation and provides a framework for when and how to apply various techniques. Identifies Mattimore's top ideation and innovation techniques (including "brainwalking," finding inspiration in worst ideas, the unexpected effectiveness of wishing, and more) and lays the groundwork for you to invent successful processes of your own Tells real stories of ideation at work in Mattimore's consulting business, including how Ben & Jerry's named a new strawberry fudge flavor, how Thomas' invented a new, healthier English muffin that now accounts for over 30% of its sales, how IBM transformed the culture of one of its divisions to make it more innovative, and many more Mattimore is a world-class expert on applied creativity and an innovation process consultant to over one-third of the Fortune 100 companies; he and his team have helped create and launch products and services worth over \$3 billion in annual US retail sales With a diverse range of tested methods, Idea Stormers is the indispensable guide for developing original, practical solutions to even the most intractable-seeming creative challenges.

With a foreword by Alex Osterwalder. The future of work is already here. Customers are adopting disruptive technologies faster than your company can adapt. When your customers are delighted, they can amplify your message in ways that were never before possible. But when your company's performance runs short of what you've promised, customers can seize control of your brand message, spreading their disappointment and frustration faster than you can keep up. To keep pace with today's connected customers, your company must become a connected company. That means deeply engaging with workers, partners, and customers, changing how work is done, how you measure success, and how performance is rewarded. It requires a new way of thinking about your company: less like a machine to be controlled, and more like a complex, dynamic system that can learn and adapt over time. Connected companies have the advantage, because they learn and move faster than their competitors. While others work in isolation, they link into rich networks of possibility and expand their influence. Connected companies around the world are aggressively acquiring customers and disrupting the competition. In *The Connected Company*, we examine what they're doing, how they're doing it, and why it works. And we show you how your company can use the same principles to adapt—and thrive—in today's ever-changing global marketplace.

A visual guide to making extraordinary presentations by the acclaimed author of *The Back of the Napkin* We are all

natural born presenters. We have ideas to share, voices to share them, and people to share them with. So why do most of us find public speaking so hard? In this pithy but powerful guide, communication expert Dan Roam provides a simple five-step path to take us from jitters and complexity to confidence and clarity. He explains his tried-and-true visual techniques and the wisdom he has gained from giving award-winning presentations. Roam shows us how to: - Clearly present any idea with simple visuals - Know our audience before we step in front of them - Channel fear into fun Roam's lively visual style, hand-drawn pictures, and vivid text will help regular people overcome anxiety and make brilliant presentations.

Contains idea-triggering questions based on nine principles of creativity (substitute, combine, adapt, magnify or add, modify, put to some other use, eliminate, rearrange, reverse). Designed to stimulate creative thinking about problems and generate new ideas in business or other settings.

"Why do some people succeed at change while others fail? It's the way they think! Liminal thinking is a way to create change by understanding, shaping, and reframing beliefs. What beliefs are stopping you right now? You have a choice. You can create the world you want to live in, or live in a world created by others. If you are ready to start making changes, read this book."

Large Group Interventions are methods used to gather a whole system together to discuss and take action on the target agenda. That agenda varies from future plans, products, and services, to redesigning work, to discussion of troubling issues and problems. The Handbook of Large Group Methods takes the next step in demonstrating through a series of cases how Large Group Methods are currently being used to address twenty-first-century challenges in organizations and communities today, including: Working with widely dispersed organizations, and the problem of involvement and participation Working with organizations facing a serious business crisis Working with organizations in polarized and politicized environments Working in community settings with diverse interest groups Working at the global level and adapting these methods for cross-cultural use Embedding and sustaining new patterns of working together in organizations and communities

Spark the next great business idea by igniting your team's passion and creativity Innovating breakthrough products, services, solutions, and marketing ideas are some of the most important challenges you face as a manager. Don't wrack your brain trying to catch that "eureka" moment alone; unleash your team's creative power with The Big Book of Brainstorming Games. This book is packed with physical and verbal exercises to help you organize and run a brainstorming session that engages all personality types. Get those creative juices flowing with expert guidance and dozens of enjoyable group activities to help you: Frame challenges to give team members structure and context Master

the proven “Four Rules of Brainstorming” for amazing results Create an environment of trust that encourages and inspires valuable contributions from people from all backgrounds and at all levels The best ideas can come from anywhere! The Big Book of Brainstorming Games gives you the tools and knowledge to build a solid, structured foundation for free-form interaction and fearless conceptualizing. Now you can get everyone in on the game and make great things happen!

Gamestorming A Playbook for Innovators, Rulebreakers, and Changemakers O'Reilly Media

Innovation Through Understandingsm The toughest part of innovation? Accurately predicting what customers want, need, and will pay for. Even if you ask them, they often can't explain what they want. Now, there's a breakthrough solution: Innovation Games. Drawing on his software product strategy and product management consulting experience, Luke Hohmann has created twelve games that help you uncover your customers' true, hidden needs and desires. You'll learn what each game will accomplish, why it works, and how to play it with customers. Then, Hohmann shows how to integrate the results into your product development processes, helping you focus your efforts, reduce your costs, accelerate time to market, and deliver the right solutions, right from the start. Learn how your customers define success Discover what customers don't like about your offerings Uncover unspoken needs and breakthrough opportunities Understand where your offerings fit into your customers' operations Clarify exactly how and when customers will use your product or service Deliver the right new features, and make better strategy decisions Increase empathy for the customers' experience within your organization Improve the effectiveness of the sales and service organizations Identify your most effective marketing messages and sellable features Innovation Games will be indispensable for anyone who wants to drive more successful, customer-focused product development: product and R&D managers, CTOs and development leaders, marketers, and senior business executives alike.

Use eye-popping visual tools to energize your people! Just as social networking has reclaimed the Internet for human interactivity and co-creation, the visual meetings movement is reclaiming creativity, productivity, and playful exchange for serious work in groups. Visual Meetings explains how anyone can implement powerful visual tools, and how these tools are being used in Silicon Valley and elsewhere to facilitate both face-to-face and virtual group work. This dynamic and richly illustrated resource gives meeting leaders, presenters, and consultants a slew of exciting tricks and tools, including Graphic recording, visual planning, story boarding, graphic templates, idea mapping, etc. Creative ways to energize team building, sales presentations, staff meetings, strategy sessions, brainstorming, and more Getting beyond paper and whiteboards to engage new media platforms Understanding emerging visual language for leading groups Unlocking formerly untapped creative resources for business success, Visual Meetings will help you and your team communicate

ideas more effectively and engagingly.

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

A radical shift in perspective to transform your organization to become more innovative The Design Thinking Playbook is an actionable guide to the future of business. By stepping back and questioning the current mindset, the faults of the status quo stand out in stark relief—and this guide gives you the tools and frameworks you need to kick off a digital transformation. Design Thinking is about approaching things differently with a strong user orientation and fast iterations with multidisciplinary teams to solve wicked problems. It is equally applicable to (re-)design products, services, processes, business models, and ecosystems. It inspires radical innovation as a matter of course, and ignites capabilities beyond mere potential. Unmatched as a source of competitive advantage, Design Thinking is the driving force behind those who will lead industries through transformations and evolutions. This book describes how Design Thinking is applied across a variety of industries, enriched with other proven approaches as well as the necessary tools, and the knowledge to use them effectively. Packed with solutions for common challenges including digital transformation, this practical, highly visual discussion shows you how Design Thinking fits into agile methods within management, innovation, and startups. Explore the digitized future using new design criteria to create real value for the user Foster radical innovation through an inspiring framework for action Gather the right people to build highly-motivated teams Apply Design Thinking, Systems Thinking, Big Data Analytics, and Lean Start-up using new tools and a fresh new perspective Create Minimum Viable Ecosystems (MVEs) for digital processes and services which becomes for example essential in building Blockchain applications Practical frameworks, real-world solutions, and radical innovation wrapped in a whole new outlook give you the power to mindfully lead to new heights. From systems and operations to people, projects, culture, digitalization, and beyond, this invaluable mind shift paves the way for organizations—and individuals—to do great things. When you're ready to give your organization a big step forward, The Design Thinking Playbook is your practical guide to a more innovative future.

User experience (UX) strategy requires a careful blend of business strategy and UX design, but until now, there hasn't been an easy-to-apply framework for executing it. This hands-on guide introduces lightweight strategy tools and techniques to help you and your team craft innovative multi-device products that people want to use. Whether you're an entrepreneur, UX/UI designer, product manager, or part of an intrapreneurial team, this book teaches simple-to-advanced strategies that you can use in your work right away. Along with business cases, historical context, and real-world examples throughout, you'll also gain different perspectives on the subject through interviews with top strategists. Define and validate your target users through provisional personas and customer discovery techniques Conduct competitive research and analysis to explore a crowded marketplace or an opportunity to create unique value Focus your team on the primary utility and business model of your product by running structured experiments using prototypes Devise UX funnels that increase customer engagement by mapping desired user actions to meaningful metrics

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

Rethink the Way You Think In hindsight, every great idea seems obvious. But how can you be the person who comes up with those ideas? In this revised and expanded edition of his groundbreaking Thinkertoys, creativity expert Michael Michalko reveals life-changing tools that will help you think like a genius. From the linear to the intuitive, this comprehensive handbook details ingenious creative-thinking techniques for approaching problems in unconventional ways. Through fun and thought-provoking exercises, you'll learn how to create original ideas that will improve your personal life and your business life. Michalko's techniques show you how to look at the same information as everyone else and see something different. With hundreds of hints, tricks, tips, tales, and puzzles, Thinkertoys will open your mind to a world of innovative solutions to everyday and not-so-everyday problems.

Smart leaders know that they would greatly increase productivity and innovation if only they could get everyone fully engaged. So do professors, facilitators and all changemakers. The challenge is how. Liberating Structures are novel, practical and no-nonsense methods to help you accomplish this goal with groups of any size. Prepare to be surprised by how simple and easy they are for anyone to use. This book shows you how with detailed descriptions for putting them into practice plus tips on how to get started and traps to avoid. It takes the design and facilitation methods experts use and puts them within reach of anyone in any organization or initiative, from the frontline to the C-suite. Part One: The Hidden Structure of Engagement will ground you with the conceptual framework and vocabulary of Liberating Structures. It contrasts Liberating Structures with conventional methods and shows the benefits of using them to transform the way people collaborate, learn, and discover solutions together. Part Two: Getting Started and Beyond offers guidelines for experimenting in a wide range of applications from small group interactions to system-wide initiatives: meetings, projects, problem solving, change initiatives, product launches, strategy development, etc. Part Three: Stories from the Field illustrates the endless possibilities Liberating Structures offer with stories from users around the world, in all types of organizations -- from healthcare to academic to military to global business enterprises, from judicial and legislative environments to R&D. Part Four: The Field Guide for Including, Engaging, and Unleashing Everyone describes how to use each of the 33 Liberating Structures with step-by-step explanations of what to do and what to expect. Discover today what

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Liberating Structures can do for you, without expensive investments, complicated training, or difficult restructuring. Liberate everyone's contributions -- all it takes is the determination to experiment.

This newly revised and updated companion for every innovator, innovation team leader, operations manager and corporate change agent presents, in an easy-to-use format, more than 50 tools and techniques for identifying innovation opportunities, generating new and unusual ideas and implementing new solutions.

A new classic, cited by leaders and media around the globe as a highly recommended read for anyone interested in innovation. In *The Innovator's DNA*, authors Jeffrey Dyer, Hal Gregersen, and bestselling author Clayton Christensen (*The Innovator's Dilemma*, *The Innovator's Solution*, *How Will You Measure Your Life?*) build on what we know about disruptive innovation to show how individuals can develop the skills necessary to move progressively from idea to impact. By identifying behaviors of the world's best innovators—from leaders at Amazon and Apple to those at Google, Skype, and Virgin Group—the authors outline five discovery skills that distinguish innovative entrepreneurs and executives from ordinary managers: Associating, Questioning, Observing, Networking, and Experimenting. Once you master these competencies (the authors provide a self-assessment for rating your own innovator's DNA), the authors explain how to generate ideas, collaborate to implement them, and build innovation skills throughout the organization to result in a competitive edge. This innovation advantage will translate into a premium in your company's stock price—an innovation premium—which is possible only by building the code for innovation right into your organization's people, processes, and guiding philosophies. Practical and provocative, *The Innovator's DNA* is an essential resource for individuals and teams who want to strengthen their innovative prowess.

A comprehensive playbook for applied design thinking in business and management, complete with concepts and toolkits. As many companies have lost confidence in the traditional ways of running a business, design thinking has entered the mix. *Design Thinking for Strategic Innovation* presents a framework for design thinking that is relevant to business management, marketing, and design strategies and also provides a toolkit to apply concepts for immediate use in everyday work. It explains how design thinking can bring about creative solutions to solve complex business problems. Organized into five sections, this book provides an introduction to the values and applications of design thinking, explains design thinking approaches for eight key challenges that most businesses face, and offers an application framework for these business challenges through exercises, activities, and resources. An essential guide for any business seeking to use design thinking as a problem-solving tool as well as a business method to transform companies and cultures. The framework is based on work developed by the author for an executive program in Design Thinking taught in Harvard Graduate School of Design. Author Idris Mootee is a management guru and a leading expert on applied design thinking. Revolutionize your approach to solving your business's greatest challenges through the power of Design Thinking for Strategic Innovation.

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