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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.

Gamestorming - Wikipedia

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

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* 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

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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

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