Gamestorming & Visual Meeting for Innovation and Change

Introduction

Gamestorming is about following a whole set of different methods and techniques to create and deliver sessions, workshops, meetings and training programmes that achieve actionable outcomes.

Games allow us to create a special space where we follow a set of rules and where we enter a shared world. Games are about setting certain boundaries and developing rules for interaction. Games can use physical artefacts and can be strung together in a whole series of activities that lead towards the end goal.To that, the purpose of a visual workplace is to take the physical reference to embed the details of your operations into the living landscape of work through visual devices and visual systems

Key Learning Outcomes

By the end of the course, participants should be able to:

- Frame questions in the right way so that you make use of opening questions, navigating questions, and experimental questions.
- Create the right space for Gamestorming.
- Use visual language to communicate effectively in meetings.
- Apply improvisation to respond to the unexpected by creating variations to the theme.
- Upgrade ways of thinking by becoming conscious of all the ways representing how to think about the world to ourselves and to others through visual meetings.

Duration

2 Days

Target Participants

Senior Leaders,Senior Managers, Managers, Senior Executives, Executives, Officers, Administrators, and staff members