

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



*For the complete course content and quotation, please reach out to us at info@irs-training.com or kavitha@irs-training.com.

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