

LOW TECH SOCIAL NETWORK

ON YOUR POST IT NOTE...

1. DRAW AN AVATAR OF YOURSELF
2. YOUR NAME
3. YOUR FAVORITE COLOR
4. CHOOSE ONE: DOG OR CAT PERSON
5. DID YOU DECORATE FOR X-MAS OVER THANKSGIVING? YES OR NO
6. ALL I WANT FOR CHRISTMAS IS...



Liz Sundet

Red

Dog Person

No

New Computer Monitor

“Upload your
Avatar” then
Connect one
element to
someone else



ELEVATE YOUR GAME: INNOVATION GAMES FOR FACILITATION AND COLLABORATION

PMI LA CROSSE AND ROCHESTER

NOVEMBER 28, 2016

[HTTP://WWW.SLIDESHARE.NET/LIZSUNDETMBAPMPCBAPC/REAL-WORLD-GAMES](http://www.slideshare.net/lizsundetmbapmpcbapc/real-world-games)

ABOUT ME

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INNOVATION GAMES WORKSHOP

- WHAT ARE INNOVATION GAMES?
- GAMES:
 - LOW TECH SOCIAL NETWORK
 - MIND MAPPING
 - SAILBOAT
- WHEN CAN I USE A GAME FOR MY NEXT MEETING
- RESOURCES FOR ADDITIONAL GAMES







Why would I use Innovation Games?

For the Business...

Develop Strategy

Identify Problems

Prioritize goals

Find Solutions

Make
Connections with
team or
customers

Improve Sales or
Service

Understand
relationships with
people and
products

Drive Consensus
in Decisions



Games...

- Involve People
- Have a Structure/Purpose
- Have Goals
- Results are Unpredictable
- Results Used after the Game
- Operate like a real world system
- Small changes can have dramatic effects on the game

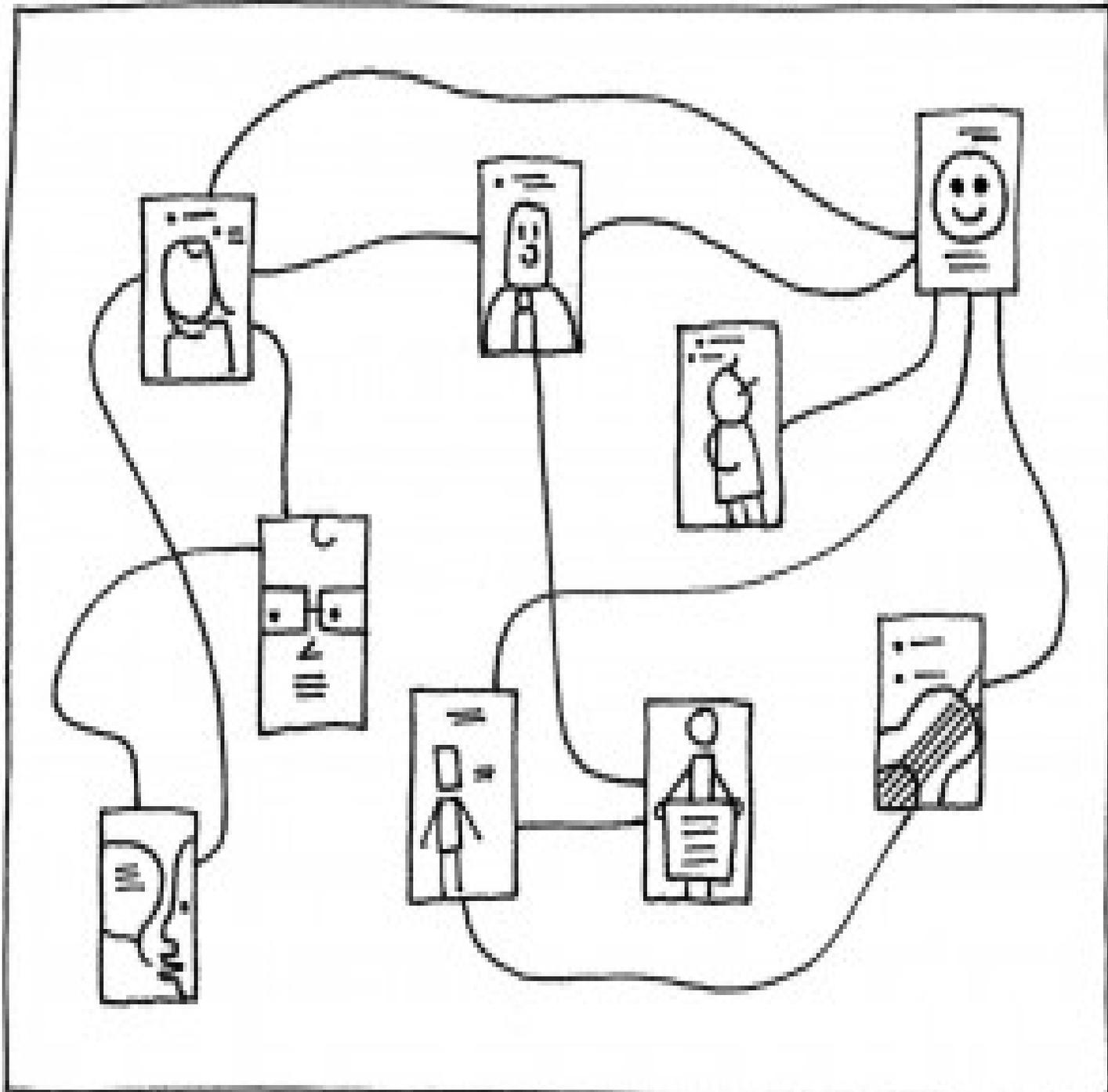


Game #1: Low Tech Social Network

Purpose: Introductions,
Social Networking

Large groups in an event
setting

Data can be used later





Make Connections



Build Culture of Understanding



A hand holding a megaphone, rendered in a stylized, high-contrast black and white graphic style. The hand is positioned at the bottom left, with the megaphone's horn pointing towards the center of the image. The background behind the hand is a red field with a white halftone dot pattern.

**YOU HAVE
A VOICE**

“Our lives begin to end the day we become silent about things that matter.” - Martin Luther King, Jr



Solve Wicked Problems



Engage People





“Life is short, break the rules, forgive quickly, kiss slowly, love truly, laugh uncontrollably, and never regret anything that make you smile. Twenty years from now you will be more disappointed by the things you didn’t do than by the ones you did. So throw off the bowlines. Sail away from the safe harbor. Catch the trade winds in your sails. EXPLORE. DREAM. DISCOVER.”

-Mark Twain



Game #2: Sailboat



Use the Post it notes to:

Write down things that are going well and post to the sails area.

Write down things that need improvement and post to the anchors area





Sailboat Uses:

- Process Improvement
- Strengths vs Weaknesses
- Identify Problems
- Show Advantages vs Disadvantages
 - Pro's vs Con's
- Competitive Advantage
- Discover what is liked vs. disliked

Why Sailboat works:

- Simple Concept
- Data doesn't lie-
prioritize
- Can be done quickly
- Gives voice to everyone
- Identify only the issues or descriptions, don't try to solve the problems



Variations to Sailboat

Speedboat – Identify Anchors that are dragging you down or things that aren't going well

SpeedPlane -- Identify luggage that is weighing you down



Game #3: Mind Mapping

MIND MAPPING 101

- WHAT IS MIND MAPPING

Graphic Diagram

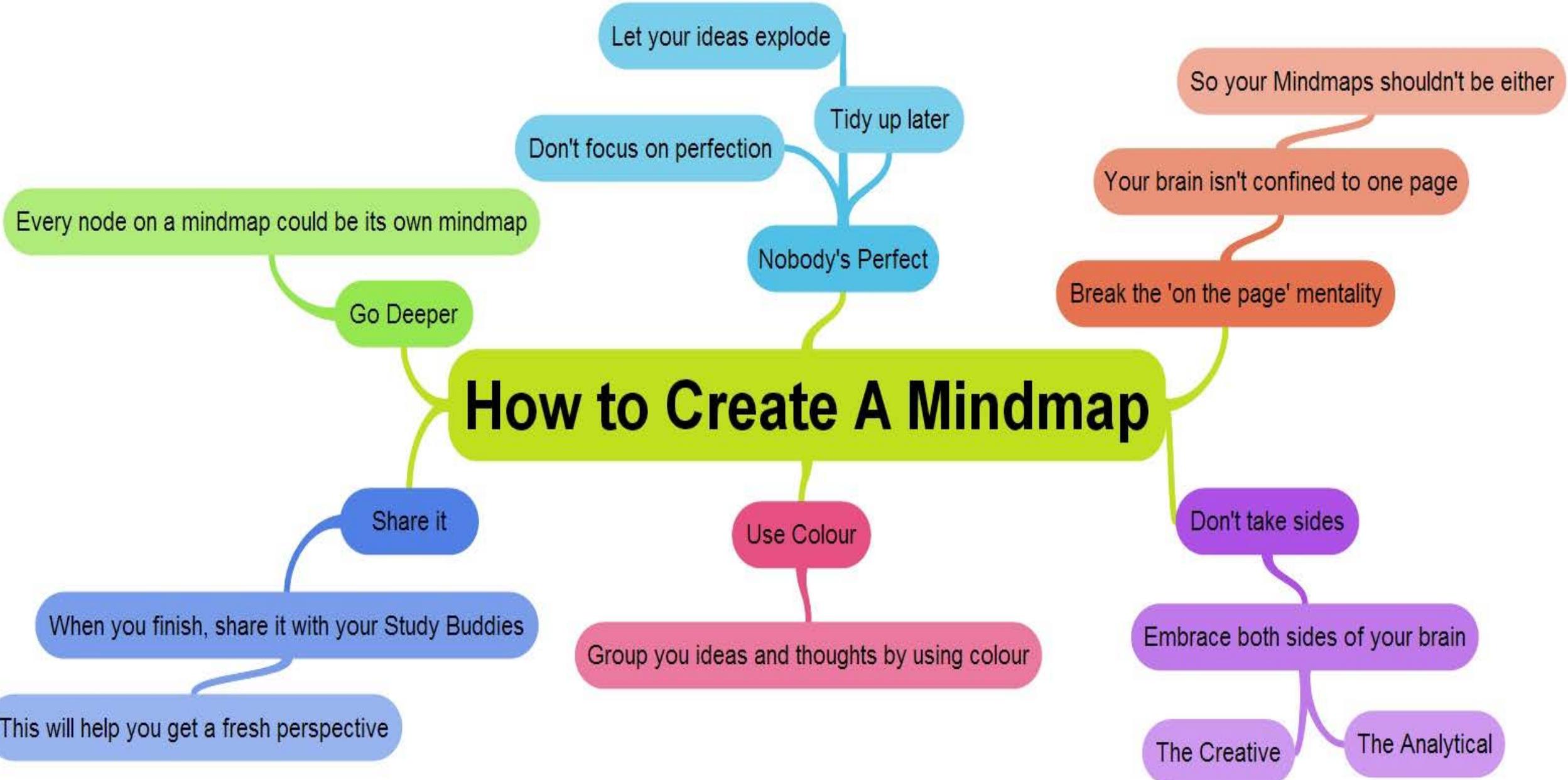
Single Word to associate ideas

Draw by hand or with software

Spider-web, mind webs, webbing, idea map

- VERY EASY TO USE AND TEACH OTHERS TO USE IT AND FACILITATE USE DURING MEETINGS

How to Create A Mindmap



Go Deeper

Every node on a mindmap could be its own mindmap

Share it

When you finish, share it with your Study Buddies

This will help you get a fresh perspective

Use Colour

Group you ideas and thoughts by using colour

Don't take sides

Embrace both sides of your brain

The Creative

The Analytical

Nobody's Perfect

Tidy up later

Let your ideas explode

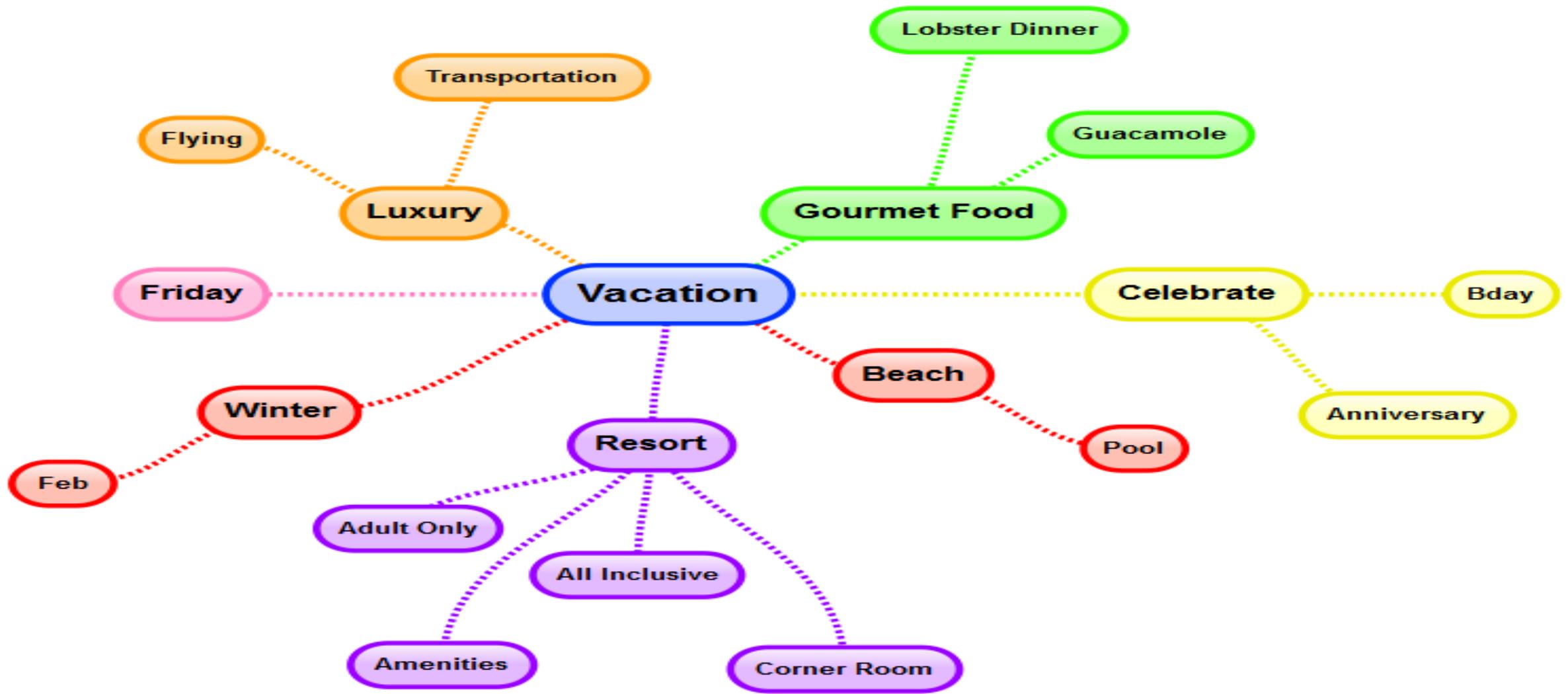
Don't focus on perfection

Break the 'on the page' mentality

Your brain isn't confined to one page

So your Mindmaps shouldn't be either

Build Your Own...



Mind mapping Uses:

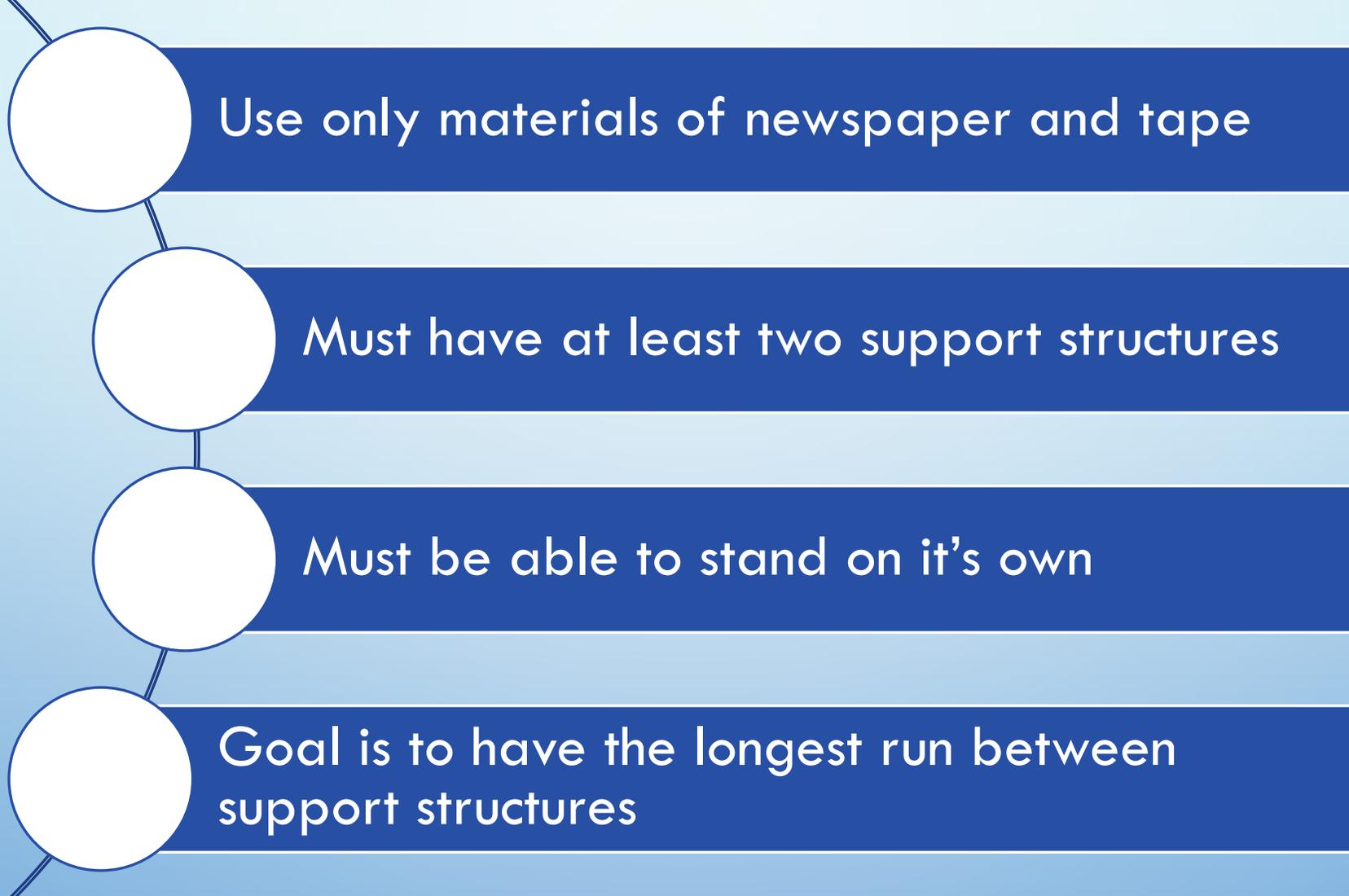
- Brainstorming
- Team Building
- Note Taking
- Define Scope
- Information Architecture
- System/Network Architecture
- Post Mortem on Project



Game #4: Build a Bridge

What are your Requirements?





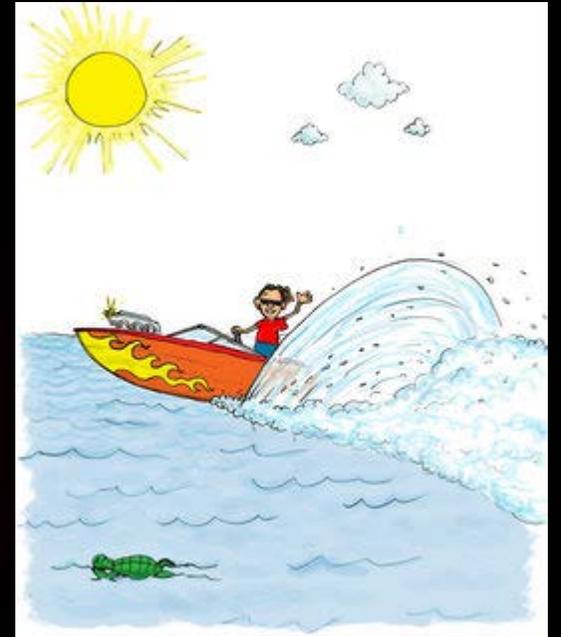
Use only materials of newspaper and tape

Must have at least two support structures

Must be able to stand on it's own

Goal is to have the longest run between support structures

Games for Discovery



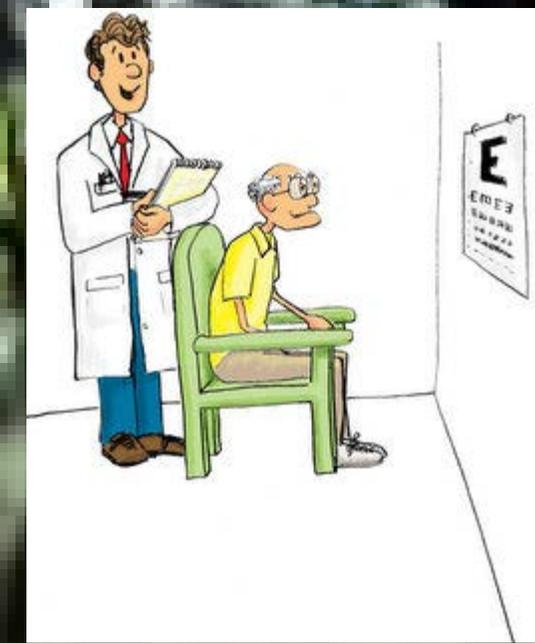
A close-up photograph of a person's hands shaping a piece of white clay on a pottery wheel. The hands are positioned to guide the clay as it rotates. The background is dark, making the white clay stand out.

Games to help Shape Ideas

Give them a Hot Tub

Remember the Future

Show and Tell



PRIORITIZE WHAT MATTERS



Games for Action

My Worst Nightmare

Retrospectives





RESOURCES



Gamestorming:

<http://gamestorming.com/>

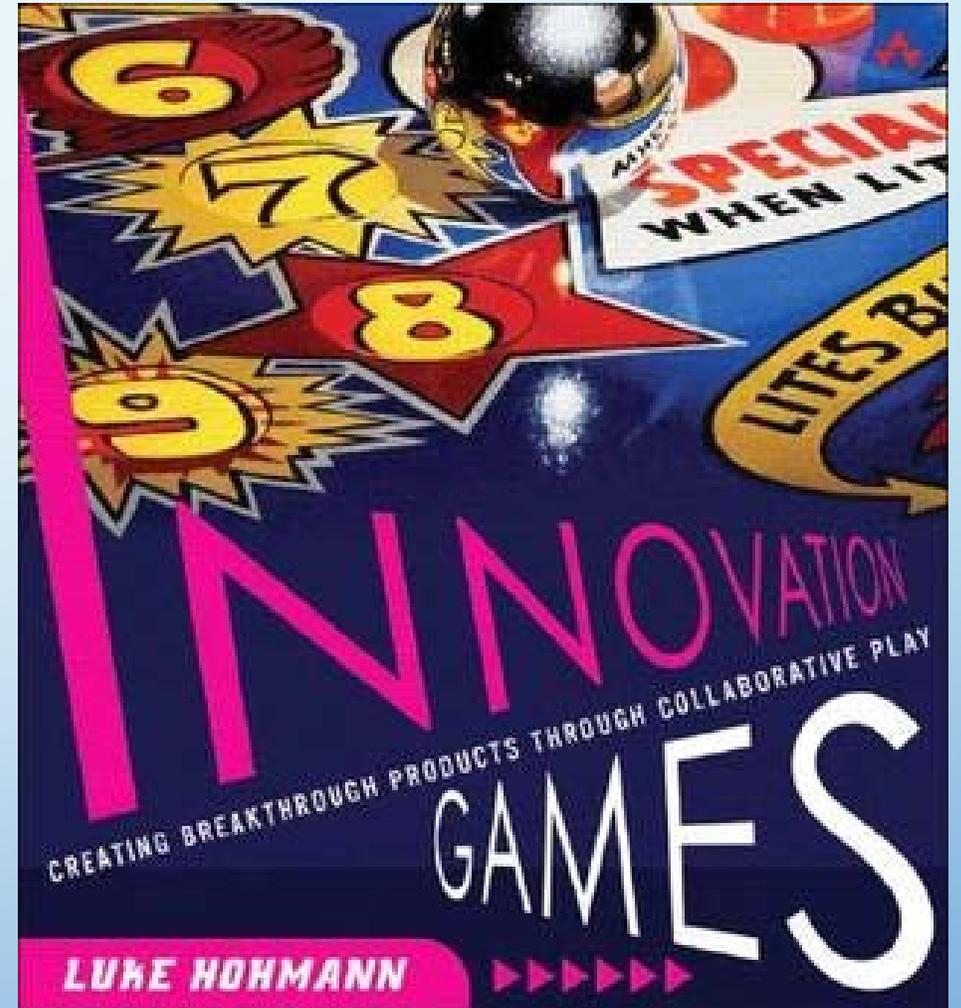
Innovation Games:

<http://www.innovationgames.com/>

Look for Luke Holmann's conference
on Innovation Games

Tasty Cupcakes Website:

<http://tastycupcakes.org/>





● Sarah Haase: <http://blog.splibrarian.com/2015/11/30/innovation-games/>

● Ant Clay: <http://www.soulsailorconsulting.com/>

● Michelle Caldwell: <http://shellecaldwell.com/>

● Doug Shimp: <http://blog.3back.com/>

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