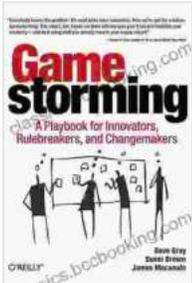


Gamestorming Playbook: The Ultimate Guide to Innovation, Rule-Breaking, and Change-Making



Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers by Dave Gray

★ ★ ★ ★ ☆ 4.5 out of 5

Language	: English
File size	: 23286 KB
Text-to-Speech	: Enabled
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 288 pages
Lending	: Enabled
Screen Reader	: Supported



Unlock Your Inner Innovator with the Gamestorming Playbook

Are you ready to unleash your organization's potential for innovation? Gamestorming Playbook is the ultimate guide to using games to drive change, break rules, and create lasting results.

With over 80 games and activities, this book is a must-have for anyone who wants to:

- Develop new ideas
- Break down barriers
- Solve problems

- Build team cohesion
- Foster creativity

Whether you're a corporate executive, a non-profit leader, or a changemaker in any field, Gamestorming Playbook will help you to harness the power of games to achieve your goals.

What is Gamestorming?

Gamestorming is a process that uses games to bring people together to solve problems, generate ideas, and build relationships. Games can be used to create a safe and fun environment where people can feel comfortable sharing their ideas and taking risks.

Gamestorming is not just about playing games. It's about using games to achieve real-world results.

The Gamestorming Playbook

Gamestorming Playbook is the definitive guide to using games for innovation, rule-breaking, and change-making. This book contains over 80 games and activities that have been tested and proven to work in a variety of settings.

The games in this book are organized into four categories:

- **Imagination Games:** These games help to generate new ideas and break down barriers.
- **Problem-Solving Games:** These games help to solve problems and identify solutions.

- **Team-Building Games:** These games help to build team cohesion and trust.
- **Creativity Games:** These games help to foster creativity and innovation.

Each game in the book includes detailed instructions, tips for facilitation, and examples of how to use the game in different settings.

How to Use Gamestorming Playbook

Gamestorming Playbook can be used in a variety of ways. You can use it to:

- Facilitate workshops and training sessions
- Lead team-building activities
- Generate new ideas
- Solve problems
- Build relationships

No matter how you use it, Gamestorming Playbook will help you to unlock your organization's potential for innovation and change.

Free Download Your Copy Today

Gamestorming Playbook is available now in paperback, ebook, and audiobook. Free Download your copy today and start transforming your organization tomorrow.

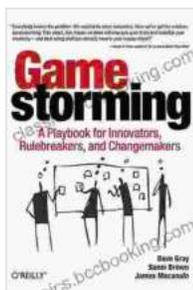
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About the Authors

Dave Gray and Sunni Brown are the co-founders of Gamestorming, a leading innovation training and consulting firm. They have worked with organizations around the world to help them to use games to drive innovation, break rules, and create lasting change.

Dave is the author of the best-selling book "The Connected Company."
Sunni is a social innovation strategist and the author of the book "The Changemaker's Playbook."

Together, Dave and Sunni have created a powerful resource for anyone who wants to use games to create a better world.



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