

TACIT Methods – Teaching Material

Method title: Innovation Games

Workshop size: 25-30 participants

Trainer(s): Wafa Said Mosleh and Henry Larsen

Content

This module introduces learners to how games can be involved as facilitators of meaningful discussions in activities aimed at triggering innovation. We work with games as a way of enabling collaboration across multiple disciplines to nurture the emergence of new ideas and challenge learners to think creatively through experiential learning within a short time frame. The module is mainly constructed by a game designed to pose participants with a challenge and involve them in exploring and continuously developing their ideas, addressing this challenge. The innovation game is called Collaborative Conundrums and is a board game that engages participants in a collaborative exploration of new ideas. By rolling the dice and progressing around a circular board, players solve various tasks individually and collaboratively, to eventually build an elaborate tower of toy bricks to show their progression. Team players work cooperatively to sharpen collaboration, communication, stimulate innovative idea generation, as well as tactical and team-building skills. The responses from others indicate the successfulness of the ideas, as these are reflected through the inputs/comments/questions posed by the opposing teams, as well as through the size and shape of the toy bricks they provide each other with. In this manner, the game fosters both competition and collaboration to challenge players to make decisions and allow the game to develop in the gestures and responses between them.

Educational Objectives

After successfully completing this module, the participant will have acquired the following learning outcomes:

Knowledge/Understanding:

Participants

- will understand the complexities of multidisciplinary innovation activities.
- will understand how different perspectives can influence the innovation process in diverse directions.

Abilities/Skills:

Participants

- will develop new ideas that address particular societal or organisational challenges.
- will creatively reflect upon and challenge their own and others' ideas.

Competencies:

Participants

- will develop new ideas that address particular societal or organisational challenges.
- will challenge themselves to collaborate across disciplinary boundaries.

Method Implementation

1. Short lecture about innovation games
2. Introduction to Collaborative Conundrums
3. Reserve brainstorming
4. Playing the game in teams
5. Pitching in front of jury
6. Reflection and discussion on how to proceed with the ideas

Materials used to deliver the method

Type	Title	Availability
Case studies	Description of a challenge (depends on the context)	Presented at Workshop
Game	Collaborative Conundrums	Physical Prototype (including building blocks, hour glass etc.)
Instructions	Game Instructions	

Materials required to deliver the workshop

Type	Amount	Purpose/location
Post-its	12 blocks in small sizes	Distributed at the tables, 4 per group
Pens	12 pens	Distributed at the tables, 4 per group
A4 sheets of paper	Enough for each participants to have a few sheets	Distributed at the tables

Preliminary reading required to understand the method (to be sent before the workshop)

- 1) Mosleh, W. S. and Leue-Bensch, C. (2017). *How Games can address Organisational Innovation Challenges. In Proceedings of the ISPIM Innovation Conference 2017, Vienna, Austria.*
- 2) Sproedt, H and Heape, C. (2014). *Cultivating Imagination Across Boundaries: Innovation Practice as Learning through Participatory Inquiry. In Proceedings of the 15th International CINet Conference: Operating Innovation – Innovation Operations. Continuous Innovation Network (CINet).*

Additional reading recommended after the workshop

- 1) *Sproedt, H. (2012). Play. Learn. Innovate. Grasping the Social Dynamics of Participatory Innovation. Ph.D. Dissertation, University of Southern Denmark, Sønderborg., Publisher: BoD, ISBN: 9783848224319*
- 2) *Brandt, Eva (Ed.) (2006): Designing Exploratory Design Games: A Framework for Participation in Participatory Design? Proceedings of the ninth Participatory Design Conference.*
- 3) *Buur, Jacob; Iversen, Ole Sejer. (2002): Design is a game: Developing design competence in a game setting. In Proceedings of the Participatory Design Conference 2002.*



Images: Collaborative Conundrums Game. Workshop at Lufthansa Systems, March 2017