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Gamestorming is a playbook for people who want to design the future, to change the world, to make, break and innovate. It's a rough-and-ready toolkit for inventors, explorers and change agents who want to use design thinking to navigate successfully in complex and uncertain knowledge and information spaces, to engage others, and to start, grow and sustain movements for change.

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Gamestorming by Dave Gray, Sunni Brown & James Macanuo

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Gamestorming [Book]

Gamestorming is a set of practices for facilitating innovation in the business world. A facilitator leads a group towards some goal by way of a game, a structured activity that provides scope for thinking freely, even playfully. The word gamestorming itself, as a neologism, is a portmanteau suggestive of using games for brainstorming.

Gamestorming - Wikipedia

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