

Innovation Games

Engaging people in playing games can be an effective way of enabling co-innovation and collaboration. Games provide purpose, are goal-oriented and can facilitate collaboration. Innovation games can be used through a variety of settings from simple workshop experiences through to extended structured games.

1. Method

- Play and playfulness are increasingly recognized as enabling states of mind for creativity and innovation in a short space of time by experiential learning.
- Playfulness enables learning from, with and about each other across cultural, functional and organizational boundaries under conditions of novelty and uncertainty.
- Innovation Games can make participants comprehend co-creation and allow for embracing emerging dynamics among the involved.

2. Requirements

- Picking or developing simple games that are suitable for the relevant group.
- Basic understanding of co-creation principles.

3. Potential solution/outcome

- Through doing, making and relating to the games the participants iteratively learn to grasp meaning across boundaries and to create practical, usable knowledge.
- Gives room for imagination and creativity, and creates a shared experience of social dynamics.
- Could provide participants with a more holistic understanding of complex social challenges of interaction when they jointly need to deal with innovation/new ideas.

4. When should you use it?

- For initiating innovation that involves people with different agendas/perspectives.
- For challenging repetitive patterns/procedures of practice.
- For team building when you need the experience to be graspable.
- For providing a group of people with a direction of their mutual collaboration.

5. Main Sources

- Hohmann (2006) Innovation games: creating breakthrough products through collaborative play
- Miller et al (2008) Innovation games – a new approach to the competitive challenge
- Pieroni et al (2000) Classroom innovation: games to make chemistry more interesting and fun