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Gamestorming by Dave Gray, Sunni Brown & James Macanufo

The Gamestorming book is used in classes on interactive design and user experience, and social media marketing and referenced in innovation, product development, visual note taking and self-realization. Origins of games. The gamestorming culture originated in the 1970s in Silicon Valley.

Gamestorming - Wikipedia

2. 10 Essentials for Gamestorming. 1. Opening and Closing; 2. Fire Starting; 3. Artifacts; 4. Node Generation; 5. Meaningful Space; 6. Sketching and Model Making; 7. Randomness, Reversal, and Reframing; 8. Improvisation; 9. Selection; 10. Try Something New; 3. Core Gamestorming Skills. Asking Questions. Opening Questions; Navigating Questions; Examining Questions; Experimental Questions

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