









* At extra cost it is possible to increase the number of participants.

** At extra cost it is possible to conduct the game in German.

See for yourself how creative your team can be!

As a result of an unexpected alien intervention, a very valuable facility gets lost. STOP. A competition for a new facility has been announced. STOP. You and your team undertake the challenge. STOP. The best team will win a valuable prize. STOP. And everlasting fame. STOP.

The game for:

- people creating and implementing innovations
- problem solving teams
- all those who want to practise their creativity

Challenge:

You face an urgent task consisting in developing a project of a unique and touristically attractive facility. This difficult challenge requires teamwork, unusual solutions and meeting clearly defined requirements.

Foundation:

- theory of creativity and innovativeness
- different creative problem solving techniques, among others, superpositions, morphological analysis, brainstorming
- team problem solving methods;
- harmful effects of idea-killers

Logistics:

The game takes place in a training room. We use a projector, a screen, tables and chairs.

Advantages:

- presenting the stages of creating innovative projects from the first brainstorming to projects ready to be implemented
- learning how to use creative problem solving techniques in practice
- very positive teamwork experience you can see what fun it is to create project together with a team

Extensions / Variants:

- a training part to present the techniques used in the game and the rules for how to use them effectively
- a moderation workshop during which the participants use similar creative techniques to solve a real problem, important to their organisation

The game through the eyes of the participants

"Excellent fun. A lot of joy + a great deal of proven creative thinking techniques."

"I didn't know that creative thinking can help you solve quite tough problems".

Creativity is contagious. Pass it on.

Albert Einstein



