



CLOSE ENCOUNTERS


 3-4 h


 9-30 people


 indoor + outdoor


 PL / ENG

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

