

Game for Solutions: a 'people sized' board game to get ideas and get unstuck. Together

Treat collaboration like a game every now and then to come up with ideas that you'd never have thought of on your own.

It's the perfect approach if you:

- Feel stuck
- Have challenges that have been on your plate for a while
- Are tired of trying to figure things out for yourself
- Have run out of ideas
- Keep running into the same problems

How it helps

Game for Solutions¹ draws on your collective experience to come up with strategies to problems. Together.

It's energising and empowering. It builds trust and collaboration. And it's engaging and practical.

In teams, you explore some typical, and not-so-typical, challenges for your project, organisation, profession or sector. Teams come up with three solutions to every problem.

You practise vital collaborative skills such as sharing power, prioritising, decision-making, listening, speaking up, engaging quieter people, being heard, strategic questioning, re-framing, communicating and synthesising.

How it works

Up to 5 teams of 4 to 6 participants can play. The game is won when one team overcomes enough challenges to win. Each team is given a new challenge every turn. Teams pitch their solutions to judges. If their solution is accepted, they advance around the board. Teams can be sent back to try again. Read more about it [here](#).



Here's the game in action!

What you need to play

- A set of 20 or more problems provided to me a week before the game.
- Up to 25 people to play the game.
- A large area of floor space and masking tape to create the board game.
- Wall space to display the problems and solutions for everyone to see and learn.
- Two coaches to help me 'judge' answers from teams

What people say

"...having to work together seemed to build trust."

"The real-world content gave the game meaning."

"We were so focused, a well-oiled machine."

"We came up with stuff I would have never have thought of on my own."

"I can't wait to try this with my own team!"

Investment

\$8,000 (ex-GST) for up to 25 people. This includes a discovery meeting with you to scope the problems, a template for the problems and a two hour session for the game - set up, 1 hour for the game and a de-brief to share insights.

If you'd like to bring some fun to solving serious problems, contact Jacinta:

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1. Adapted from the original created by [Karen Ridd at Training for Change](#).