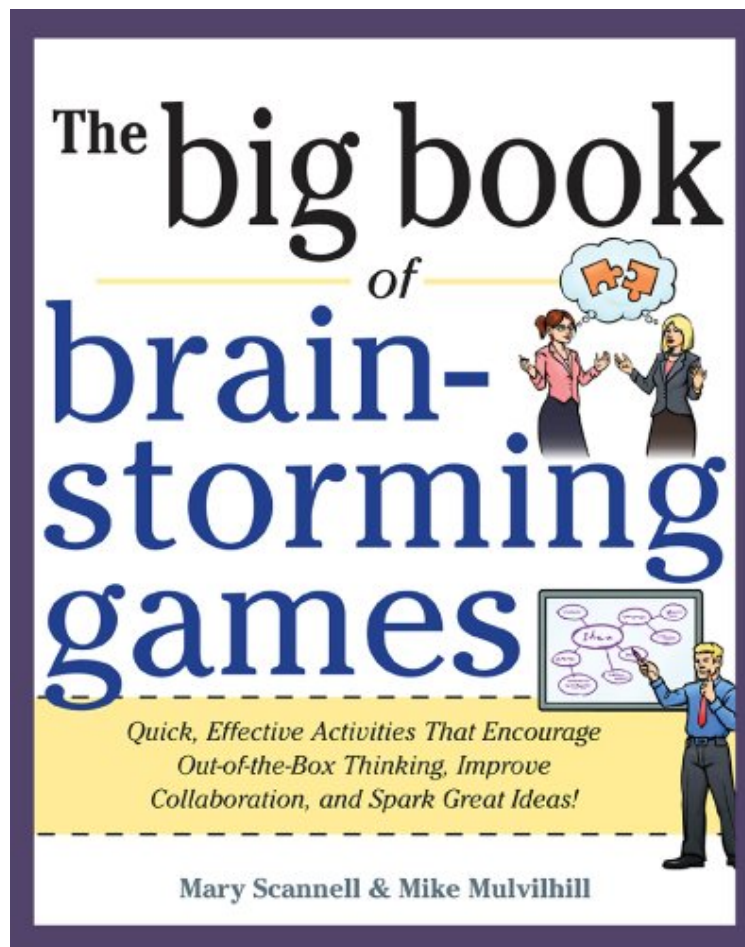


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Big Book of Brainstorming Games: Quick, Effective Activities that Encourage Out-of-the-Box Thinking, Improve Collaboration, and Spark Great Ideas!

Mary Scannell, Mike Mulvilhill
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Mary Scannell, Mike Mulvilhill : **Big Book of Brainstorming Games: Quick, Effective Activities that Encourage Out-of-the-Box Thinking, Improve Collaboration, and Spark Great Ideas!** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Big Book of Brainstorming Games: Quick, Effective Activities that Encourage Out-of-the-Box Thinking, Improve Collaboration, and Spark Great Ideas!:

1 of 1 people found the following review helpful. Training book of games By J Singh I have several of the books in this series and while the books are very good the solution for some games are not included and more details on the task as at times it was not clear how to execute. But the games I selected to use were very well received by the participants. A lot of the games do not need a lot of props which is good. 0 of 0 people found the following review helpful. Great ideas! By A. McQueen We do a lot of team-building in our company. These games represent a fresh, effective way at

making meetings more productive! 4 of 4 people found the following review helpful. Brainstorming Games and Creativity Enhancers By Shirley Fine Lee I have facilitated lots of meetings and helped many teams with their brainstorming using the traditional methods and a few creative alternatives, so I know what it takes to lead idea generation. Scannell and Mulvihill's book offers 67 activities that enhance the creative idea generation process using pre-meeting tools, icebreakers, creative and lateral thinking techniques, collaboration exercises, problem solving activities, as well as listening and feedback skill-building. In addition to describing Osborn's 4 principles of brainstorming that most teaming experts know, the SCAMPER (Substitute, Combine, Adapt, Modify, Purpose, Eliminate, and Reverse) method developed by Eberle is explained along with sample activities to support both of these. Anyone who facilitates meetings that include brainstorming should get this book and review the 7 pages on "how to run your brainstorming session" before planning meetings. The book recommends impartial facilitators lead sessions instead of team members or supervisors. Whether the session is facilitated by a professional or someone else outside the group doing the brainstorming, checking this book for ideas to use before and during the meeting should improve outcomes of the sessions. Both trainers and facilitators will benefit from looking at the many activities to see what may fit into a discussion group during problem solving training or for enhancing team-building sessions.

Spark the next great business idea by igniting your team's passion and creativity Innovating breakthrough products, services, solutions, and marketing ideas are some of the most important challenges you face as a manager. Don't wrack your brain trying to catch that "eureka" moment alone; unleash your team's creative power with *The Big Book of Brainstorming Games*. This book is packed with physical and verbal exercises to help you organize and run a brainstorming session that engages all personality types. Get those creative juices flowing with expert guidance and dozens of enjoyable group activities to help you: Frame challenges to give team members structure and context Master the proven "Four Rules of Brainstorming" for amazing results Create an environment of trust that encourages and inspires valuable contributions from people from all backgrounds and at all levels The best ideas can come from anywhere! *The Big Book of Brainstorming Games* gives you the tools and knowledge to build a solid, structured foundation for free-form interaction and fearless conceptualizing. Now you can get everyone in on the game and make great things happen!

About the Author MARY SCANNELL has worked as a consultant, speaker, writer, and trainer for the past 20 years. She is coauthor of several books, including *The Big Book of Low-Cost Training Games* and *The Big Book of Team-Motivating Games*. MIKE MULVIHILL is the founder and president of PossibiliTEAMS Corporate Team Building Training. Mike has worked as a corporate facilitator and trainer for nearly 20 years and is the coauthor of *The Big Book of Virtual Team-Building Games*.