What is Gamestorming?
Why Gamestorming?

**Speedboat**
What are the features you don’t like about the library website?

**Design the Box**
Create a box to sell the library website.
Challenge Cards

Object of Play

To identify and think through challenges, problems and potential pitfalls in a product, service or strategy, for example, virtual reference
Challenge Group

What are the problems or challenges you and your patrons have with virtual reference?

Solution Group

What features or strengths do you and your patrons find with virtual reference?
Rules for the Game

1. Divide into two groups: challenge group and solutions group. Each group has 10 minutes to brainstorm at least 10 challenges or solutions.

2. The challenge group picks one challenge and puts it on the whiteboard.

3. If the solutions group has a post-it note to address the challenge, they get a point. If they don’t, the challenge team gets a point and the teams work together to design a post-it note to address the challenge.

4. Play continues for 20 minutes.
CHALLENGE

“I'm so sorry! I had food cooking! The class is for Medical Terminology, and I have never seen a Dissection Paper in my life! I need to take twenty words and dissect them from a Medical Journal using APA guidelines.”
students often multi-task and have trouble following along with the chat

chat is flexible, you can start a chat and come back later from the comfort of your home, office, etc...
Each group has 10 minutes to brainstorm at least 10 challenges or solutions.

**Challenge Group**

What are the problems or challenges you and your patrons have with virtual reference?

**Solution Group**

What features or strengths do you and your patrons find with virtual reference?
Discussion

What did you learn from this activity?
Could you see using this activity with your staff? If so, how?
What techniques do you use for virtual reference training?
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