

ENTER THE WORLD OF INSIGHTS.

DISCLAIMER: SIDE-EFFECTS MAY INCLUDE AWESOME IDEAS
FOR PERSONAL GROWTH AND BUSINESS INNOVATION.

WWW.WORLDOFINSIGHTS.CO

Find more games and resources on our website. If
you would like to gamify your training or event,
please get in touch.

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World
of Insights

RULESHEET

THE WORLD OF INSIGHTS IS A SERIOUS GAME TO CREATE ENGAGEMENT AND
LEARNING DURING WORKSHOPS, EVENTS AND MEETINGS.

World of Insights combines creative play and serious dialogue around **business issues, learning and innovation**. It enables players to create insights through co-creation and reflection.

The solution is a perfect tool for a facilitator, trainer, speaker, lecturer or manager for:

- > breaking ice and triggering thinking through dialogue
- > crystallizing thoughts and taking learning into action
- > developing new insights around learning, leadership and innovation

You may have an existing agenda or content you want to spice up, or you could start designing a new workshop or training around the game.

ENTER THE WORLD OF INSIGHTS!

www.worldofinsights.co

RULES OF THE GAME

This is a short guideline for the game organizer or facilitator. Welcome to the World of Insights!

GENERAL ADVICE

The World of Insights board game is designed to spark insights in a gamified setting. The game can be played with any of the World of Insights card decks.

What is in the box?

1 x Game Board
20 x Insight Cards on Personal Development
20 x Insight Cards on Innovation
20 x Insight Cards on Leadership
18 x Question Generator Cards
1 x Dice
1 x Rulesheet

Players: 3-6 players per board.

Duration: Regularly 45-60min

Where can I play and what do I need?

A room with tables is ideal. If you are working with a group bigger than 6 people, you will need additional boards and cards.

You will need pens and paper (or personal notebooks etc) for collecting insights. Feel free to print out some Insight Sheets using a template from our website.

SET UP AND GAME PLAY

At the beginning of play, each player picks up a pawn and places it in the start space. Place the Insight Cards and Question Generator cards face down on the side of the board.

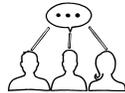
Players take turns to roll the dice and move their piece forward by the sum on the dice. The game ends when the first player has reached the finish line.

Insight Cards and Spaces

If a pawn lands on an Insight Space, the player will draw an Insight card according to the colour indicated by the space (Personal Development – Green, Innovation – Orange, Leadership – Red) and read the question on the card. The insight space will indicate how the player is supposed to answer the question:



Answer the question with the best insights you got.



Answer together in dialogue.



Answer the question by drawing your answer on a piece of paper. The others try to interpret the drawing. (The question is not secret.)



Pick a card and generate your own question using the guideline on the card.

TIPS FOR GAME FACILITATORS

BEFORE THE GAME

Timing and event flow

You can play the game at any point of your meeting, training or event. It can often be a good way to kick off and get the creative juices going or to create interaction after a lecture or lunch break.

Orientation of the game

To introduce the game, you can lay out the game materials on the table and explain why you would like to invite people to play. On our website, you can find some more resources about the game philosophy.

AFTER THE GAME

As a wrap-up, you may want to ask everyone a question, such as:

- What was your key insight?
- What was your favourite question?
- How did your group play as a team?

VARIATIONS AND TROUBLESHOOTING

I have only 20 minutes available, can I still play?
We would recommend having a minimum of 30 minutes on the agenda. Otherwise, inform players in advance that you will play with a timer and the game ends when the timer rings and the one who is furthest will win the game.

The game went too quickly, what do I do?
Play again. You can also plan for two rounds from the start so instead of stopping at the finish line in round one, players pass the start again.

I have 20 participants and only one board game set, is it possible to play?

We recommend to have 3 or 4 games sets and organise groups of 5-6 players. If you don't have multiple game sets available, there are instructions on using only the cards on our website.

I have three groups and I am afraid some may finish the game at different times than others.

How should I manage the time?

Ask the players who are finished to record their insights and discuss their insights in their own group.

I need more game materials

You can download the files for printing insights sheets on our website resources. You can also order more card decks separately. Pawns and dice are fairly standard and you should find some in any well-equipped gaming store near you.