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Changemakers by Dave Gray. There is however, a large section detailing actual games, and it could be that I will find something that could spark me. While many of the games described date back to the 60's and 70's, there are some more recently designed games.

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Gamestorming skills include asking questions (opening, navigating, examining, experimenting, closing), structuring large diagrams, sketching ideas, fusing words and pictures into visual language, and most importantly, improvising to choose and lead a

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suitable game or invent a new one.

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Nottingham. We decided one thing we wanted to do to show the people there we do things differently was to instigate the 'Low Tech Social Network' straight out of the Gamestorming playbook (page 105).

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