



SCPS

GAME SPECIFICS:

Tool type: Gamified collaborative board activity

Our inspiration: [Link](#)

Format: offline

Time needed: 4 hours

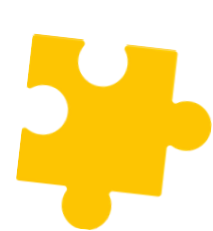
SET-UP

Instructions, circle template, cards, challenge panel, solutions panel, social canvas, X factor sheet, consumable materials

Number of participants: X people

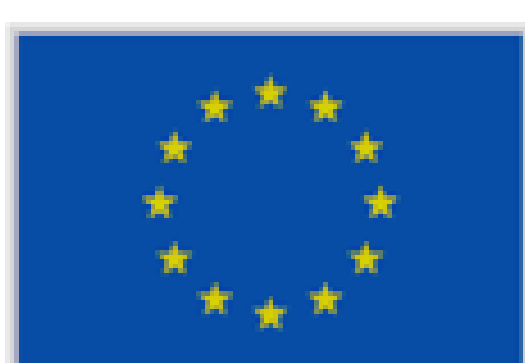
Focus (SLD topic)

A participatory methodology for designing creative, innovative, and effective proposals that generate a positive social impact. It is based on the Design Thinking strategy.



GAME OVERVIEW

- To delve deeper into social analysis and respond to current problems in a dynamic way.
- To seek new solutions that utilize innovative work tools.
- To highlight strategies such as Design Thinking and Problem Solving.
- To inspire creativity, individual initiative, and collaborative work.



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INSTRUCTIONS / STEPS



STEP 1: A challenge is launched that will be analyzed from various perspectives, analyzing them.

STEP 2: We clearly define the social challenge we want to address and identify three key characteristics. We divide the participants into three groups, each of which will work on one of the characteristics.

STEP 3: Each group will rotate to work on the three key concepts. Each group will create a proposed solution or improvement to the challenge at hand.

STEP 4: The different proposals will be presented. Each person will write their best idea on a green sticky note, their good idea (but improvable) on a yellow sticky note, and their crazy ideas on an orange sticky note.

STEP 5: Analyzing the ideas, solutions are prototyped, tested, and presented.

