Workplace Innovation

What if your office operated without any physical desks – how would work change?

Workplace Innovation

What if every meeting had to result in at least one new actionable idea before ending?

Workplace Innovation

What if your office was underwater, and you could only communicate by sending messages via trained octopuses?

Workplace Innovation

What if all meetings were held in zero gravity – how would you present your ideas while floating?

Workplace Innovation

What if your job title was randomly reassigned every Monday by spinning a giant wheel in the lobby?

Workplace Innovation

What if every employee had a personal teleportation device for instant travel to any work location within the building?

Team Dynamics

What if every team meeting began with each member sharing something they learned recently outside of work?

Team Dynamics

What if team members could trade roles for a week to better understand each other's responsibilities?

Team Dynamics

What if team members had to switch personalities for a day, and you had to work as if you were someone else?

Team Dynamics

What if you could only collaborate on projects by speaking in rhyme – how would team meetings go?

Team Dynamics

What if all team-building exercises were conducted in a virtual reality where everyone appeared as mythical creatures?

Team Dynamics

What if team feedback could only be given through pencil drawings – how would you express your thoughts on a colleague's work?

Personal Growth

What if you could gain one new personal skill by the end of each workweek? What would you choose and how would you use it to benefit your team?

Personal Growth

What if you woke up one morning with the ability to speak every language fluently, including those of animals – how would this change your daily life?

Personal Growth

What if you could shrink to the size of a grain of sand for an hour each day – what would you explore?

Personal Growth

What if you had a button that could instantly switch your mood to the opposite of what you're feeling – when would you use it?

Personal Growth	**What if gravity reversed for you for one hour every day – how would you adapt your lifestyle?**
Personal Growth	**What if your dreams were broadcast live on a public channel – how would you manage your dream content?**

Fun Challenges

What if your office could only be navigated using clues like in an escape room?

Fun Challenges

What if for one day all your movements caused you to leave a trail of bubbles – how would you navigate through the office?

Fun Challenges

What if you could only eat your food if you could first convince it to be eaten by giving it compliments?

Fun Challenges

What if every time you laughed, you physically switched places with someone else in the room – how would meetings change?

Fun Challenges

What if all written communication had to be done in invisible ink that only becomes visible under moonlight – how would you manage email?"

Fun Challenges

What if every object you touched turned into a different texture each time – like rubber, then feathers, then sandpaper – what would this do to your work environment?

Curiosity Catalyst Game

Objective: Players form teams and draw from a deck of "What If?" cards, each presenting a scenario that challenges conventional thinking. Teams must collaborate to answer or act out these scenarios, using creativity, curiosity, and teamwork.

Instructions:

Detailed Gameplay Description for Curiosity Catalyst

Setup:
Players divide into teams of 3–6. Shuffle the deck, ensuring a mix of categories.

Draw:

Each team draws one "What If...?" card from the shuffled deck.

Discuss:

Teams have a set time (e.g., 5–10 minutes) to discuss the question, brainstorm ideas, and develop a response or plan. This phase is about exploring the question deeply, considering various perspectives, and applying any specific organizational challenges to the scenario.

Present:
1. **Teams share their responses, ideas, or solutions with the entire group. This sharing is not about competition but about learning from each other's approaches, insights, and creativity.**

Collaborative Synthesis:

Instead of voting, the game concludes with a collaborative session where all teams work together to synthesize the best ideas from everyone's presentations. This synthesis should:

- **Connect the dots between different ideas, finding common themes or innovative mashups.**
- **Synthesize into a collective action, design, process, or set of actions that the company or organization could adopt or explore further.**
- **Reflect on how these ideas align with the Curiosity-Based Thinking methodology, particularly through the lens of the 8 Guiding Questions like:**
- **"What if curiosity is the beginning of all great innovation?" or "What if there is always a better way?"**

Play as many rounds as time allows and conclude the game encouraging the group to discuss how they can implement these insights into their work, fostering a culture of continuous curiosity and improvement.