



The Board Game about Innovation Culture

Innovation Best Practices do Exist

There is no bullet-proof recipe for how to sustain innovation capabilities in an organisation. Your innovation strategy depends on your business environment, your specific challenges, and how mature your organisation is. Nevertheless, there are some things that are better to do than others, when it comes to innovation. Best practices do exist, and they have been described in the European Innovation Management Standard, which is essentially a standard that describes the current body of knowledge that exists about innovation management. We have captured this knowledge in the **InnoCulture** board game.

Finding Common Innovation Ground

In **InnoCulture** you play in a fictitious organisation, which go through different development phases. In each phase, you need to decide how to invest your resources in e.g. portfolio management, innovation systems, strategy deployment etc. Playing the game gives you a common understanding of the various levers you can pull to enhance innovation – not only in the game setting, but also in your own organisation.

Tangible Innovation Competences

- You get a common picture of the challenges and possibilities in your own organisation.
- You identify concrete initiatives which will strengthen the innovation culture of your organisation.
- You get exposed to a wide range of tools that will strengthen your innovation capability.
- You get a common experiential learning experience that is challenging, intensive, competitive and fun.

How to Use InnoCulture

This game may be used for competence development in project teams, as a workshop element at Innovation events, or as a process and learning tool for everybody involved in innovation. Typically, you would play it in groups of, say, 30 people, divided up into 5 or 6 teams that compete against each other.

Further Information on InnoCulture:

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