Gamestorming Best Bets

For PaLA Conference 2018
Unpeeling the Onion: Using Participatory Design Processes to Discover First-Generation Students Experiences Using the Library

Here are a few Gamestorming activities that can be sequenced to move through the three phases.

E.g., Unpeeling the Onion → Consequence Triangles → Brainstorming → Clockwise → New, Needed, Feasible

Explorative:

- **The Great Pie** – To visualize elements of a situation/problem & their importance as a whole
- **The Time Machine** – To identify the journey that led to a particular situation or problem
- **Build Your Vehicle** – To reflect on the elements that build a situation, a company, or an idea
- **Unpeeling the Onion** – To explore the boundaries of a situation, an idea or a problem
- **Consequence Triangles** – Before thinking of new ideas, it’s important to reflect on the causes and consequences of the insights you may have gathered or what you know about a situation

Generative:

- **Brainstorming** – To generate as many ideas as possible without too many constraints and in an effective way
- **Clockwise** – To find relationships between two ideas in order to come up with new ones
- **Jumping Obstacles** – To for you to think in a reversed and somewhat pessimistic way to encourage new idea generation

Evaluative:

- **Checklist** – To select ideas based on the availability of the necessary resources
- **New, Needed, Feasible** – To evaluate ideas according to their level of innovation, their desirability, and feasibility
- **S.W.O.T.** – To analyze the strengths, weaknesses, opportunities, and threats of ideas

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**Penn State University Libraries Speaker Information** Questions? Get in touch!

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