An Overview of TeamStorming

The Question
- Define the Question
- Be concise
- Broad Questions give broad & abstract answers

X Factors
- Identify Factors that relate to the chosen Question

To Affinity and Beyond
- Group Factors into Affinities
- Identify relationships between Affinities
- Identify key Affinities

Empathy, Empathy
- Identify key Roles (the Factors identified as stakeholders)
- Define their expectations as Empathy Maps

Morning Glory
- Take an Empathy Map (& an Affinity) and ask ‘what’s the happy-day story?’
- Capture as a Story Board

Animal Magic
- Beavers identify enabling Actions (Solution Actions)
- Monkeys identify corrupting Actions (Monkey Wrenches)

Showdown
- Replay Story Board with Solution Actions & Monkey Wrenches
- Identify Solution & Outstanding Actions needed for success

The Big Picture
- Define the overall Landscape
- Pay attention to required Actions (Solution Actions & Outstanding Actions)

KEY
- Played individually
- Played as a group
- Played as a team

Players
- Same rules in both in TeamStorming & TeamStorming Lite
- Played with some differences in TeamStorming Lite
- NOT played in TeamStorming Lite

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