

Sources of Game Inspiration

Books

- Neck, Heidi M., Patricia G. Greene, and Candida G. Brush, eds. *Teaching entrepreneurship: A practice-based approach*. Edward Elgar Publishing, 2014.
- Stolovich, H.D., Keeps, E.J. *Telling Ain't Training*. ASTD Press, 2002.
- Sterns, C. *425 seriously fun ways to enhance learning and make it stick!* Helix Publishing, 2009.
- Pike, B. *101 Games for Trainers: A Collection of the Best Activities from Creative Training Techniques Newsletter*. HRD Press Inc, 1995.

Other Sources

- Interaction Institute for Social Change: They offer a great training all around the country called The Masterful Trainer. The content they taught was excellent, but more so than that were the great “games” shared by other trainers that attended the event.
- Roger Van Oech has written a whole slew of great books designed to help you become more creative. While Roger does reference some games, I think the real strengths of his books are in helping you to become more creative and see the creative possibilities and sources of inspiration inside yourself and out in the world.
- Elementary school teachers seem to have this game-playing thing down. Mine your kids for examples of great games they play with their teachers, or make friends with an elementary education teacher.
- Existing board games. I think that starting from some of the games that are already out on the market and then modifying them to meet your needs is a great starting point for activities in the classroom.