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Gamestorming by Dave Gray, Sunni Brown & James Macanufa
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Gamestorming - Wikipedia
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Full of practical, proven solutions to common workplace challenges, Gamestorming is a toolkit for inventors, explorers and change agents who want to use design thinking to navigate successfully in complex and uncertain knowledge and information spaces.

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It's a rough-and-ready toolkit for inventors, explorers and change agents who want to use design thinking to navigate successfully in complex and uncertain knowledge and information spaces, to engage others, and to start, grow and sustain movements for change. Gamestorming is full of practical, proven solutions to common workplace challenges.