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Sequel to the NY TIMES Bestseller, The Akhenaten Adventure. John and Phillipa Gaunt, 12 year old twins who recently discovered themselves to be descended from a long line of djinn (which are commonly ...

Long to feel less overwhelmed? Wish for clarity in your decision making? Looking for lucidity in your thinking? Seeking confidence in your communication? The simple solution is at your fingertips. Paper and pen. In this guide, Brandy Agerbeck reveals drawing as your best thinking tool, making visual thinking attainable and enjoyable through a set of twenty-four Idea Shapers. Each concept combines fine art and facilitation to turn abstract ideas into concrete drawing that help you do great things.

Drawn Together through Visual Practice demonstrates the power of images as a primary sensemaking device in an age of unprecedented complexity. Twenty-seven advanced practitioners contribute to this volume, sharing experience-based methods and insights. Professionals in visual practice, alongside cross-disciplinary practitioners in other fields, delve into deep and resonant questions at the core of connection and communication. Leaders in facilitation, conflict mediation, education - and all other areas using visual processes to establish common ground - will find an unparalleled wisdom of experience in these pages.

Get ready for the ultimate crash course in communicating and solving problems through simple pictures. Thirty-two thousand years ago, your many-times-great-grandparents Oog and Aag drew pictures on the wall of a cave. They had an innate need to communicate, but no written language. So they found an easy and natural way to share their thoughts and stories. Today, after so many years when speaking and writing dominated, we're back in another highly visual age. About 90 percent of everything shared online is now visual—selfies, GIFs, smartphone videos, and more. This explosion of communication through pictures isn't a millennial-driven fad; it's as natural as those lines first drawn by Oog and Aag. Just turbo-charged by the latest technology. And yet over the past twenty years, as I've taught people from Fortune 500 CEOs to White House staffers how to harness the power of imagery, the biggest objection I've always heard is, "But I can't draw!" Trust me, you can. You don't need to be da Vinci to be an outstanding visual thinker and communicator. The most effective drawings are the simplest, and you can get good at those in three minutes. In this little book, I'll teach you how to use seven basic shapes to explain just about anything to just about anyone. If you've read my previous books, you'll see one or two familiar tools here, along with a bunch of new tools you can start using right away. If you're new to my approach—welcome! Get ready to work smarter, communicate more clearly, and get better at whatever you do, just by picking up a pen. Get ready to draw to win.

More and more people have to organize or moderate innovation processes, creative workshops and design thinking projects and need help when choosing appropriate tools. At the same time, the number of available methods has virtually exploded in recent years – making it difficult to find the most appropriate method. This book presents 555 of the most important innovation methods and tools, selected and curated by experienced innovation professionals. A step-by-step explanation for each method allows for easy implementation in your own team meeting or workshop. Further information on each method, such as method results, experience insights, required innovation skills and numerous illustrations help the reader to select the right instrument and adapt it to their respective goal. Whether you are a beginner or a professional, the book will help you to select methods quickly and safely. Innovation managers and everyone responsible for projects and products will find invaluable help for their work in this dictionary. It also offers a Design Thinking reference for all methods as well as a free online method search with various search paths.

Based on years of work in the field with scores of companies including Bosch, 3M, Schlumberger, and Saab, this master class delivers a hands-on, practical approach for successfully implementing the Scrum framework in any domain.

Includes video access code for over 2 hours of video.

Scribing - the practice of visually mapping a group's content in real time, as people talk - is increasingly used across sectors and around the globe to bring human ideas and interaction alive through words and images, thus activating the social field in a unique and participatory way.Scribing is an evolving art form whose potential is only just beginning to be fully realized. This book will provide a much needed framework for scribing and, on a larger level, for seeing possibilities of connecting inner and outer lives, art and the social realm.

The basics of being a ScrumMaster are fairly straightforward: At face value all a ScrumMaster needs to do is facilitate the Scrum process and remove impediments. But being a great ScrumMaster, one who truly embodies the principles of servant-leadership and helps nurture a high-performing team, is much harder and more elusive. In this second edition of his groundbreaking book, Geoff shares an updated collection of stories and practical guidance, drawn from twenty years of coaching Scrum teams that will guide you on your path to greatness.In this book you will learn:The skills and characteristics of great ScrumMastersHow to generate, maintain and increase engagement from the teamHow to increase the effectiveness of the Scrum meetings, such as retrospectives and daily scrums.How to foster a more creative and collaborative teamHow to increase the performance of the teamHow to know when you are a successful ScrumMasterScrum Mastery is for practicing ScrumMasters who want to develop themselves into a great servant-leader capable of taking their teams beyond simple process compliance.Mike Cohn, in his foreword for the book, said:"Most books rehash well-trod territory and I don't finish them any wiser. I am positive I will be referring back to this book for many years"Roman Pichler said:"I am thoroughly impressed with how comprehensive and well-written the book is. It will be indispensable for many people"

Managing Humans is a selection of the best essays from Michael Lopp's popular website Rands in Repose(www.randsinrepose.com). Lopp is one of the most sought-after IT managers in Silicon Valley, and draws on his experiences at Apple, Netscape, Symantec, and Borland. This book reveals a variety of different approaches for creating innovative, happy development teams. It covers handling conflict, managing wildly differing personality types, infusing innovation into insane product schedules, and figuring out how to build lasting and useful engineering culture. The essays are biting, hilarious, and always informative.

Do you feel like your thoughts, ideas, and plans are being suffocated by a constant onslaught of information? Do you want to get those great ideas out of your head, onto the whiteboard and into everyone else ' s heads, but find it hard to start? No matter what level of sketching you think you have, Presto Sketching will help you lift your game in visual thinking and visual communication. In this practical workbook, Ben Crothers provides loads of tips, templates, and exercises that help you develop your visual vocabulary and sketching skills to clearly express and communicate your ideas. Learn techniques like product sketching, storyboarding, journey mapping, and conceptual illustration. Dive into how to use a visual metaphor (with a library of 101 visual metaphors), as well as tips for capturing and sharing your sketches digitally, and developing your own style. Designers, product managers, trainers, and entrepreneurs will learn better ways to explore problems, explain concepts, and come up with well-defined ideas - and have fun doing it.

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