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## The Big Book of Creativity Games: Quick, Fun Activities for Jumpstarting Innovation (Paperback)

By Robert Epstein

McGraw-Hill Education - Europe, United States, 2000. Paperback. Condition: New. Language: English . Brand New Book. Behind these creativity-boosting games is more than 20 years of scientific research by one of the world's leading experts on creativity! Did you know that: Group creativity techniques like brainstorming can actually inhibit creativity? Failure spurs creativity better than success does? Creativity is not an exclusively right-brained activity? For work groups and individuals who do creative work, here is a light-hearted book of games that are based on rigorous creativity research, not just hype. Written by Robert Epstein, Editor-in-Chief of Psychology Today magazine and a Harvard-trained psychologist, all the exercises in this collection are based on Dr. Epstein's groundbreaking scientific research on the nature of the creative process. The Big Book of Creativity Games includes dozens of fast, simple games that foster and encourage creativity in the workplace and at home. The creativity games help to: produce dramatically innovative work; convince people that they're creative; get a new project off the ground; perk up a meeting; overcome a creative block; use failure to spur creativity; make people more inventive; and, much more!



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