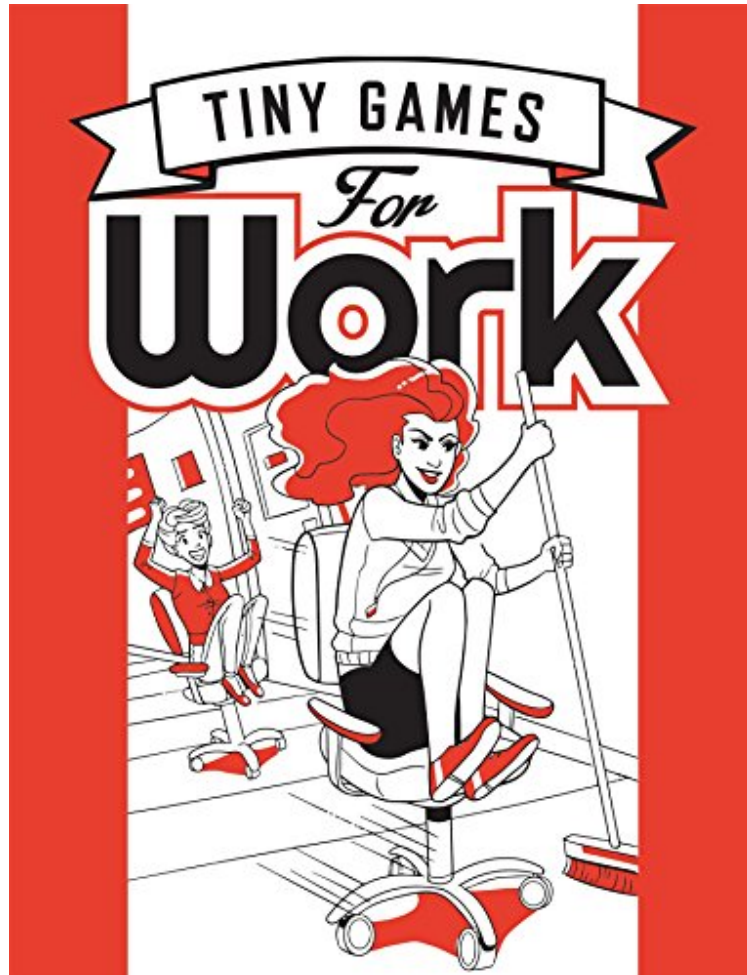


(Get free) Tiny Games for Work (Osprey Games)

Tiny Games for Work (Osprey Games)

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#4424144 in Books Osprey 2015-09-22 2015-09-22Original language:EnglishPDF # 1 5.62 x .23 x 4.051, .14 #File Name: 147281395256 pagesRole-Playing,Books,Strategy Games | File size: 59.Mb

HideSeek : Tiny Games for Work (Osprey Games) before purchasing it in order to gage whether or not it would be worth my time, and all praised Tiny Games for Work (Osprey Games):

0 of 0 people found the following review helpful. Silly and/or challenging games for work. OK, mostly silly.By Paul MastinSometimes you just need a little diversion to break up the work day. The folks at Hide Seek have just the thing for you. Tiny Games for Work is full of ideas for tiny games that you can play at work, many of them while actually working!I like the fact that many of their game suggestions can be played without completely detracting from productivity. I also like that fact that the games are positive, i.e. not destructive or bullying. For example, one game challenges employees to attempt to pour on compliments to customers, with extra points for every use of the word "very." (That's a very, very, very lovely dress you have on!)Many of the games can be played anywhere, not just in the workplace. If you need ideas for car games or party games, you'll find some fun ones here. Challenge yourself to use the "random article" feature on Wikipedia, then incorporate the results into your e-mails all day. Or, challenge yourself

to see how many times you can get your chair to spin. Or, challenge your co-workers to see who can build the tallest tower of Post-It notes. When traffic is slow in your place of business, or the afternoon hours are getting too lazy, brighten up the office with a little distraction. Challenge the mind with some mental gymnastics. Participate in some team building. Just be sure not to attract the boss's ire. Have fun! Thanks to NetGalley and the publisher for the complimentary electronic review copy!

1 of 1 people found the following review helpful. Satirical and Fun By Janet I found this book to be just plain fun. Would I play most of those games in my office? Probably not, but I think the point of the book is entertainment. It would make a fun gift - perhaps Secret Santa or White Elephant at work. I do however, think that some of the games could be modified as ice-breakers for meetings or training classes. If you are looking for something satirical and fun to read, I'd definitely go this route.*

I received my copy through NetGalley.com in exchange for an honest review.

0 of 0 people found the following review helpful. Games you only want to play if you want to get passed over for promotions or fired. By Wayne A McCoy

"Tiny Games for Work" by Hide Seek is a collection of simple games you can play at work. The problem is that you better use some common sense before deciding to play some of them. Games may have a different definition in your mind, so let me explain. The games in this book are more like shenanigans or goofing off. There is a bit of a prank level to it, and maybe even laughing at others' expenses. There are games where you try to pass off customers wearing red to other people playing the game, or being the last one standing in a meeting. There are games where you photocopy other people's things and try not to get caught, or you write a business email and something erotic at the same time. You get the idea. I've been in the workforce long enough to know that you don't need a book of games to encourage people to goof off. I have a problem (and I think some HR managers might as well) with some of the proposed "games." Also, games that play with customers by trying not to provide them service, or games that waste an employer's time may end up giving you lots of free time to play real games. I received a review copy of this ebook from Osprey Games and NetGalley in exchange for an honest review. Thank you for allowing me to review this ebook.

Designed to give the maximum amount of fun for the minimum amount of rule-reading, Tiny Games for Work will let you find the perfect game for whatever situation you're in. All you need is this book, and the stuff that's around you. (Friends optional)

Games for sticky notes and coffee grinds, games for dealing with customers and even games for working from home. Whether you're feeling creative or competitive, silly or energetic, we've got you covered.

Games Include:

Last Man Standing A game of competitive standing-up in meetings for 2 or more players. Do you have any meetings coming up? Countless esoteric etiquette rules govern when to stand and sit down in meetings, but this game follows one simple rule: you sit, you lose. Before your meeting, agree on who'll be playing. When you go in for the meeting, the last player to sit down wins. At the end of the meeting, why not play Last Man Sitting? You can figure out the rules. Next time, why not stand on one leg only?

2002 Berlin Thunder Season A game for any number of bold e-mailers unafraid of creative metaphor. Do you have a computer with Internet access and work e-mails to send? Subject to the whims of Wikipedia's 'Random article' feature, you'll need to slip some unusual words or phrases into work e-mails. Go to Wikipedia and click on 'Random article'. Note and copy the full title of your fascinating factually-accurate [citation needed] article. You must now subtly slip this full title somewhere into the next work e-mail you send. Repeat until satisfied, or until questioned about your references to obscure byelaws and pop songs. If you want to keep score, count how many you can fit into an e-mail...

Don't Draw the Short Straw A game for an uneven number of players. Do you have pens and paper, and an odd number of players? In this game, you'll be drawing straws. On paper. With pens or pencils. Draw the longest or the shortest straw and you're out - the happy medium straw is what it's all about. Give everyone a piece of paper and a pen. Now, everyone - secretly draw a straw. You want your straw to be the medium-sized straw. Has everyone finished? Amazing. **REVEAL YOUR STRAWS!** The people who drew the **LONGEST** and the **SHORTEST** straw are both eliminated. Now, repeat until only one player remains - our winner! All the drawings of straws are yours - a glorious prize!

"It's got to be a good thing to generate different forms of play -- there are Tiny Games that require co-operation, creativity, observation, wit as well as dexterity, speed and determination." ?The Huffington Post

"If you carry an activity bag or box for the kids when you head out toss one or two of them in. You won't regret it." - Geek Dad

About the Author Hide Seek game design studio re-imagined public space as a place to play and spanned multiple platforms: console, smartphone, browser, TV and public places. The studio was founded on the belief that play is essential to our health, minds and relationships, and will play an increasing role in the civic culture of the 21st century. The company won founder director Alex Fleetwood a British Council Performing Arts Entrepreneur of the Year Award, and development director Margaret Robertson was named one of the UK's top games designers by Develop Magazine.