

Let's Play #Disruptus!

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As usual, last week's World Innovation Forum (see tweets at #wifny) presented a smorgasboard of new ideas on innovation. One that struck me in particular was the focus on the concept of **disruption** not so much as an academic idea, as it originally appeared in Clayton Christensen's *The Innovator's Dilemma*, but **as a fundamental concept of innovation that we should all master, and master very quickly, if we want to keep up with the rapid pace of change and, well, disruption in this world.**

I'll focus two different #innochats on this notion of the evolution of disruption. In the first one we will play online the wonderful new game called *Disruptus* that was created by Julien Sharp of Funnybone Toys (@JulienSharp). I'll admit, I was prepared to be skeptical when I met Julien in New York the day before the conference for a demonstration of the game, but when she explained how it works, I fell in love with it. She's onto something, for sure!

The point of *Disruptus* is to teach four "building blocks" of innovation: create, improve, transform, and disrupt. Players take turns applying those concepts as challenges to stimuli (images on cards) they draw at random from a deck. Jill Hart (@jillbrainlogic) goes into a bit more detail in this review of the game, and here's a video introduction to *Disruptus* as well.

To adapt the game for an online setting, we'll spend the first 5 to 7 minutes on greetings and a general discussion of disruption. Then every 12 to 15 minutes for the rest of the hour, I will post a new picture (or pictures) along with a corresponding challenge. We will all be able to post and chat about our particular responses to the challenge. The learning will be in the challenges themselves, which correspond to the four building blocks, and the way in which we meet them both individually and together, building as a team on each other's ideas.

To get you ready to play, I'll post the general challenges associated with the four building blocks here:

- **Create:** Start with two cards. Take any number of elements from the images on each card and use these to create a new object or idea.
- **Improve:** Make it better -- add one or change one or more elements depicted in the image on the card to improve the object or idea.
- **Transform:** Use the object or the idea depicted on the card for a different purpose than it's normally used.
- **Disrupt:** Look at the picture on the card, grasp what the purpose is, and come up with a completely different way to achieve the same purpose.