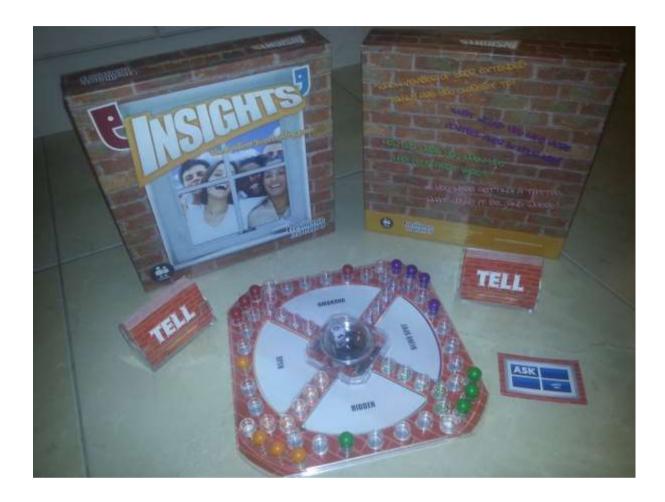# Insights Boardgame

Richard had spent over 15 years working in the Toy and Games industry he saw the opportunity to do something different fun and practical to address the team problems, particularly the issue of "relationships". Richard developed a Board Game called "Insights". The purpose of the game is for the players to learn about themselves and others. Games are played in groups of 4. By the end of the game each person will know 492 things about each other that they didn't know before. The strength of a team lies in the relationships between people.

Richard thought of the name " Insights" after he choose to use the concept of the Johari Window The Johari window looks at our Open, Hidden, Unknown areas and our Blind spots.

The game is very simple. Each player has a team of 4 team pieces. The idea is to get all of your team home. If you pop the dice and get a 1, 2 or 3 you pick the "ASK" card and ask the rest of the group for direct feedback about yourself. If you get a 4, 5,or 6 you get asked 4, 5,or 6 questions from the TELL cards. You are telling the rest of the team things about yourself. The purpose of both cards is to

make your "open" area larger. Each player keeps a note pad with new things they have learned about their colleagues.

The games have been professionally made by Hasbro, a global toy and games company.

Richard chose the image of a window for graphic in the lid of the game to match the the purpose of the "Johari window" model, as it is about looking inside yourself and others.

The clear plastic playing base is also separated into the 4 distinct areas of the Johari model and looks like a window.

The TELL cards where the players tell others about themselves allows the closed area of the window to open horizontally where the ASK card allows the closed area to open vertically.

The graphic shows your team behind the window. The brickwork graphic just came as a natural follow on. The bottom of the box on the right has some of the game questions sprayed on the wall.