

IE 101 | Innovation and Entrepreneurship 101

Author: Ikhtlaq Sidhu

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Game-based Exercises: Evidence

Choose one option, or assign two across consecutive class meetings. Each exercise should connect back to the team's current project evidence.

The Takeaway Game

Why play: Teams practice planning under constraints before investing more execution time.

Set-up: Use 15 coins and two players or two teams.

Play the Game: Play the simple version, then add a rule that increases complexity.

Reflection Questions: What changed when complexity increased? Which parts of the current project can be controlled by planning?

Rejection Therapy

Why play: Teams test whether evidence gaps are being hidden by politeness.

Set-up: Write one direct stakeholder ask tied to the weak assumption.

Play the Game: Make the ask and record the response.

Reflection Questions: What did the response reveal about urgency, value, or trust?