

IE 101 | Innovation and Entrepreneurship 101

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Game-based Exercises: Orient

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

Name Badge

Why play: Students practice communicating identity, intent, and readiness before formal team formation.

Set-up: Give each student a blank name badge or card and markers.

Play the Game: Draw yourself on the badge without using only words. Then form groups of approximately 10 and explain what your design communicates.

Reflection Questions: What did others infer from your design? Which details communicated work ethic, creativity, or desire to participate?

Learn the Names

Why play: Teams experience attention, repetition, and trust as the first layer of collaboration.

Set-up: Groups of about 10 stand or sit in a circle.

Play the Game: Each person says their name. The next person repeats prior names in sequence before adding their own.

Reflection Questions: What helped you remember? How does remembering names connect to sales, interviewing, and team trust?

WEEKLY EVIDENCE CHECK: Before moving on, the team should be able to answer four questions: What is clearer now? What has been proven? What has been built or tested? What evidence changed the plan?