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Game Based Organization Design: New tools for complex organizational systems

Jeroen van Bree

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Jeroen van Bree : Game Based Organization Design: New tools for complex organizational systems before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Based Organization Design: New tools for complex organizational systems:

0 of 0 people found the following review helpful. Great Way of Reconceptualizing Organization DesignBy Paul TI read this book over the weekend. It is easy to read, quite approachable and well articulated. Jeroen has done a great job

of connecting gaming and game theory to organisation design. His book takes you on his journey from systems theory to game design and the notions of play and rules in games and organisations. The book outlines a very robust and interesting way to engage organisations in re-creating, co-creating themselves, using video game building thinking and simulations. I found it a very 21st century way of engaging organisation participants and their stakeholders in a new and different, fun way of re-conceptualizing their organisations and relationships. Creative, well written and very apropos for day's next generation of organisation designers. Given the complexity emerging in organisations and their environments, any methodology that allows you to recreate the complexity in the simplest ways possible, is a gift. The ability to mimic organisations through gaming and game design is very intriguing. I applaud the author for taking it on. It is not easy to turn a dissertation into something the rest of us can enjoy and imagine!

0 of 0 people found the following review helpful. Gaming: a novel approach to organisational structure and policy design By Ward US

The author introduces a novel look at an organisation's structure and policy: as a game with a set of rules. The book starts out with an introduction to organisational complexity and game design (with a focus on video games). The next chapters explore the power of play, the rules that govern games and design approaches. What makes this book worthwhile are the examples where game design was applied to healthcare, banking and charity projects. The book has numerous references to scholarly literature and is easy to read

There is a widening gap between the current organizational reality and the tools and methods available to managers for addressing its challenges. Game Based Organization Design shows that one of the ways to bridge this gap is to introduce insights and approaches from video game design into the design of organizational systems.

About the Author Jeroen van Bree is a management consultant and researcher. He has an MSc. in Information Management from Tilburg University, Netherlands, an MSc in Technology and Human Affairs from Washington University, USA, and he was awarded a PhD at Nyenrode Business Universiteit, Netherlands, for the research which inspired this book.