



Process: Collaborative Play

Using empathy and science to understand requirements

Twin led the team through a number of exercises. Some of these exercises we conducted using white boarding and discussion techniques.

Others were **collaborative innovation games**, designed to explore and creatively uncover features, pain points, dependencies, and success criteria of Regeneron's strategy.

This focused on **generating** a number of **ideas** that were then sorted by impact and priority.



Exercise: Here be dragons

Critical Thinking and Corrective Learning

Activity Inspiration: “Here be dragons” means dangerous and unexplored territories, in imitation of the medieval practice of putting illustrations of dragons, sea monsters and other mythological creatures on uncharted areas of maps.

Activity Description: Used as a critical learning exercise at the **end of discovery**. The moderator points at each theme, from every exercise, (and points underneath) and asks the following questions:

1. Did anyone here learn something new?
2. Did anything here change your own understanding of what was discussed?
3. Do we still have any unknowns in this area?”

Desired Results: Acknowledgment of new or corrective learning. Impact assessment of what we know, thought we knew, and don’t know.