

### Innompic Games

#### Model Innompic-style venture presentation

Name, Essence of Mega-Innovation
Vision, Slogan, Value Mantra, 3 Headlines
BUSINESS DESIGN: Key Features
Weighted Guiding Principles, Milestone Chart
Envisaged Success Story

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#### **MEGA-INNOVATION**

World's #1 educational entrepreneurial smartness all-win contests and a joyful creation show

Innompic Games









#### **Brand Attributes**

#### **VISION**

Planet of Loving Creators

#### **SLOGAN**

Grow fast, thrive globally!

#### VALUE MANTRA

Learn Create

Thrive

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# All-Win Contests for Difference Makers Venturepreneurial Love Games Greenhouse for Innovative GREATbodies



#### **BUSINESS DESIGN**

**Key Features** 

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**Invention** is the initial part of a radical innovation rally







#### **Team Contests**



**BIG CHALLENGE** 

#### **Mega-Innovation**



**Implementation** 

**Simulation game** 

nnompic Pitch

+ Name; Vision; Slogan

- + Value Mantra; 3 Headlines
- + Business Design
- + Weighted Guiding Principles
- + Milestone Chart
- + Envisaged Success Story







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#### **AII-Win Mindset**

Don't defeat your opponents - STRETCH them!







All participants have **COMMON OBJECTIVES** 

- To become stronger
- To stretch their creative muscles
- > To showcase their entrepreneurial smartness



#### **Creation Show**

- Exciting entrepreneurial creativity contests
- Artful presentations of mega-innovations
- Inspiring INNOBALL simulation game
- Innompic Theatre
- Joyful group activities



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#### **AWARDS**



#### **INDIVIDUAL TEAM** First Impression Miss Innovation World Innovation Team (G, S, B) Mister Innovation World **Design Thinking** Innovator **Business Design Brilliant Ideas Entrepreneurial Strategies** Team Leader Inventiveness Actress Anticipation Actor **Creative Marketing** Wittiest Innovator Presentation Jury & Innovation Guru Teamwork

#### Weighted Guiding Principles

#### **INNOMPIC GAMES** as a **CREATION SHOW**

Every performance is inspiring, educative and energizing	10	
No boring moments, exciting only	7	
All activities and performances are designed to create a deeper insight and a lasting impact	9	
Spectators are engaged in creative activities	8	
Everyone has fun	6	

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#### Milestone Chart

#	Description	Significance	
1	Concept developed	Big picture is clear	2014
2	Components field-tested	Key elements honed	2016
3	World 1 <sup>st</sup> Innompic Games	Much easier to grow	2017
4	National IGs launched	Next growth dimension	2018
5	Web-based IG developed	Ready for rapid growth	2021
6	Web-based IG launched	Global all-inclusive IG	2022
7	1 Billion users engaged	Global #1 Games	2025



## **Envisaged Success Story**



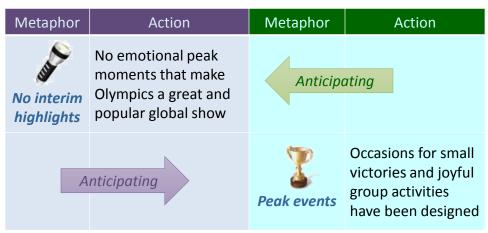


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## Making Innompic Games a great CREATION SHOW Opponents Innovators

Metaphor	Action	Metaphor	Action
Deflated emotions	Presentations of ideas and inventive solutions look boring	Anticipo	ating
Α	nticipating	Metaphoric actions	KoRe 10 Innovative Thinking Tools are used as physical objects







Metaphor	Action	Metaphor	Action
Dull ceremony	Announcing tasks for contestants is a too ordinary process	Anticipo	ating
Α	nticipating	Surprise challenges	Contestants are to use tools chosen during a lucky draw session