



Saturday, 23rd March 2013, 14.30  
**Salone del Restauro 2013**  
Via della Fiera, 11, Ferrara



# Organization Design, Team Building & Management **LEGO & ARCHITECTURE**

The serious play of understanding **time | space | relationships**



UNIVERSITÀ  
DEGLI STUDI  
DI FERRARA  
- EX LABORE FRUCTUS -



UNIVERSITÀ DEGLI STUDI DI FERRARA  
dipartimento di architettura

**TekneHub**



**Tecnopolo**  
Università di Ferrara



COSTRUIAMO INSIEME IL FUTURO

We need **innovation** and new **ideas**. We need team players. But where does innovation come from? How could we encourage **creativity**? And, most importantly, how can we capitalize on **team work** during the difficult times we live in? LEGO® SERIOUS PLAY® method focuses on **team building**, **strategy** and **vision** definition and helps developing individuals' and teams' **identities** development. The method is employed by **companies**, public and private **organisations**, temporary teams focusing on specific **projects**. TekneHub Lab, from the High Technology Network of the Emilia Romagna, is delighted to invite **Companies**, **Research Centres**, **Professionals**, Public bodies and **Organisations** to discover the method through the voice of that who invented it (Robert Rasmussen) and through the many stories of those who have **successfully** employed the method.

**Organisation and Scientific Coordination:**  
**Department of Architecture**, University of Ferrara  
**TekneHub**, Technological Scientific Pole of University of Ferrara,  
Construction Platform, High Technology Network of the Emilia Romagna

- 14.30 Patrizia Bertini** ESC Rennes School of Business (France) [Moderator]  
*Introduzione*
- 14.40 Robert Rasmussen** Rasmussen Consulting (Denmark)  
*The LEGO SERIOUS PLAY method: a thinking, communication and problem solving techniques for groups insights to its the origin, purpose, functionality and theoretical underpinnings.*
- 15.10 Per Kristiansen**, Advisory Board for LEGO® SERIOUS PLAY® (Denmark)  
*Applying the LEGO® SERIOUS PLAY® method. examples of method use in business over the last 10 years.*
- 15.40 Lucio Margulis** Juego SerioTM (Argentina)  
*Architecture 2.0: how to understand needs' space and tools using LEGO® SERIOUS PLAY® method.*
- 16.00 Elena Marchiori** Executive Director webatelier.net Lab, Facoltà di Scienze della Comunicazione, Università della Svizzera italiana, Lugano – (Switzerland) URL:  
*User Requirements with Lego®, a methodology to elicit user requirements for online communication applications*
- 16.20 Carlo Bughi** University of Ferrara, Department of Architecture (Italy)  
*What is Heritage? Team building in education. A student's experience at the Department of Architecture, University of Ferrara*
- 16.40 Michael Turner\*** Nicholson Museum, University of Sydney (Australia)
- 17.00 Giuseppe Mincoelli**, Università di Ferrara, CHIDEC (Italy)  
*Cultural Heritage Inclusive Design Contest: presentation*