

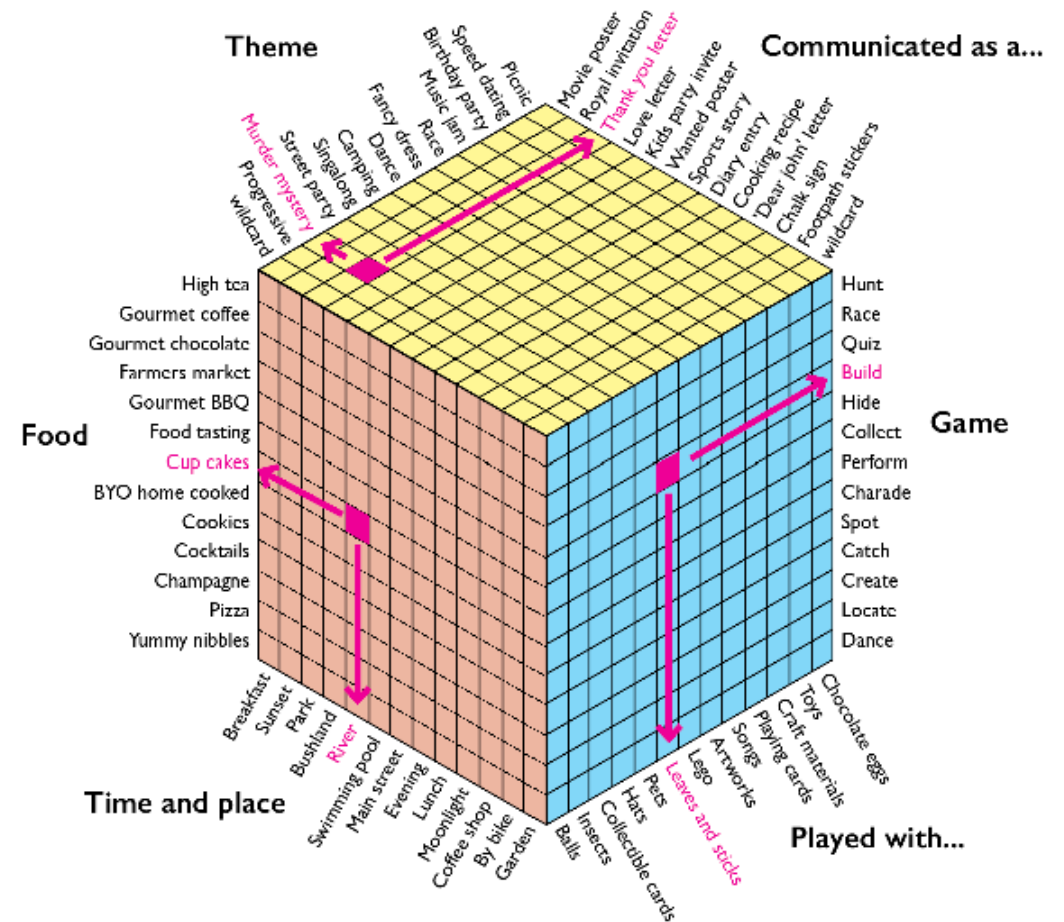
Tool 2: The 6-dimensional enchanting event constructor

When designing engagement activities, sometimes the biggest obstacle to our own creativity is simply remembering the engaging stuff we already know about.

This cube aims to remind us.

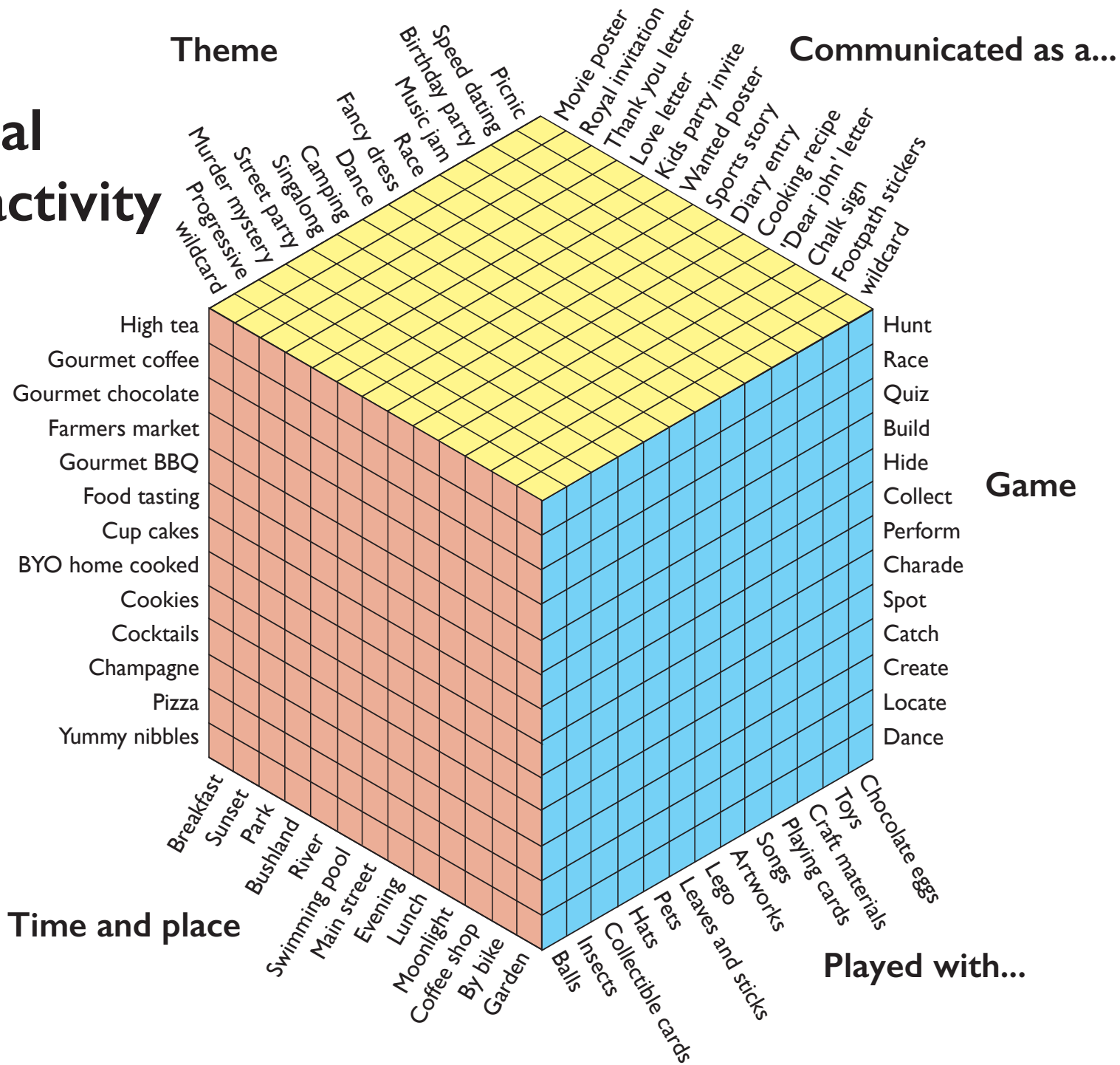
"An idea is nothing more nor less than a new combination of old elements."

- James Webb Young



Tool 2: The 6-dimensional enchanting activity constructor

Step 1:
Randomly
select one
square on
each side



Step 2: Mash the elements into a coherent idea.

For example:

"Thank you for being such great -----s! You're invited to a murder mystery at Riverside Park. There'll be cupcakes, and a leaf and sick building competition!"

