

## Accepted Manuscript

Title: Gamestorming for the Conceptual Design of Products and Processes in the context of Engineering Education

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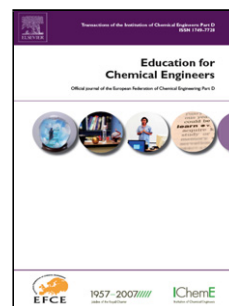
PII: S1749-7728(17)30032-5  
DOI: <https://doi.org/10.1016/j.ece.2017.11.001>  
Reference: ECE 154

To appear in: *Education for Chemical Engineers*

Received date: 12-3-2017  
Revised date: 6-9-2017  
Accepted date: 3-11-2017

Please cite this article as: Feijoo, G., Crujeiras, R.M., Moreira, M.T., Gamestorming for the Conceptual Design of Products and Processes in the context of Engineering Education. *Education for Chemical Engineers* <https://doi.org/10.1016/j.ece.2017.11.001>

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# **Gamestorming for the Conceptual Design of Products and Processes in the context of Engineering Education**

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## **HIGHLIGHTS**

- Critical thinking and creative problem-solving skills are major goals of Gamestorming
- This methodology reinforces students' self-confidence and teamwork in pursuit of a common goal.
- The quality of interactions in the class was beneficial for learning and motivation.
- The survey rated this methodology as a mechanism to foster students' creativity

## **Abstract**

Creating an ideal environment to develop creativity and innovation in engineering education is a real challenge. One alternative approach can be based in the application of Gamestorming methodology that considers the use of games in the process of brainstorming. Presenting the

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