



A director of a software company attested that his team, after playing one of AltoGame's games for just 45 minutes, was able to generate more ideas than in a whole year.

Discover innovative solutions through virtual collaboration

With AltoGame's pioneering agile tools, your business will see not only rapid results, but also long-term learning gains. Founded in Helsinki, AltoGame brings together all that Finland is renowned for: creative design, innovative technology and excellent education.

By Stephanie Lovell | Photos: AltoGame

In this fast-paced, globalised world, traditional approaches to problem-solving and team-building simply do not cut it anymore. When Eija and Olli-Pekka Mäkirintala joined forces, combining their extensive experience in art-based and scientific coaching methodology, they conceived AltoGame – the only agile software on the market that has been proven to produce tangible results.

Unlike traditional e-learning solutions, the two games offered by AltoGame are multipurpose, allowing you to pose real-life business questions yourself or define your own vision for new products or services. By inviting as many of your team members, shareholders and customers across the globe as you like, together you can play your way to innovative solutions.

Democratising innovation and teamwork

"Although gaming elements are involved, it's more like a virtual environment where goal-oriented collaboration takes place using elements of social drama," explains Eija, CEO. "You step into a totally different space that enables you to come up with better-quality ideas and make better-informed decisions." In Lateral Gallery players walk around a virtual gallery, drawing inspiration from the art to brainstorm out-of-the-box solutions together. Agile Avenue is where you put these ideas into practice, taking on different roles and testing out different scenarios, without the added pressure of real consequences. All players remain anonymous and hierarchies do not exist, so everyone is free to express themselves and let their imaginations run wild.

Rapid idea generation

Since their launch last October, the games have been extremely well received. They are currently being used in an international environmental project in the hope of uncovering innovative ways to radically reduce CO2 emissions. Elsewhere, they have been used as a novel alternative to job satisfaction and focus group surveys. "The director of a software company told us that after playing the game for just 45 minutes, they were able to generate more ideas than they had done in a whole year," says senior partner Olli-Pekka.

With these unique tools, your business has a real opportunity to break the mould and step ahead. Give the games a go and see how innovative and agile you can become.

AltoGame is something to be experienced. Try out demo sessions at: www.altogame.com