

**LET'S INNOVATE!**



# CLOSING THE COMMUNICATION LOOP

THE  
CIRCULAR  
ESCAPE

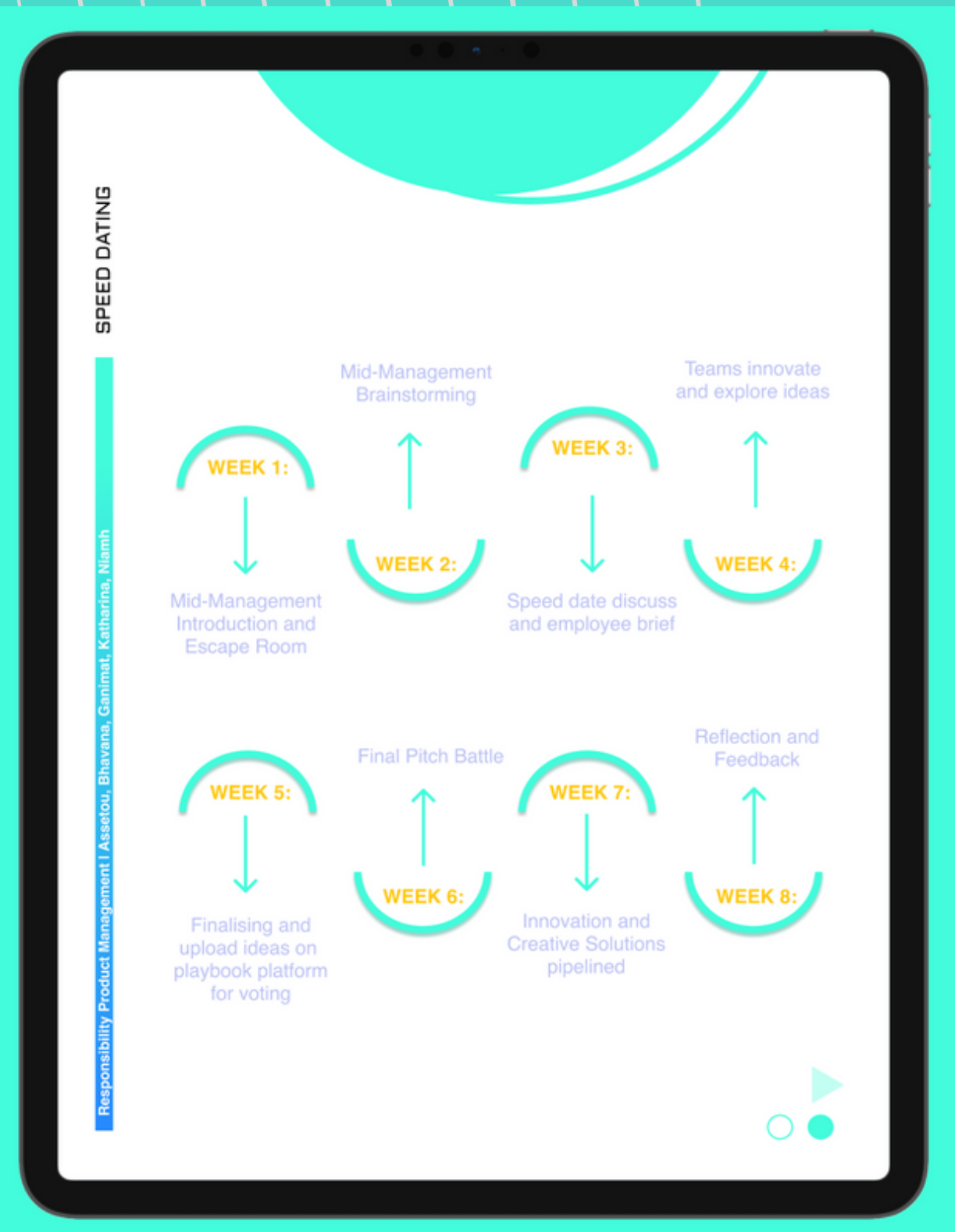
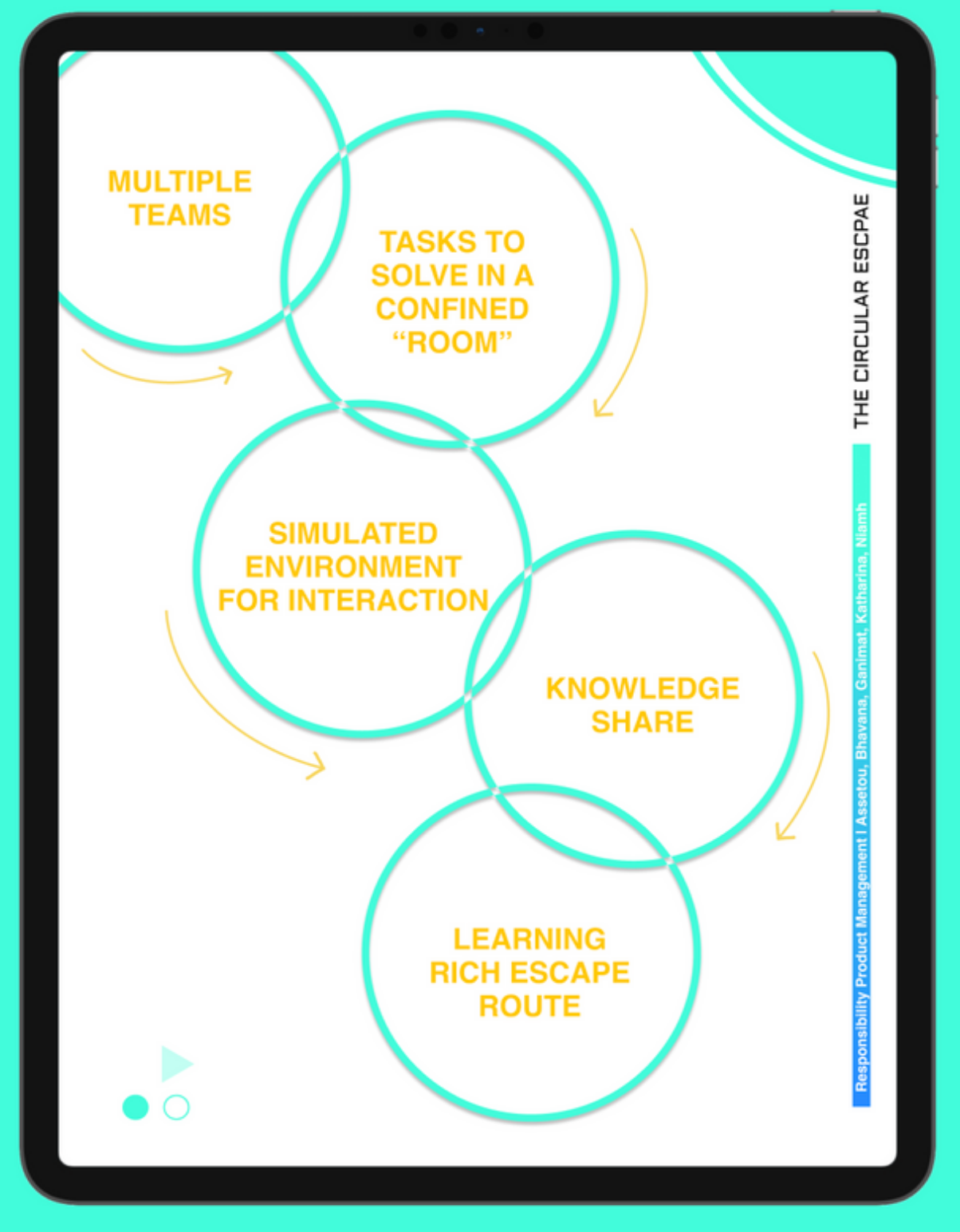


SPEED DATING  
INTO A CIRCULAR  
FUTURE

Gamifying tasks to increase knowledge on circularity and close the loop of communication within an organisation. This playbook aims to help understand the methodologies applied in learning new concepts while making it engaging with interactive tasks.

Designed as a team building and knowledge sharing guide, this playbook helps improve interpersonal interactions by building stronger relationships, increasing collaborations and creation of new concepts.

Closing the communication loop, with innovation and motivation towards Circularity



Breaking barriers between teams to reach a cohesive intra-open innovation structure