

INNOMPIC GAMES



RUDY C
TARUMINGKENG

By:

[Prof Ir Rudy C Tarumingkeng, PhD](#)

Professor of Management, NUP: 9903252922

Rector, Cenderawasih State University (1978-1988)

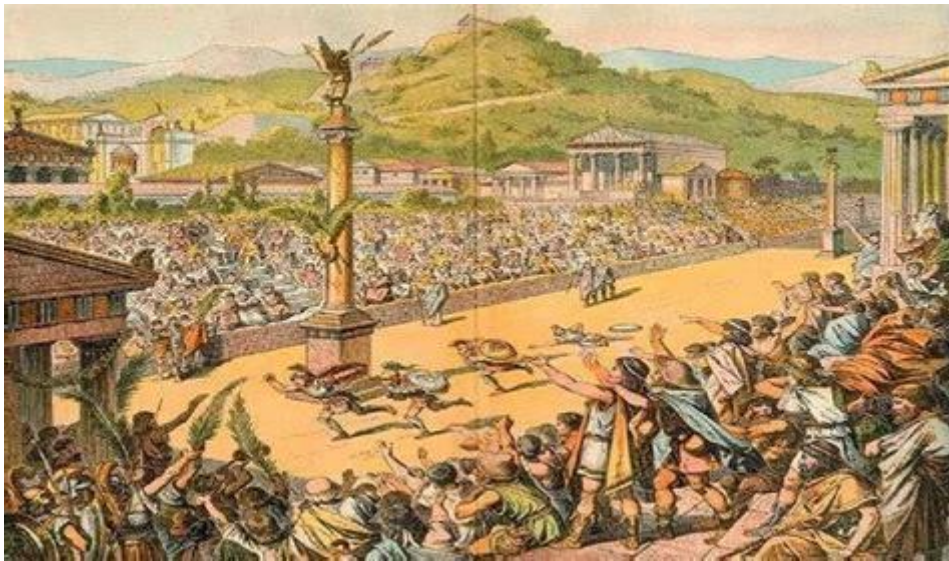
Rector, Krida Wacana Christian University (1991-2000)

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rudyc75@gmail.com

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Innompic Games

The Olympic Games were conceived in ancient Greece approximately 2,800 years ago, during a time when societies revered physical prowess and valor in battle. These games celebrated athletic excellence, reflecting the values of a world dominated by warriors. However, the dynamics of global leadership have evolved. In today's interconnected and rapidly changing world, creative entrepreneurs and innovators are at the forefront, driving progress and shaping the future. Recognizing this shift, the Innompic Games have emerged as a contemporary platform that celebrates intellectual and creative excellence, positioning themselves as the new games for the modern era.

From Physical Feats to Intellectual Prowess: The Evolution of Global Competitions

The ancient Olympic Games were a testament to human physical capabilities, emphasizing strength, speed, and endurance. Athletes competed in events like running, wrestling, and chariot racing, aiming for glory and honor. These competitions mirrored the societal values of the time, where physical dominance was paramount.

In contrast, the 21st century places a premium on creativity, innovation, and entrepreneurial spirit. Technological advancements, globalization, and the digital revolution have transformed the way societies operate. Success is now often measured by one's ability to think critically, solve complex problems, and bring novel ideas to fruition. In this context, the need for a platform that celebrates and nurtures intellectual and creative talents became evident. ([Academia](#), [LifeHack](#))

Introducing the Innompic Games: A Celebration of Innovation and Creativity

The Innompic Games were conceived to address this very need. They represent a radical mega-innovation, aiming to turn the Earth into a "Planet of Loving Creators." Unlike traditional competitions that focus on physical abilities, the Innompic Games are designed to foster and showcase intellectual and creative skills. Participants, known as "innopreneurs," engage in various challenges that test their ability to innovate, collaborate, and think outside the box. ([Academia](#), [1000 Ventures](#), [Kotelnikov](#))

These games are not just competitions; they are ecosystems that promote sustainable development, diversity, and peace. By leveraging the collective intelligence and creativity of participants from around the world, the Innompic Games aim to address global challenges and drive positive change. ([Innopics](#))

The Structure and Components of the Innompic Games

The Innompic Games encompass a variety of events and activities designed to stimulate creativity and innovation:

- **Innovation Football and Innovation Chess:** These simulation games challenge participants to develop and implement innovative strategies in dynamic environments.
- **Innopreneurial Simulations:** Teams work on real-world problems, devising creative solutions and business models.
- **Creation Shows:** Participants present their innovative ideas and projects to a global audience, receiving feedback and recognition.

- **e-Innompics:** A virtual platform that allows for broader participation, enabling individuals from different parts of the world to collaborate and compete online.

These components are designed to be inclusive, engaging, and impactful, ensuring that the Innompic Games remain relevant and accessible to a diverse range of participants.

The Impact and Vision of the Innompic Games

Since their inception in 2017, the Innompic Games have garnered participation from individuals and teams across continents. They have become a catalyst for innovation, fostering a global community of creative thinkers and problem-solvers.

The vision of the Innompic Games extends beyond the competitions themselves. They aim to inspire a cultural shift towards valuing creativity and collaboration. By highlighting the importance of intellectual and creative pursuits, the Innompic Games seek to redefine success and leadership in the modern world.

Conclusion: Embracing a New Era of Global Competitions

The transition from the ancient Olympic Games to the modern Innompic Games symbolizes a broader shift in societal values. While physical prowess remains admirable, the challenges of the contemporary world demand innovative solutions and creative thinking. The Innompic Games provide a platform that recognizes and celebrates these qualities, positioning themselves as the new games for the new world.

As we continue to navigate complex global issues, platforms like the Innompic Games will play a crucial role in harnessing human creativity and fostering collaborative solutions. They represent not just a competition, but a movement towards a more innovative, inclusive, and sustainable future.

Note: This elaboration is based on the information available from the provided sources and aims to encapsulate the essence and significance of the Innompic Games in the context of contemporary global dynamics.

Innompic Games: The New Games for the New World

From Ancient Athletics to Modern Innovation

Roughly 2,800 years ago in ancient Greece, the first Olympic Games were held in Olympia. These events were a celebration of physical strength, stamina, and warrior discipline. In a time when nations were often forged through war and survival depended on brute force, physical ability was the highest form of value. The Olympic Games didn't just entertain — they honored the kind of excellence that determined a person's success in that world: athletic dominance, courage, and physical mastery.

But the world has changed.

We no longer live in an age where might makes right. We live in a knowledge economy, a world of interconnection, rapid technological change, and constant disruption. The new heroes aren't warriors of the battlefield — they are creators, entrepreneurs, visionaries. The ones solving climate change, launching startups, building social impact ventures, and reshaping industries. Innovation, collaboration, and entrepreneurial thinking are the modern equivalents of athletic power.

So if the Olympic Games were the ultimate stage for the best athletes of the ancient world — what would the global stage for the best creative problem-solvers of the modern world look like?

Enter: **Innompic Games** — a visionary platform designed to celebrate the very qualities our world now needs most: creativity, innovation, and collaborative entrepreneurship.

What Are the Innompic Games?

The Innompic Games are global intellectual and creative competitions — part innovation challenge, part performance art, part entrepreneurial simulation. They were created to recognize and foster the skills that define successful leaders and changemakers in today's world.

At their core, Innompic Games aim to:

- Promote creativity and innovation on a global scale
- Encourage entrepreneurial mindsets in young people
- Cultivate collaborative problem-solving across cultures
- Inspire positive change by uniting thinkers and doers
- Provide a stage for “intellectual athletes” — innovators, creatives, dreamers

Instead of races or javelin throws, participants in the Innompic Games engage in solving business problems, creating breakthrough ideas, simulating startup launches, and innovating under pressure.

It's an “Olympics of the mind and heart” — where empathy meets ingenuity, and competition is driven by purpose, not ego.

Why We Need Innompic Games Today

Let's break it down: the challenges humanity now faces are complex and deeply interconnected. Climate change. Health crises. Inequality. Disruptive technologies. These aren't problems you solve by being fast or strong — they demand innovation, collaboration, design thinking, and resilience.

And yet, our global systems still often reward rote learning, outdated metrics, and siloed expertise.

The Innompic Games flip that script.

They celebrate the creators — the people who can build something new out of nothing. Who can connect ideas across boundaries. Who think in systems, solve through empathy, and act with agility.

In short, the Innompic Games are built for a **new kind of champion**: the *creative entrepreneur*.

How the Innompic Games Work

While each edition evolves, the structure of the Games follows a few key components:

1. Innopreneurial Battles

These are fast-paced creative challenges where teams must invent new business models, product ideas, or strategic solutions based on a given theme. It could be anything from solving food insecurity in urban areas to designing a futuristic learning system.

The catch? You only get limited time, and your team might include members from multiple countries and disciplines — just like real startup teams in the modern world.

2. Innovation Football / Innovation Chess

These simulation games are like a strategy bootcamp. Teams go head-to-head in a series of moves where creativity, planning, and teamwork decide who wins. These events challenge participants to think many steps ahead, adapt fast, and co-create under pressure.

3. Creation Shows

This is where performance meets innovation. Teams or individuals present their ideas, prototypes, or visions in a compelling, theatrical way — blending storytelling, visuals, and business logic. It's part pitch, part TED Talk, part show.

Creativity isn't just about the idea — it's about how you bring it to life.

4. e-Innompics

An online extension of the Games, e-Innompics allows remote and global participation, enabling innovators from every corner of the world to join in, even if they can't attend in person. It democratizes access, and during the pandemic, it proved to be a key strength of the model.

5. Heart-to-Heart Battles

Unique to Innompics, these focus on empathy, ethical innovation, and emotional intelligence. Participants reflect on how their innovations serve humanity, and engage in meaningful dialogue and collaboration with others. It's not just about *what* you build — it's about *why*.

A Global Movement, Not Just a Competition

What makes Innompic Games powerful isn't just the events — it's the **ethos**.

The Games aim to turn the world into a "Planet of Loving Creators." That's not a slogan. It's a strategy. It's about building an ecosystem where entrepreneurship is not driven by greed, but by **purpose**. Where innovation serves people and planet — not just profit. Where collaboration trumps competition.

This ethos has attracted participants from over 40 countries — students, young professionals, social entrepreneurs, corporate innovators, artists, and educators. Many return year after year, forming a growing global community of change agents.

The Innompic Mindset: 5 Core Values

The Innompic movement promotes five interconnected values that represent the qualities of tomorrow's leaders:

1. **Creativity** – Seeing possibilities where others see problems
2. **Courage** – Taking bold action without knowing the outcome
3. **Collaboration** – Creating with others across boundaries
4. **Contribution** – Solving real problems with meaningful impact
5. **Celebration** – Honoring every step of the innovation journey

These aren't just abstract ideas. Participants are evaluated and coached on how well they embody these values during the events. Judges look at both outcomes and mindsets.

Success Stories and Global Reach

Since their founding in 2017, the Innompic Games have sparked thousands of ideas, projects, and ventures. Some notable outcomes include:

- Social startups tackling mental health in Southeast Asia
- Digital learning tools built by cross-border teams
- Sustainability campaigns launched from Innompic pitch decks
- Ongoing partnerships between participants from vastly different cultures

Universities and innovation hubs have begun to integrate Innompic methodology into their programs. Corporations are exploring Innompic-style challenges as training for internal teams. It's spreading.

Innompics are no longer just an annual event. They're becoming a **movement** — a platform for shaping how people learn, lead, and innovate in a global context.

Why It Matters More Than Ever

We are entering what some call the "Imagination Age" — a period where creativity becomes our most valuable resource. AI, automation, and global instability are rewriting the rules of work and education. The ability to **imagine** new systems, design new realities, and empathize across differences will be key to thriving.

Traditional education still lags behind this shift. Innovation training is still mostly confined to tech hubs or elite programs.

The Innompic Games democratize it. They say: anyone, anywhere, can innovate. They say: ideas are the new currency, and every human has value. They say: let's build a world that works — creatively, compassionately, and collectively.

That message is more important now than ever.

The Future of the Innompic Games

Looking forward, the Innompic Games plan to:

- Expand regional editions to reach underserved communities
- Launch themed challenges around climate, health, equity, and tech ethics
- Partner with schools to train younger students in creative entrepreneurship
- Build an Innompic League: ongoing innovation duels and team challenges year-round

- Create open-source toolkits for running mini-Innompics in local hubs

The goal? To make innovation a **way of life**, not just an event.

Closing Thoughts: A New Kind of Global Stage

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Not through feats of physical dominance — but through acts of intellectual courage, emotional insight, and creative vision.

They remind us that innovation isn't the domain of a privileged few. It's a human capacity — one that can be learned, practiced, and celebrated.

And in a time when the world feels fractured, competitive, and overwhelmed, the Innompic Games offer a different vision: one of unity through creativity, competition through compassion, and progress through purpose.

These are the new games — for the new world.

And the starting line is open to everyone.

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Then vs. Now

Ancient Olympic Games

- Origin: Greece, ~2,800 years ago
- Focus: Physical strength, athleticism, warrior discipline
- Heroes: Warriors, athletes
- Tools: Muscle, endurance, competition

Modern World Needs

- Focus: Creativity, innovation, collaboration
 - Heroes: Entrepreneurs, inventors, change-makers
 - Tools: Ideas, empathy, agility
-

What Are Innompic Games?

A global competition for:

- Innovators
- Creators
- Entrepreneurs

Mission:

- Promote creativity
- Inspire change
- Cultivate cross-cultural collaboration

Tagline: "Olympics of the Mind and Heart"

Core Pillars of Innompics

1. **Creativity** — Turning problems into possibilities
 2. **Courage** — Acting boldly without guaranteed success
 3. **Collaboration** — Building together across borders
 4. **Contribution** — Solving real-world issues
 5. **Celebration** — Honoring every step of the journey
-

Innompic Game Formats

Innopreneurial Battles

Invent solutions to big challenges in limited time with diverse teams.

Innovation Football / Chess

Strategy games testing agility, foresight, and teamwork.

Creation Shows

Live pitching + storytelling + showmanship = innovation on stage.

e-Innompics

Virtual participation for global reach.

Heart-to-Heart Battles

Ethical innovation & emotional intelligence challenges.

Global Movement

- Participants from 40+ countries
- Thousands of ideas, startups, and partnerships launched
- Integrated into schools, universities, and companies

Not just a competition — a platform for global impact.

Why It Matters Now

- The Imagination Age is here
- Innovation > Memorization
- Creativity = Survival Skill

Innompics democratize innovation.

- Accessible to anyone, anywhere
 - Designed for purpose-driven, inclusive progress
-

Vision Ahead

- Regional Games expansion
- Themed global challenges (climate, health, equity)
- Innompic League (ongoing competitions)
- Open-source kits for local organizers

Goal: Make innovation a way of life.

Final Takeaway

Just like the Olympics honored physical greatness, the **Innompic Games celebrate intellectual courage, emotional depth, and creative impact.**

 Launched: 2017

 Motto: "Planet of Loving Creators"

 Fuel: Imagination, Empathy, Action

The starting line is open to everyone. Join the movement.

Glossary

Innopreneur — A blend of "innovator" and "entrepreneur"; someone who creates breakthrough ideas that solve real-world problems.

Innopreneurial Battles — Competitive events in which teams ideate and pitch creative solutions to challenges within limited time.

Innovation Football / Innovation Chess — Strategic, gamified simulations that test foresight, creativity, and team collaboration.

Creation Show — A live presentation format blending pitching, storytelling, and performance to showcase innovations.

e-Innompics — Online version of the Innompic Games allowing remote and global participation.

Heart-to-Heart Battles — Unique contests focused on empathy, emotional intelligence, and ethical innovation.

Planet of Loving Creators — The aspirational vision of Innompic Games: a world where people innovate with compassion and creativity.

Imagination Age — A cultural and economic era where creativity and imagination become the primary drivers of value, beyond the Information Age.

Innompic League — A planned series of ongoing, year-round innovation competitions linked to the Innompic Games.

Open-source Kits — Free resources provided to local organizers to run their own versions of Innompic-style events.

Literature

- 1000ventures.com: Innompic Games & Innovation Strategy
- "Creativity, Inc." by Ed Catmull
- "The Innovator's DNA" by Jeff Dyer, Hal Gregersen, and Clayton Christensen
- "The Art of Innovation" by Tom Kelley
- "Start with Why" by Simon Sinek
- Research on innovation ecosystems from MIT Media Lab and Stanford d.school
- Case studies from Ashoka, TED, and the Global Entrepreneurship Network
- Writings on the Imagination Age by Rita J. King and others

These resources explore the philosophy, methodology, and cultural shift behind innovation, entrepreneurship, and creative leadership — essential to understanding the context and mission of the Innompic Games.

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