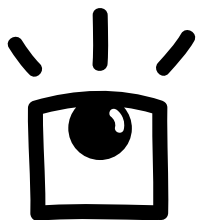


VISUAL CUBE



USER'S GUIDE



VISUAL CUBE

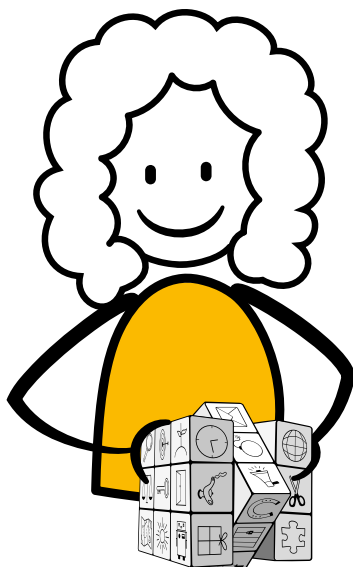
WHAT IS VISUAL CUBE?

The Visual Cube is a 3x3 cube consisting of 54 icons that might function as symbols, concepts, metaphors, and whose meanings are only indicative, given that they can have multiple literal, metaphorical or fantastic interpretations.

The unique feature of the Visual Cube is that it is an object we can use to invent games, and depending on the context we use it in, it might serve different purposes.

The use of the icons enables us to quickly identify and interpret the information we want to communicate.

Its purpose is to facilitate the ability to see core and essential aspects as well as to extract key ideas from any situation.



HOW TO PLAY WITH THE VISUAL CUBE?

FREE USE

There are no fixed rules on how to use the Visual Cube. You can use it in any way that suits your needs and goals best.

Specific games or exercises can be invented based on the icons on the cube, such as storytelling, problem solving, conversation starters, etc.

STUDY THE ICONS:

Begin by studying each of the 54 Visual Cube icons.

Look at the details and characteristics of each icon.

Try to associate each icon with a meaning or concept that seems most appropriate to you.

PERSONAL ASSOCIATIONS:

Create your own personal associations with the icons. In a language context, for example, think of verbs, nouns and adjectives associated with each one of them.

Think about how they make you feel or what ideas come to your mind when you see each icon.

These personal associations can be the basis for your interpretation.

CONTEXT OF USE:

Be aware of the context in which the Visual Cube is used.

Depending on the situation or purpose, the same icons may have different interpretations. Adapting your interpretation to the context is important.

CREATIVE EXPLORATION:

Don't be afraid to be creative in your interpretation of the icons.

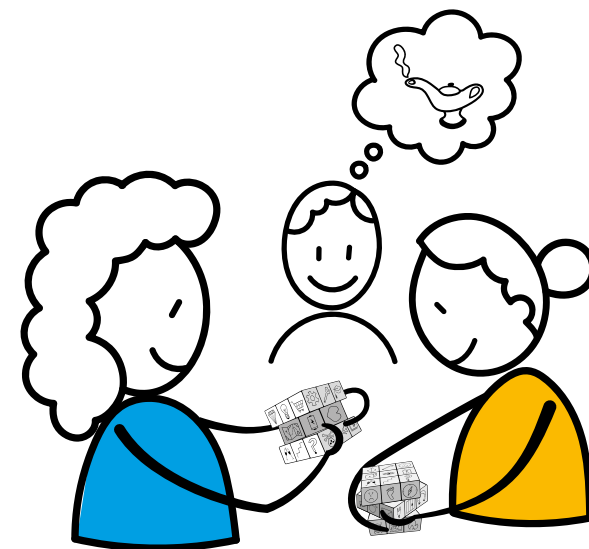
The Visual Cube lends itself to abstract and metaphorical interpretations, so don't limit yourself to a single way of looking at them.

CONVERSATIONS:

Discuss your interpretations with others who are also using the Visual Cube. Conversations and collaboration can help you broaden your understanding of the icons and see different perspectives.

PRACTICE regularly using the Visual Cube. You can create exercises or games in which you use the icons to represent concepts or ideas.

The more you practice the better you will develop your ability to interpret icons effectively and acquire a visual language.



Remember that the key is creativity and freedom of interpretation.

There are no right or wrong answers when it comes to playing with the Visual Cube, the important thing is to explore and express your ideas in innovative ways.

WHERE CAN WE USE IT?



EDUCATION

(primary, secondary, languages...)



AGILITY



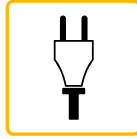
CREATIVITY



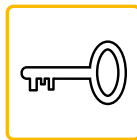
STORYTELLING



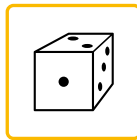
COACHING



FACILITATION



VISUAL THINKING



PLAY

The interpretation of the symbols in the Visual Cube depends mostly on the context in which it is used.

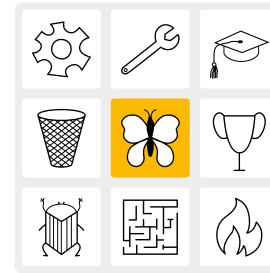
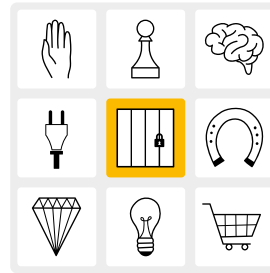
For example, a symbol might represent "creativity" in a design context, but might be interpreted differently in a business or scientific context.

You can see examples of exercises in each section of the website.

www.olavisual.com > Visual Cube section

THE GUIDING CENTERS IN THE VISUAL CUBE

Visual Cube consists of 6 fixed centers, which have broad meanings and can guide many of the games, dynamics and exercises.



The centers are valuable starting points for reading and interpreting the surrounding icons.

They can serve as anchor points for understanding.

WHAT COULD THEIR MEANINGS BE?

THE BOMB



Explosion, burst of happiness or sadness, crisis, shock, astonishment, incredulity, hallucinating, end, catharsis, WOW, bang, surprise, destruction, limit, unexpected, imbalance, etc.

JAIL



Prison, isolation, blockage, stagnation, loneliness, standstill, detention, waiting, darkness, lack of vision, containment, restriction, dramatic, consequence, etc.

THE BUTTERFLY



Insect, evolution, transformation, change, metamorphosis, transition, transitoriness, beauty, cycle, freedom, magic, mutation, etc.

THE EYE



Vision, observation, look, witness, research, search, perspective, objective, light, protection and wisdom, future, ways of looking at a given situation, point of view, curiosity, etc.

THE BATTERY



Battery, energy, motivation, electricity, charge, recharge, resources, plan B, limits, power, capacity, depletion, etc.

THE KEY



Opening, closing, locking, solution, no solution, master key, conscience, home, belonging, secret, authority or power, protection, security, safety, housekeeper, guard, opportunity, access, blocking, etc.

WE CAN ALSO PLAY WITH:

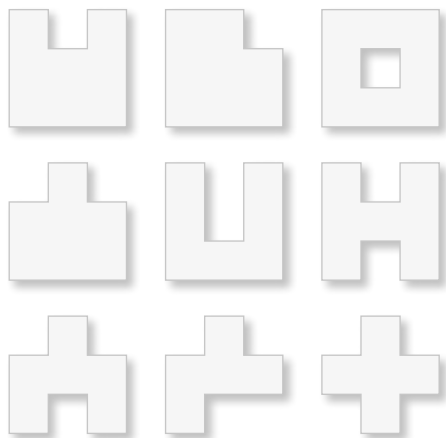
NUMBER OF CUBES

We can use one cube for several people or play with several cubes. There might be a cube for every one, two, three or four people, depending on the dynamic we want to carry out.



TEMPLATES

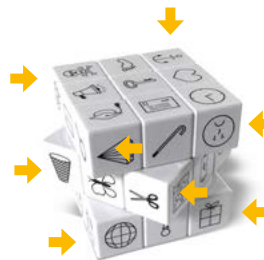
The Visual Cube templates allow us to perform different exercises, selecting the number of images that we might want to include or have to be used.



...AND WE CAN PLAY WITH:

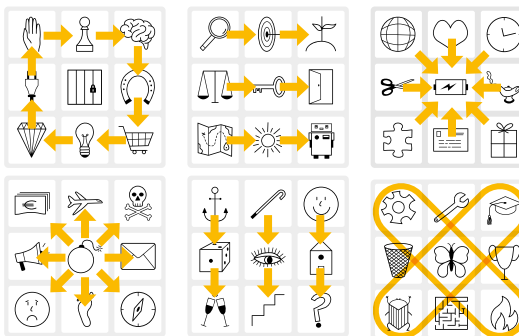
THE CORNERS

We can play with the 12 corners, each one forming a group of 3 images, with which we can create metaphors, phrases, characters, answers to questions, vocabulary, indications to continue exercises, etc.



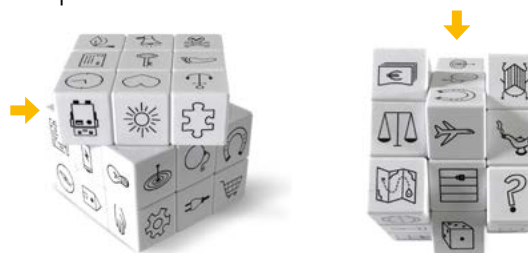
DIRECTIONS

The directions are used to indicate the different readings that the images, can have when we are forming a story or when we are speaking or answering questions.



POSITIONS

When guiding the exercises we can indicate what we want people to look at and point with our cube to different positions.



WITH OTHER METHODOLOGIES AND RESOURCES

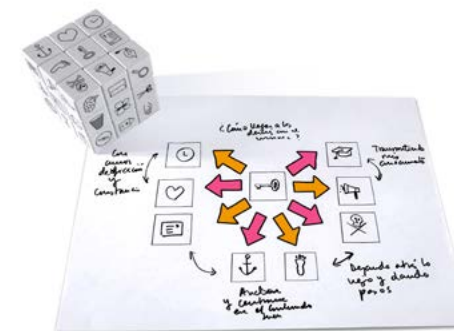
PRO PLAY + VISUAL CUBE

Exercises combining the Visual Cube with ProPlay, a methodology that uses the Play Móbil to communicate from different points of view and share different visions of a issue or problem.



VISUAL POSTERS

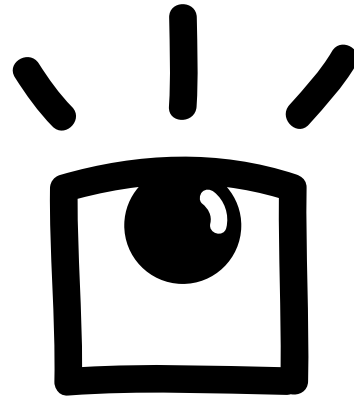
We can use Visual Posters, which we use in Visual Thinking to do exercises with the Visual Cube.



FLASHCARDS

To complete some of the exercises we can add cards that have different icons. This enriches some exercises, games and team dynamics.





VISUAL CUBE

Visual Cube® is an idea created and developed by **Ola Visual**.



www.olavisual.com

