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THE **SANDBOX** BLOG

When words aren't enough: Get in the Sandbox

April Greene — October 06, 2014

We're eager to share [this new video about Sandbox](#), our collaborative design process. Special thanks to Paul Lynch at [Cage Free Productions](#) and Fredric King of [Fountainhead Transmedia](#) for making it happen!

What makes Sandbox so different and effective?

It encourages and supports all types of stakeholders—not just specialists in design or planning—to join in the problem-solving process by utilizing a shared physical space and hands-on models, tools, and games to bring people together for practical conversation and real understanding.

It's show-and-tell at its most useful.

Check out this [two-minute snapshot](#) and let us know what you think!

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