The final part is dedicated to our future – the next generation among us and the challenges we pass on. We started with the bold claim of introducing a new superpower: One that enables a person to use, repurpose and create games that will help solve the great societal and organisational challenges companies, startups and public institutions are dealing with. Time will tell whether games are a ‘superpower’. But if they are, then it will only be because we have found engaging ways to teach gamification, and to use it ourselves to meet the grand challenges of our time.

In this final part we look into innovations that gamification and games can bring to education, and how we empower students as future innovators and emerging entrepreneurs to use gamification. We also look into future business and organisational challenges that we need to address – with or without games – but, as we believe we have demonstrated in this book, games and gamification have an important contribution to make.

Chapter 14 focusses on education. ‘Bread and circuses’ is an old prejudice against games. If we don’t just want to distract people from what really matters in the real world, and if we want to excite, engage and empower people to tackle the challenges they care about, we need to find out more about how games work and how they create a positive impact.

Chapter 15 gives a glimpse into what might be next in gamification for innovation and entrepreneurship: While exciting new technologies and materials are becoming available, some business challenges they address will always be with us – like aligning strategy and organizational culture or managing values for innovation – and other grand challenges – like enabling a sustainable development and preserving democracy – are becoming even more urgent. This last part is dedicated to those educational and grand societal challenges.

Chapter 16 concludes with an invitation to contribute your experience, your game design patterns and challenges to a growing community of practice.