



### Let's begin

What can you cook? In teams / 5 minutes



We're going to get you to cook

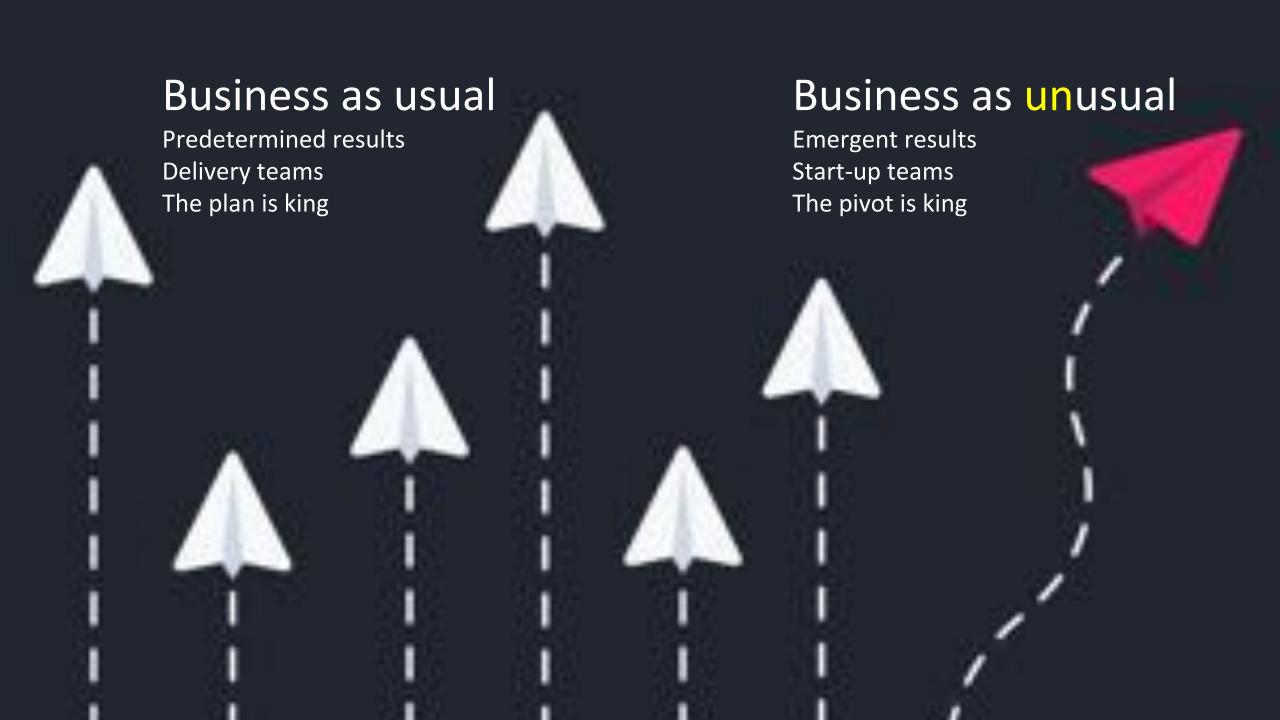
### To create something new

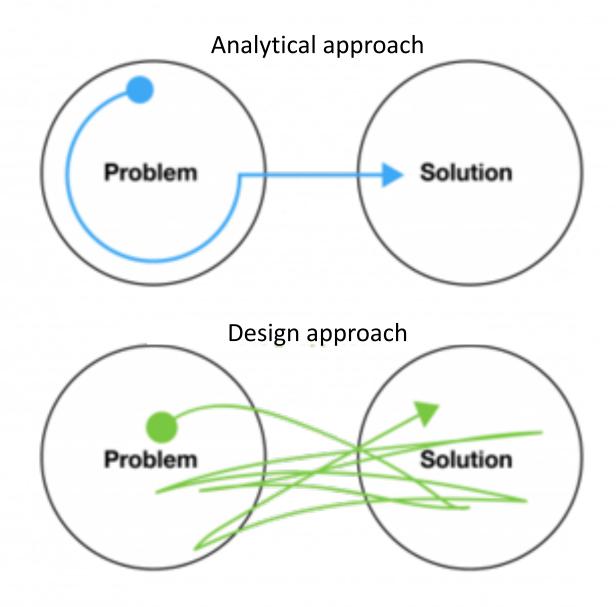






useful + delightful





## This is not a linear process

You can go back You will have to

#### The practicum will be successful if...

The three big leap-of-faith assumptions that we want to test



Learners will experience putting theory into practice

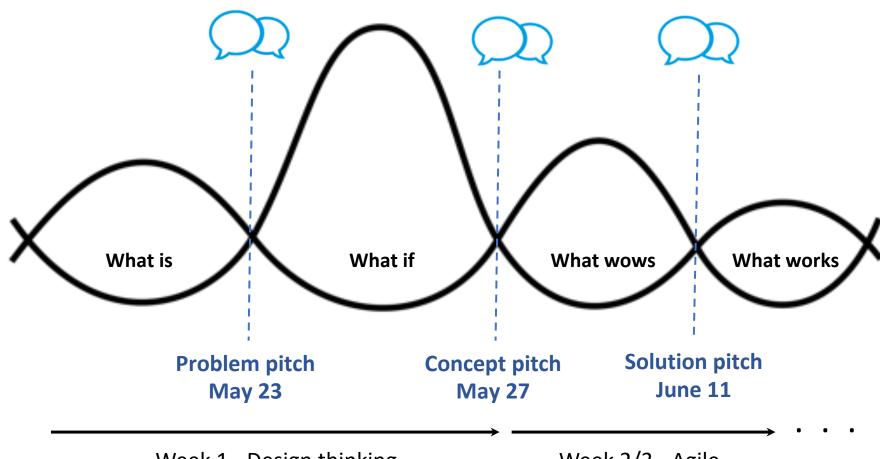


Design thinking & Agile will work well together



Teams will make progress towards good solutions

#### Milestones for the 3 weeks



Week 1 - Design thinking

Week 2/3 - Agile

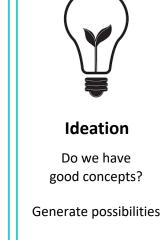
#### Possible paths towards a solution

Team speed will vary. You have to earn your way forward.





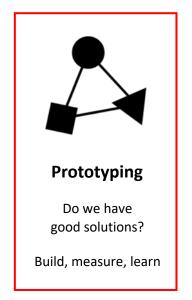












Path 2

Successful problem pitches move on Coaches help teams catch up (slow lane)

Path 3 Successful concept pitches move on Coaches help teams catch up (slow lane)

#### Week 1 Schedule

Setting the table Own the process



Poking your problem **Preparing questions** 



### What's in our pantry?

- 1. Curiosity (vs certainty)
- 2. Optimism (vs defeatism)
- 3. Developmental mindset (vs fixed)
- 4. Rock the boat (vs make no waves)



# What ingredients will you bring to your team?

Strengths and edges



### How are you wired?

- Unconscious conditioning
- Source of joy vs competence
- Individuals, groups and organizations
- Adaptability not well roundedness

### What kind of creative problem solver are you?

#### **Implementer**

#### Gets things done

- Values action and concrete / measurable results
- Doesn't need everything / just wants to "get there"
- Enthusiastic but impatient / adapts easily
- Dislikes apathy / gets others on board

#### **Optimizer**

#### Transforms ideas into solutions and plans

- Analytical thinker that invents workable / practical solutions
- Finds the critical few factors to handle well defined problems
- Likes to converge (evaluate to identify the best options)
- Dislikes ambiguity / sees little value in "dreaming"



#### Generator

#### Gets things started

- Explorer that finds new problems / opportunities
- Brings different / fresh perspectives to challenges
- Like to diverge (create options rather than evaluate)
- Enjoys ambiguity and keeping all options open

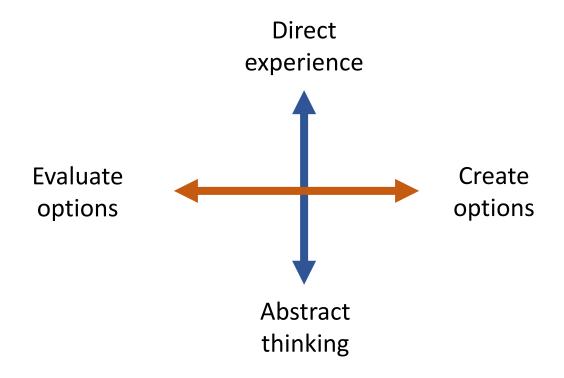
#### Conceptualizer

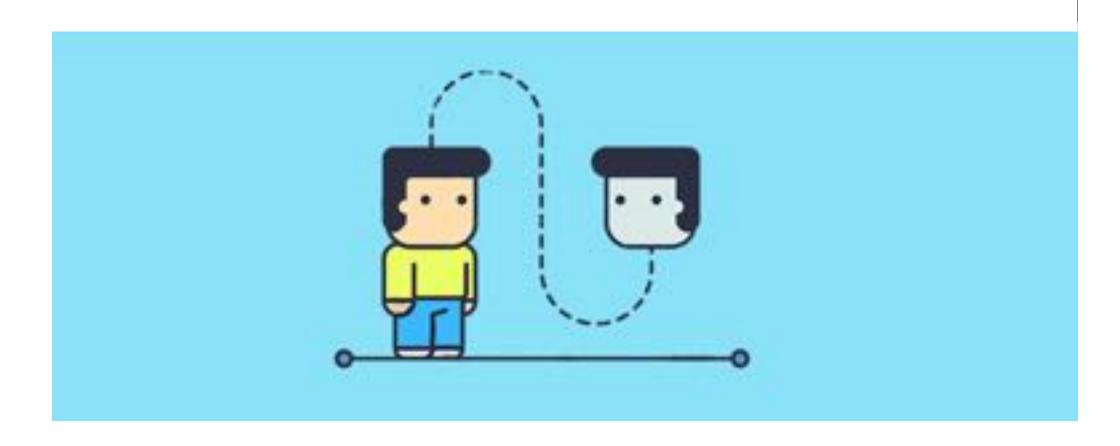
#### Puts ideas together

- Abstract thinker that has a high appreciation for ideas
- Creates new insights that contributes to problem definition
- Crafts clearer understanding and links issues to big picture
- Not overly concerned with moving to action fast

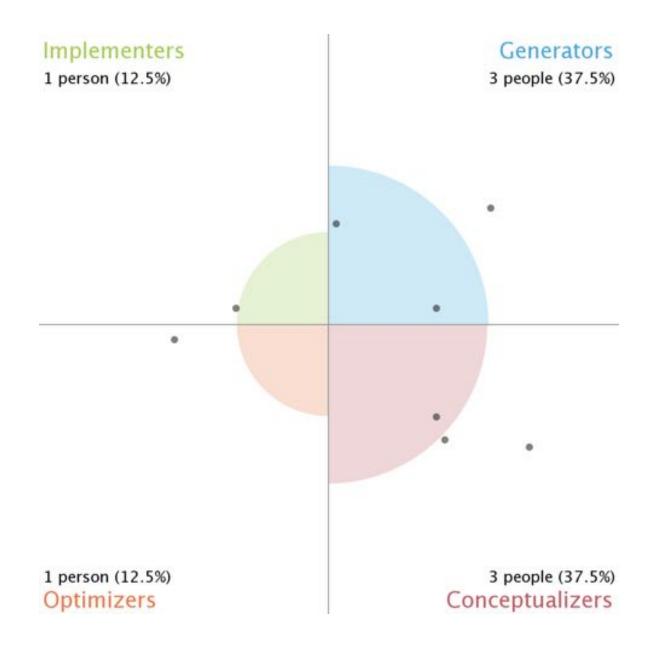


#### IT'S HOW WE GAIN AND USE KNOWLEDGE

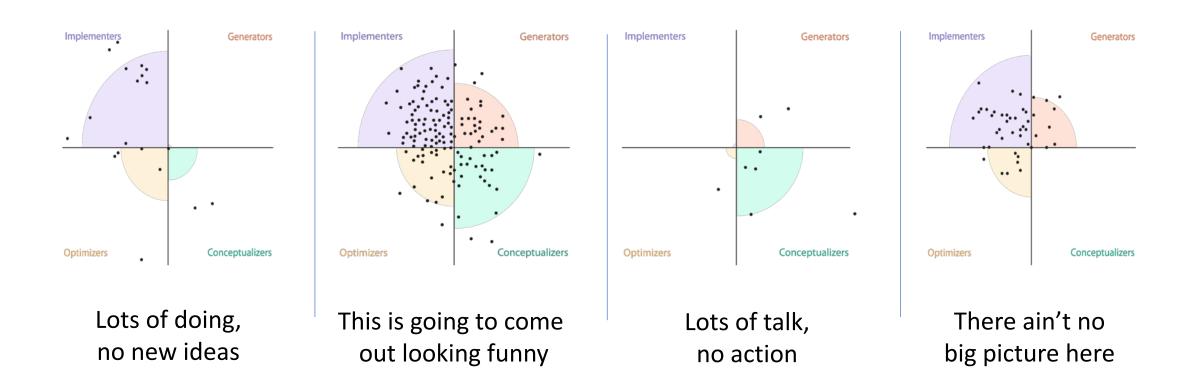




Your strategic advantage: awareness



### What kind of case study is your team?





#### Pay to play

What POSSIBILITY do you plan to stand for that would constitute a major shift or risk for you?

What PROMISE are you willing to make to your team without any expectations of return?



### Pick your problem

Noon hour to trade

### Tuesday pm



#### INNOVATION CHALLENGE

You own an upscale neo-luxury health club. As part of the membership perks, each of the 40 shower stalls is stocked with a bottle of very expensive, salononly shampoo. The customers love it and rave about it. The front desk sells the bottles. Unfortunately, bottles disappear from the showers all the time. In fact, theft rate is 33%, presenting a costly situation. You've tried reminders, penalties, and incentives to try and reduce theft, but nothing so far has worked. You do not want to discontinue or alter the shampoo offering in any way—one bottle of the current brand per stall must not change. You want the problem solved within the guidelines:

- Theft must be 100% eliminated
- Any solution must be one of zero cost
- No burden on the patron



#### Problems

They are becoming more WICKED – harder to figure out and more resistant to what we keep throwing at them.



#### Problems and people

Creative people do the hard work of discovering the most promising, unique possibilities in problems that aren't clear.

Less creative types narrow down the definition of the problem right away to have the comfort of starting in the known.



#### Framing problems

Framing means "to make ready for use".

The goal of framing is to make room around the problem, to give people a way of looking at it so that they start working with it.

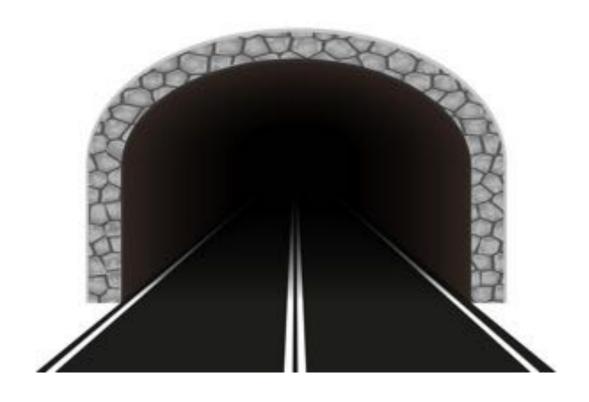


### Your first job

Fall in love with the problem, not just with the solution
Beware of solution seduction.
Drive with the brakes on.

For every complex problem, there is a solution that is clear, simple and wrong.

H.L. Mencken



### Your second job

Produce just enough clarity so you can start exploring what the true problem might be

### Your third job



Understand the nature of the problem you're tackling

#### TECHNICAL PROBLEMS

- Easy to identify, hard to deny
- Lend themselves to quick, easy solutions
- Authorities and experts do the work
- Require change in part of the system, in a few places
- People are receptive to solutions
- Solutions can be implemented quickly

#### **ADAPTIVE CHALLENGES**

- Difficult to identify, easy to deny
- Requires deep change in values, mindsets
- People with the problem do the work
- Require change in whole system, in many places
- People resist diagnosis and solutions
- Solutions take time, emerge gradually



#### Spotting an adaptive challenge

There is a big, increasing gap between aspirations and reality

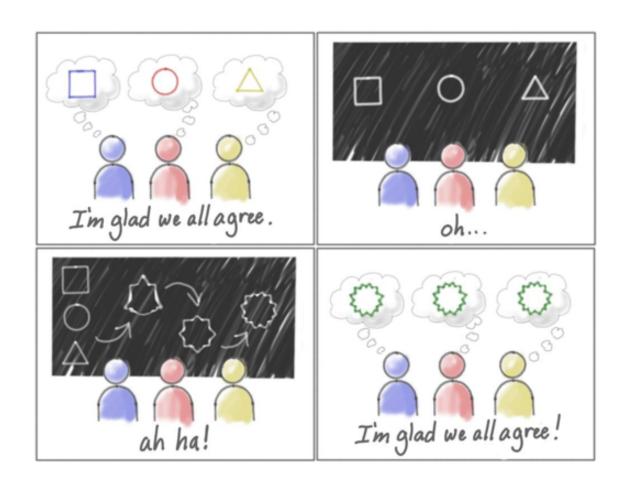
The language of complaint and blame is increasingly being used

There is a feeling that the current repertoire of skills is inadequate Previously successful experts and authorities struggle the problem

Difficult, new learning is required at all levels of the organization The levels of frustration, stress, resistance, failure and fear are up

A longer time frame is necessary to understand and solve the problem The problem festers and reappears after a short-term fix is applied

A sense of crisis is starting to be felt; semi-conscious panic is in the air Increasing tensions set the stage for wanting to risk something new



### Your fourth job

Talk so you can move from unseen misunderstanding to shared understanding





#### Questions are the new answers

Hard problems resist discovery and make us work. The quality of our answers depends on the quality of our questions.

Many organizations suffer from a lack of curiosity that leaves people with simplistic, linear and non-contrarian solutions.



### Poke your problem

#### YOU & YOUR TEAM

- What is your initial / gut reaction to the problem?
- What does this tell you about what you need to aware of to understand the problem (defaults)?
- What is your degree of hope and motivation?
- What is your biggest fear now?

#### THE PROBLEM

- What aspects of the problem point to an adaptive challenge? Which parts are technical in nature?
- What motivated the system / solution leaders to put that problem on the table?
- How could users / stakeholders view this problem?
   How could their views be different?
- What don't you know but need to find out?



#### Introduce your problem

- First impressions
- Hopes and excitement
- Concerns and fear



## What are the crucial questions you need to ask to get more clarity?

Solution leader + 2 stakeholders