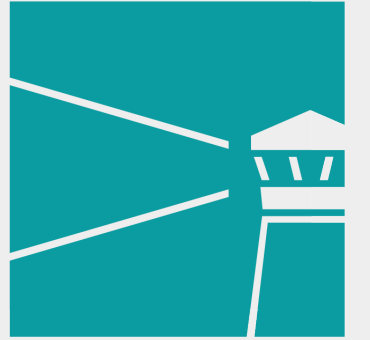




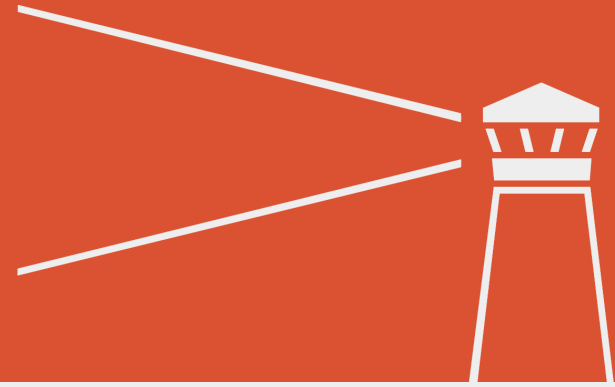


why -> how -> what



vision -> method -> program

Method & principles



Why:

Mission

Ideology & values

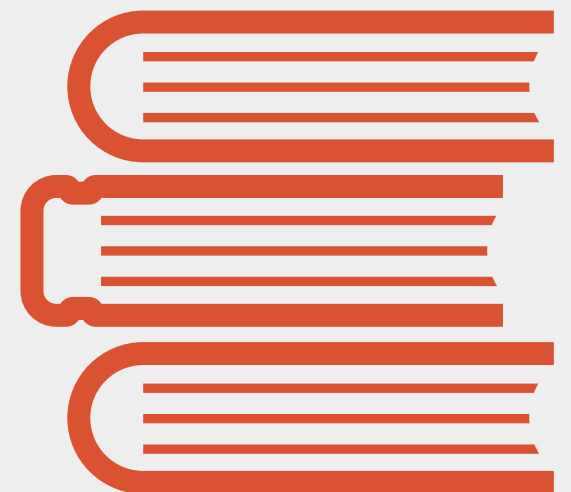
How:

Inspiration for method

Methodology

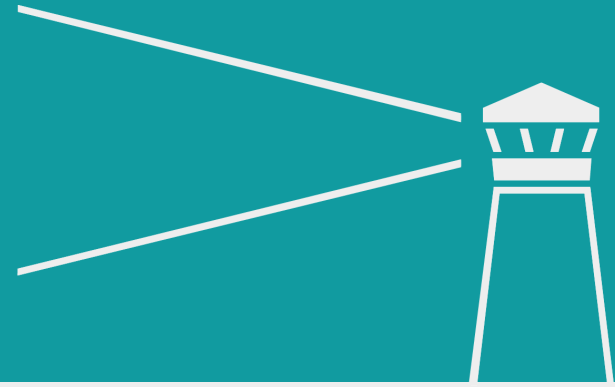
Expanding loops and reach

What: comes later.

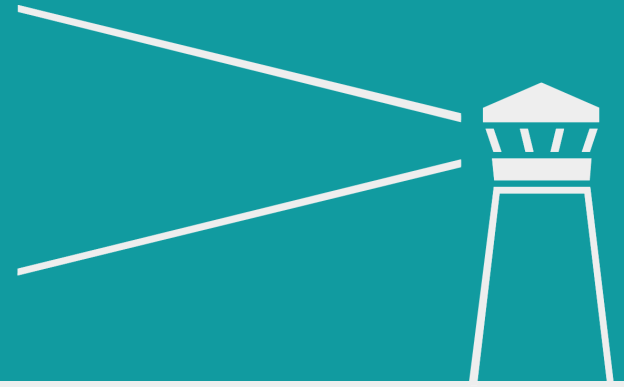


why

Mission



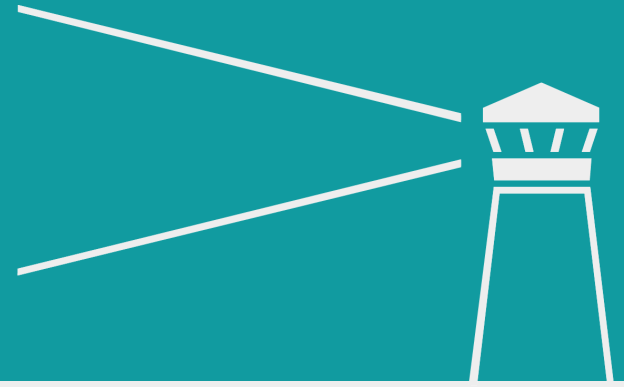
“Our mission is to provide the dreamers of today with the tools they need to solve the problems of tomorrow. “



Equity



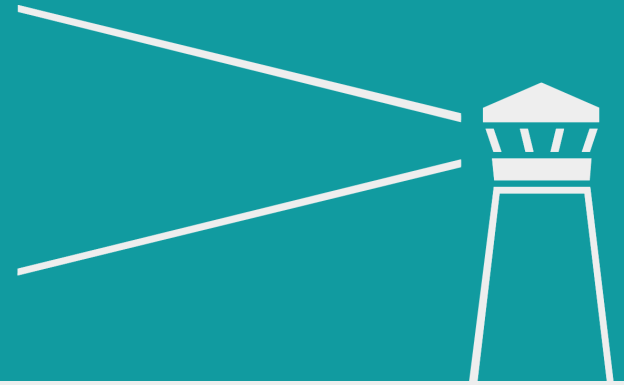
Ideology and values



Action first



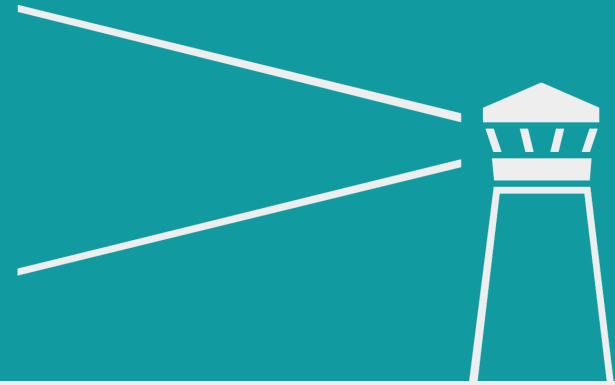
Ideology and values



The system is broken
- not all its nodes

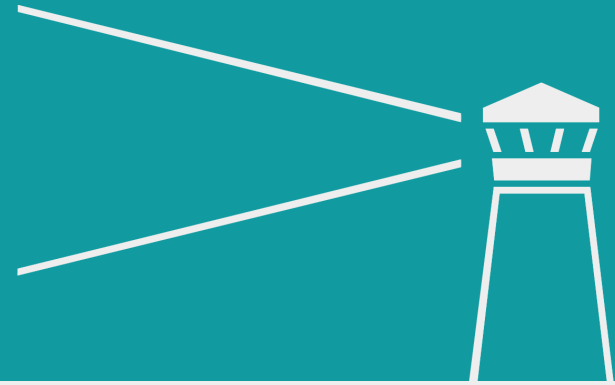


Ideology and values



Ideas are only
valuable when
shared

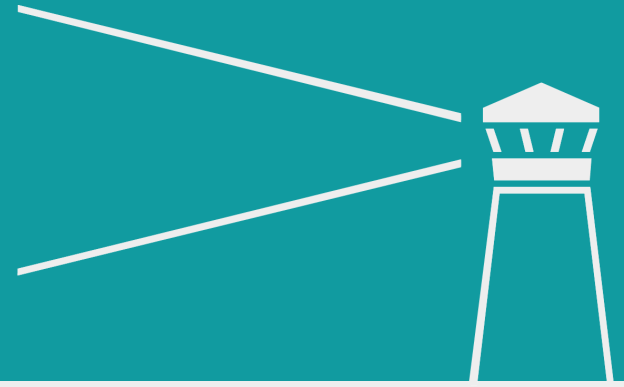
Ideology and values



Two-way trust



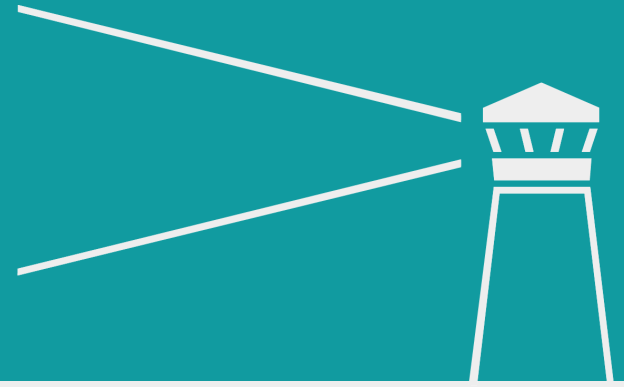
Ideology and values



Do-ocracy

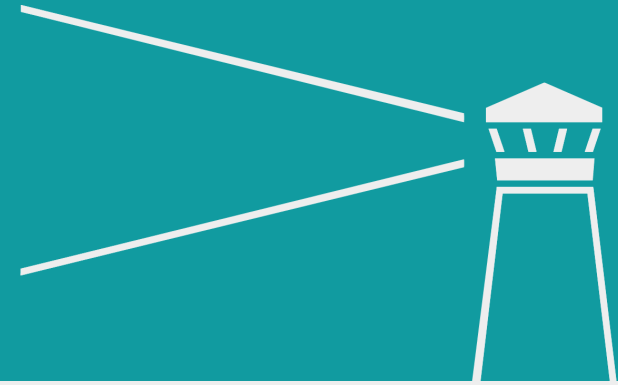


Ideology and values



Think big

Ideology and values

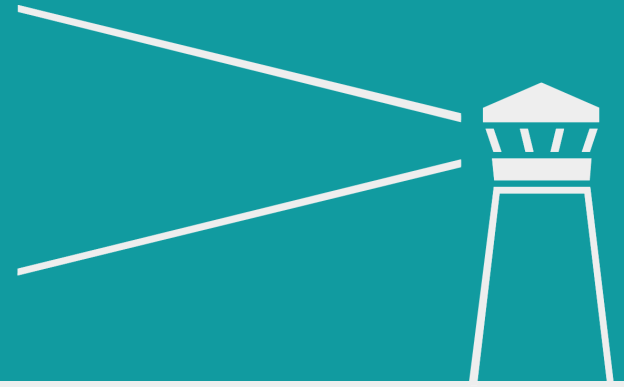


It's easier to ask for
forgiveness than it is
to get permission.



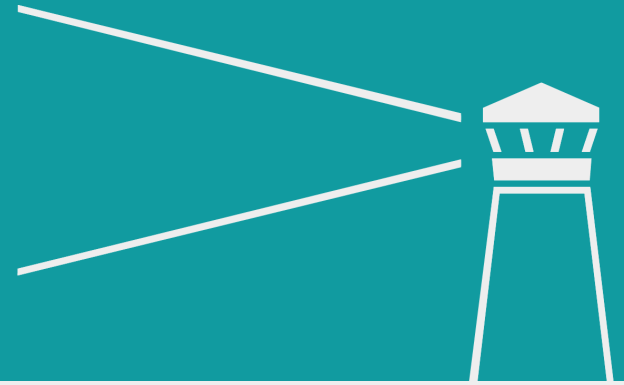
(most of the time)

Ideology and values



Ask for help
when you need it.

Ideology and values



The door is
always open.

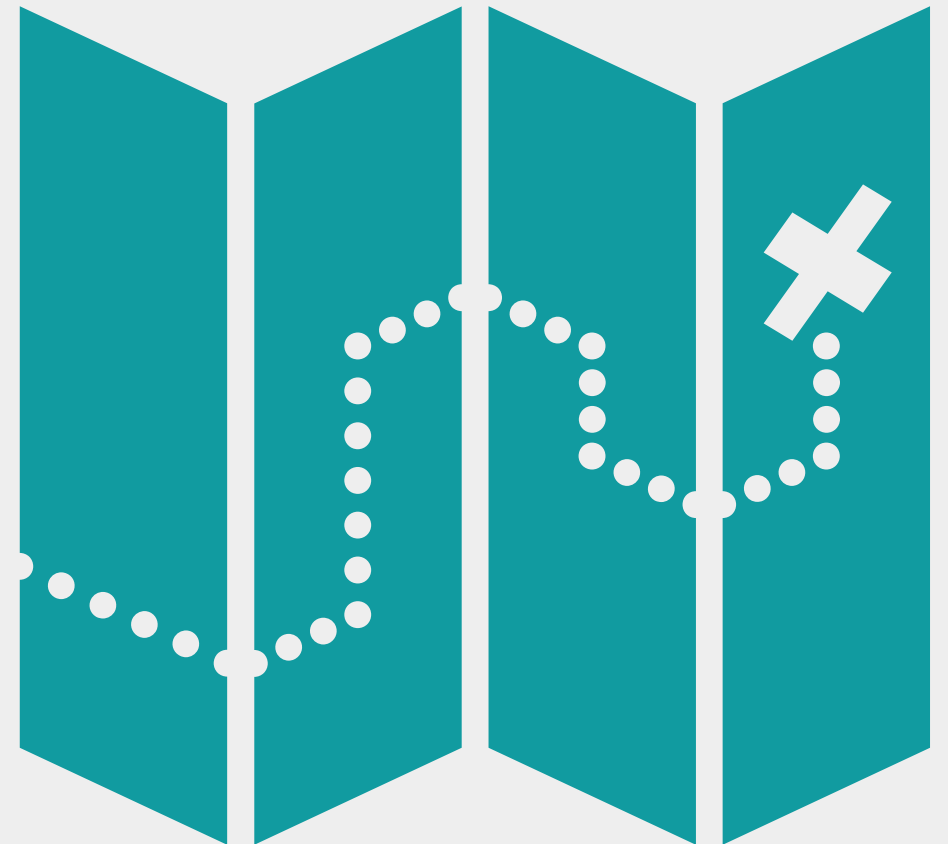
(unless we really have to close it)



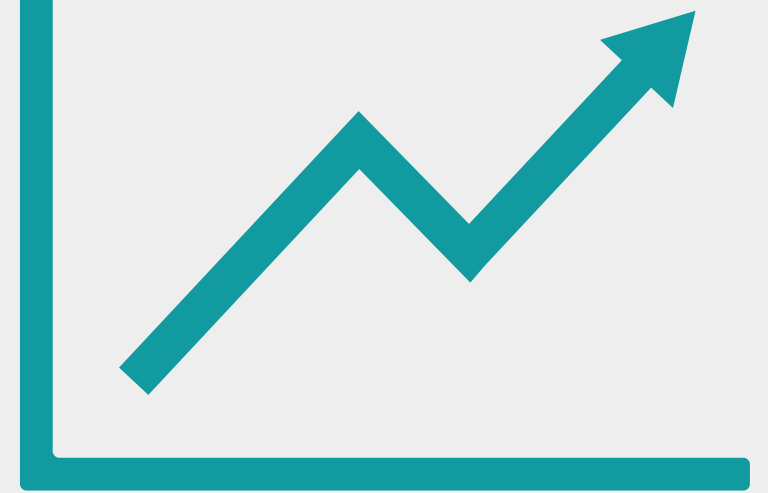
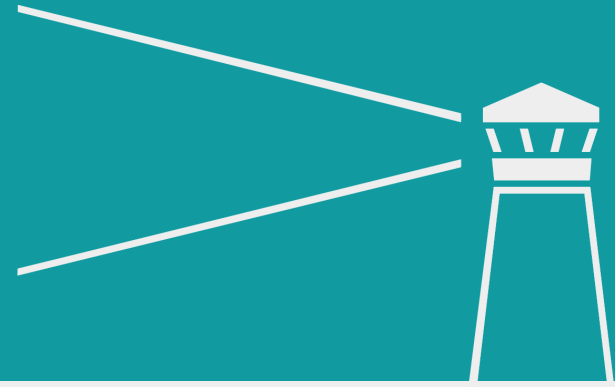
Ideology and values



Trust the
process.



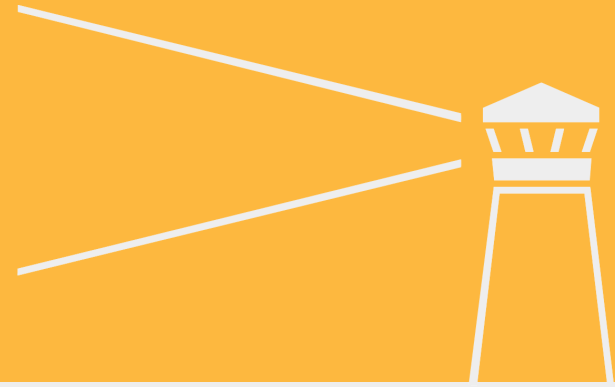
Ideology and values



Deliver
max value.

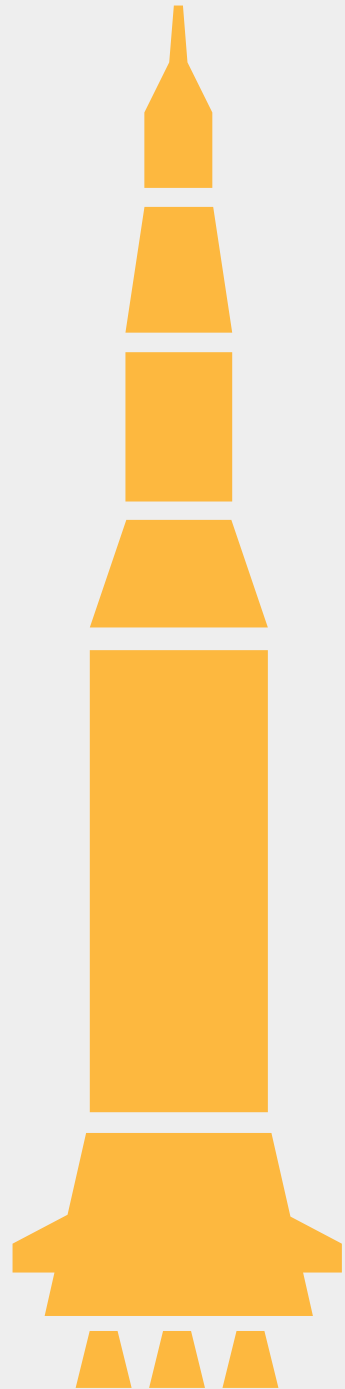
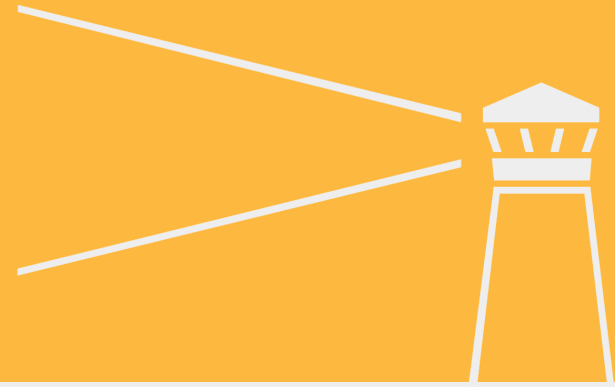
how

Inspiration for method



- Kaospilot
- Google Ventures
- Social Labs
- IDEO
- DELITELABS
- Burning Man
- Open Space Technology





This is an
experiment

(You're dead once you
stop prototyping.)

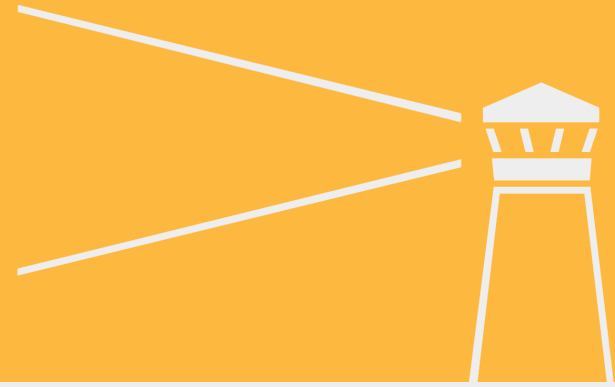
Methodology



- Experiential learning
- Participant democracy
- Social lab
- Orientation
- Expert platform



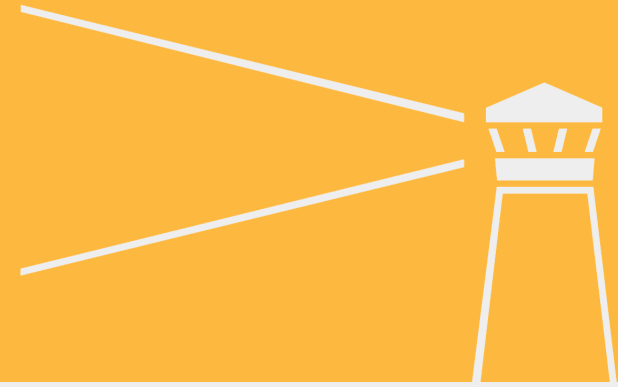
Delivery model



- Lectures and workshops
- Project work with lab methodology
- Mentoring program
- Open lectures
- 'Reading list'
- Prototype and iterate

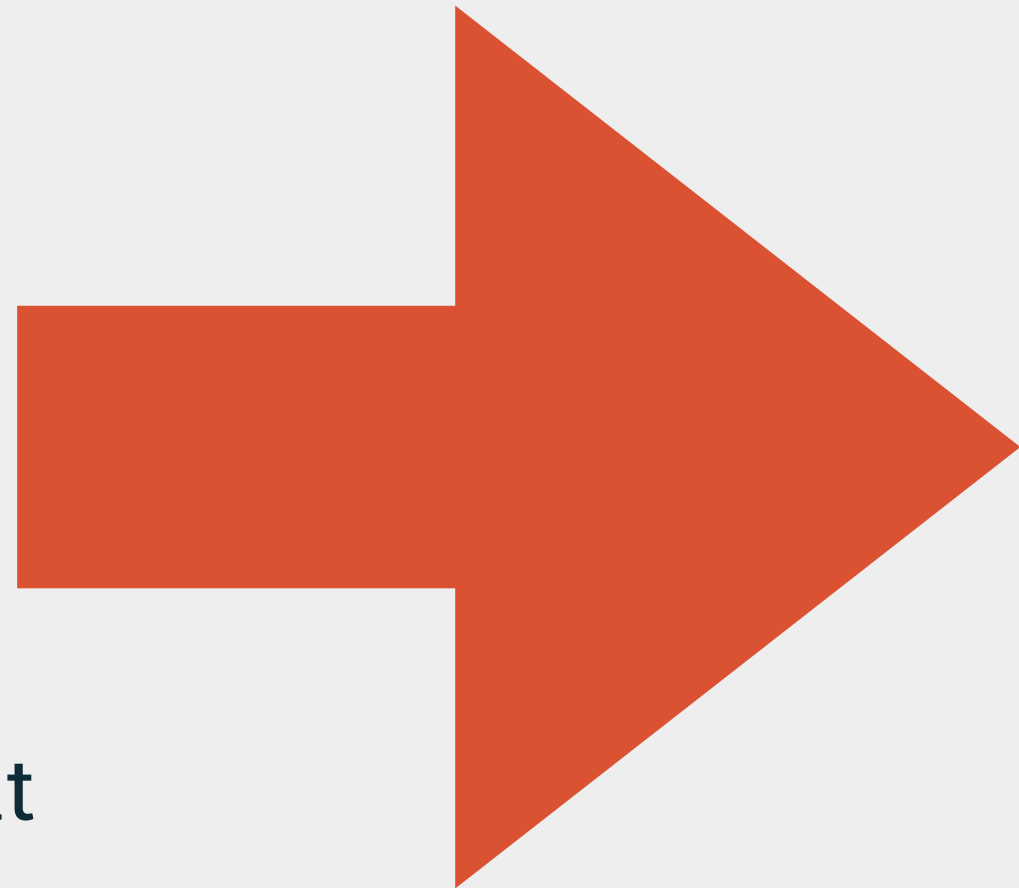


Expanding loops and reach



what

Course outline



Let's (finally) take a look at
the wall...