Your Team, Skills and Starting Points

1 Skills

1.1 Skills Audit

A clear understanding of not only your role but what are the strengths and weaknesses of your skill set is vital



1.2 Four Stages of Competence

Unconscious Incompetence - You are unaware of the skills and your lack of proficiency **Conscious Incompetence** - You are aware of the skill but not yet proficient **Conscious Competence** - You are able to use the skill, but only with effort **Unconscious Competence** - Performing the skill becomes automatic

1.3 Dunning Kruger Effect

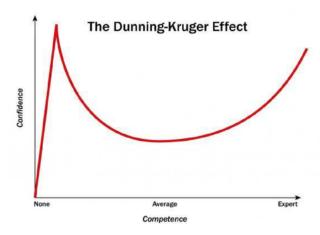
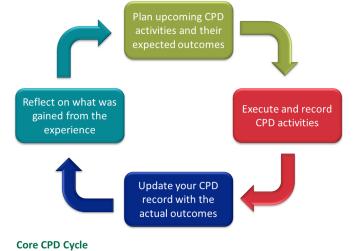


Figure 1: A graph demonstrating the Dunning-Kruger Effect (Latimore 2017)

1.4 Skill Development Plan

- Create a team based CPD plan
- Assign parts of the plan to individuals

1.5 CPD Plan



2 Ideation



Empathise:

- Gain an understanding of the problem, normally through user research
- Crucial to a human centred design process (P.A.C.T.)

Define:

- Analyze your observations and synthesize them to define the core problems
- Define sub-problems

Ideate:

- Generate ideas
- Lateral thinking stage
- Often the innovation stage, especially if you can put your own assumptions and prejudices behind you

Ideation Approaches:

- Brainstorming You build good ideas from each other's wild ideas
- Braindumping This is like brainstorming, but don individually
- **Brainwriting** This is like brainstorming, but everyone writes down and passes ideas for other others to add to before discussing these
- Worst Possible Idea You take an inverted brainstorming approach, emboldening more reserved individuals
 to produce bad ideas and yielding valuable threads
- Challenging Assumptions You overturn established beliefs about problems, revealing fresh perspectives
- Mindmapping You use this graphical technique to connect ideas to problems' major and minor qualities
- Bodystorming You use role-playing in scenarios/customer-journey steps to find solutions
- Provocation You use an extreme lateral-thinking technique to challenge established beliefs and explore paths beyond