



Transformación de conocimiento interdisciplinar en innovación y emprendimiento

El problema.....

La solución

Un proyecto que ayude a ALGUIEN a resolver mejor un PROBLEMA

HUNGER

POVERTY

CORRUPTION

WATER SCARCITY

POLLUTION

Problems

TERROR

RACISM

GLOBAL WARMING

POLITICAL INSTABILITY

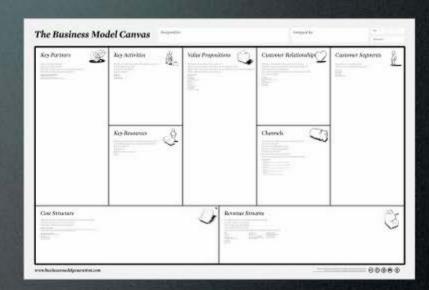
FINANCIAL CRISIS











Stage-Gate® Product Innovation Process

















Idea Screen



Go to Development

Goto

Goto Launch

Innovación

Implementación exitosa de nuevas ideas

f (creatividad, trabajo en equipo, conocimiento)

Innovación

Implementación exitosa de nuevas ideas

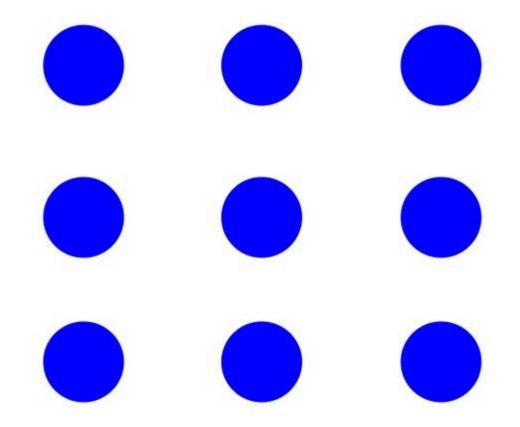
f (creatividad, trabajo en equipo, conocimiento)

Creatividad

Aplicación de conocimiento y de experiencias, de manera no convencional

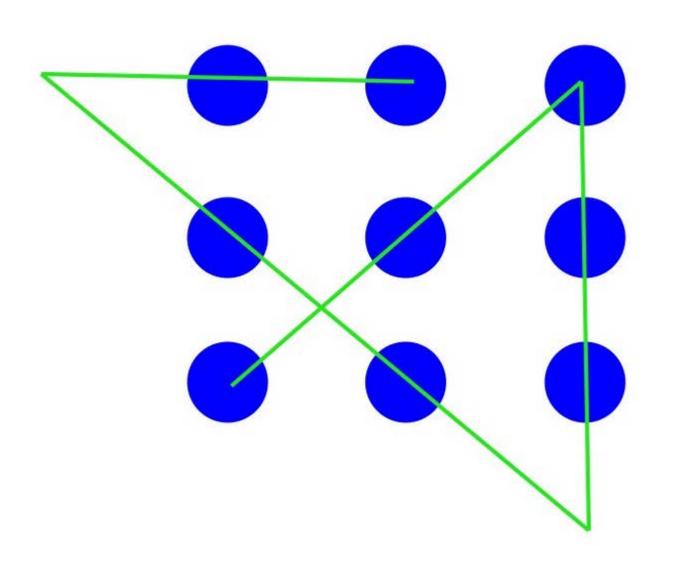
(la vela.....el bombillo)

Connect the nine dots

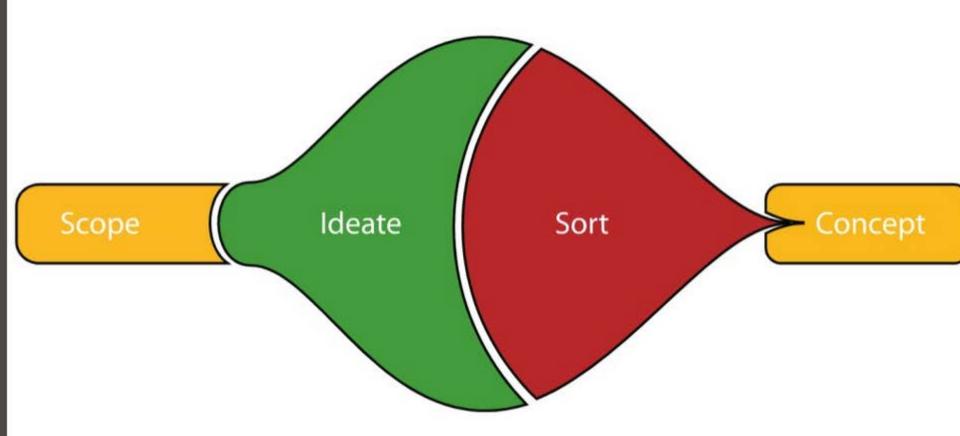


Using 4 straight lines without lifting the pen

Connect the nine dots



The creative process



Model for systematic creativity

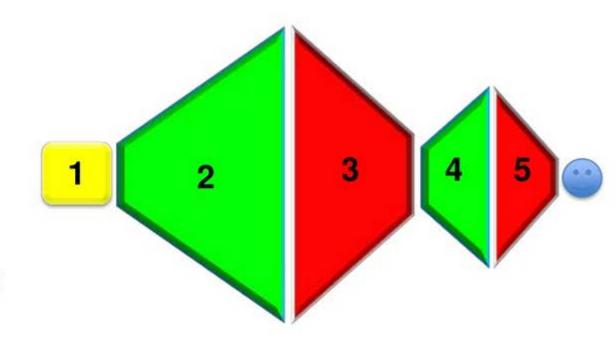
1: Scoping

2: Generating

3: Grouping

4: Conceptualizing

5: Final Selection



Ground rules in the creative room



Think outside the box (Lateral)

- Find alternatives
- Overcome blockages



Avoid protecting your own ideas

Build on other's ideas



Don't criticize, accept all ideas

- There are no bad ideas
- "yes and....."



No unnecessary discussions and use of authority

Make others look good!



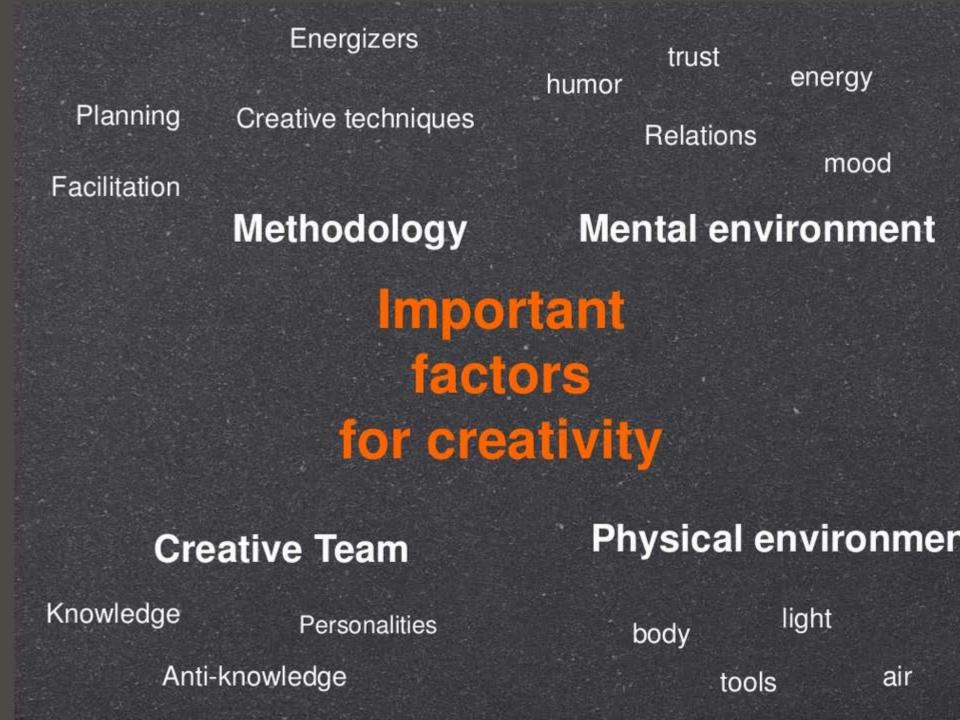
No "war-stories"!

Focus on ideas

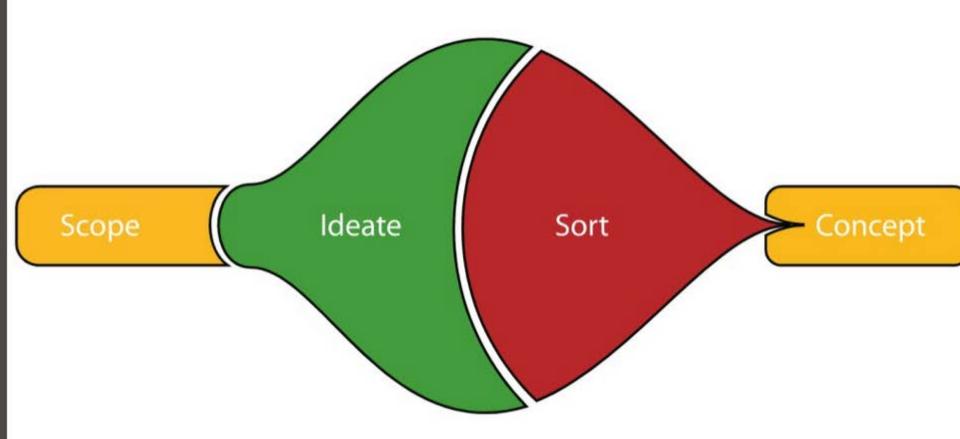


Write down all ideas

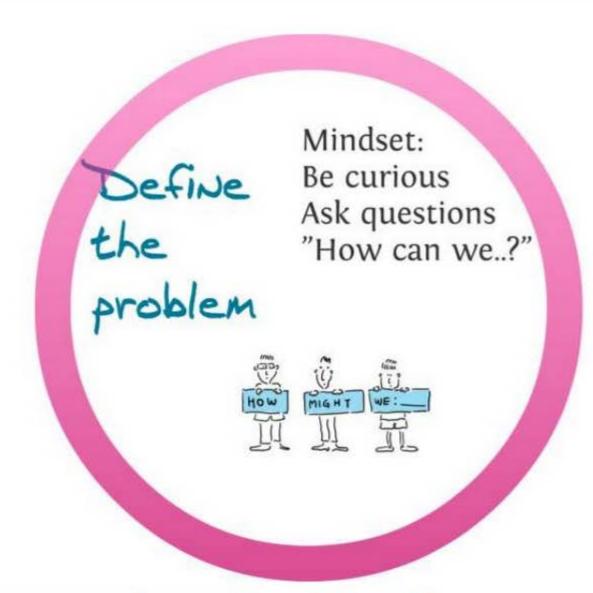
 so you don't forget, and don't waste energy remembering



The creative process



Scope



Write down one very precise problem statement!

"How can we help X SPECIFIC USER solve X SPECIFIC PROBLEM



Creatividad

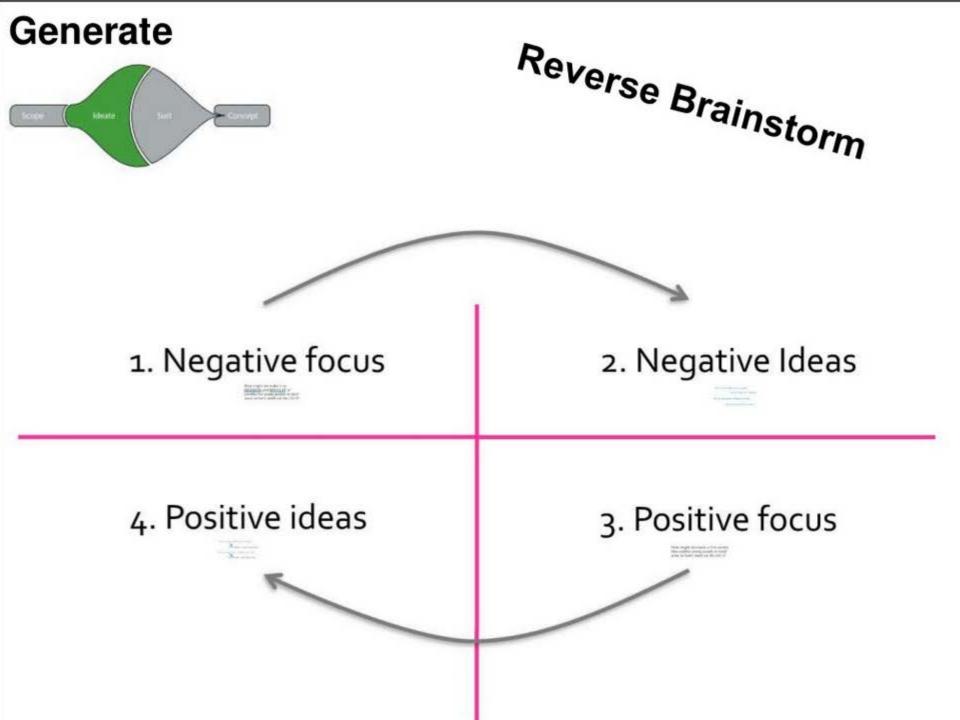
La mejor manera de tener buenas ideas es....

Creatividad

La mejor manera de tener buenas ideas es....

Tener MUCHAS ideas

Linus Pauling



BAD ideAs?

If you want to succeed, double your failure rate!

- Thomas Watson, founder IBM



I have not failed 1300 times.... I have successfully discovered 1300 ways to NOT make a light bulb

-Thomas Edison



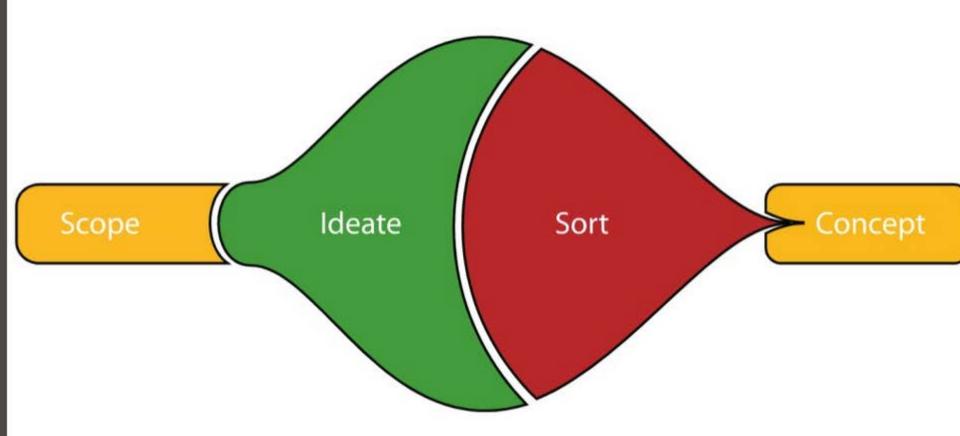
Problemas..... para abordar en nuestro proyecto

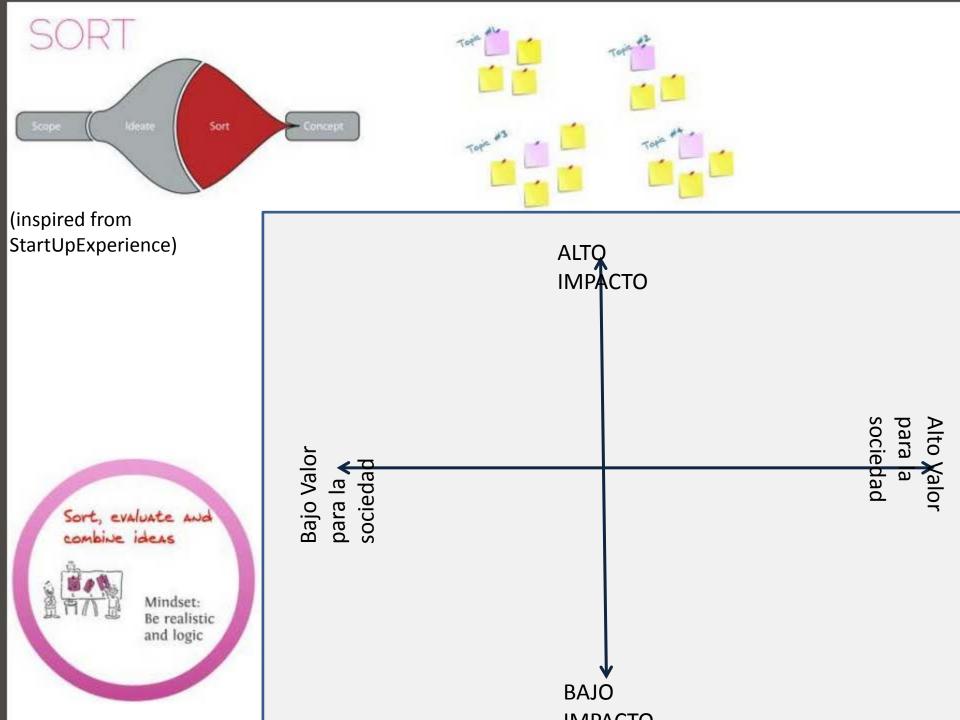
- Al menos 10.....20
 - Cómo podemos ayudar a <u>X USUARIO ESPECÍFICO</u> a resolver <u>Y PROBLEMA ESPECÍFICO</u>

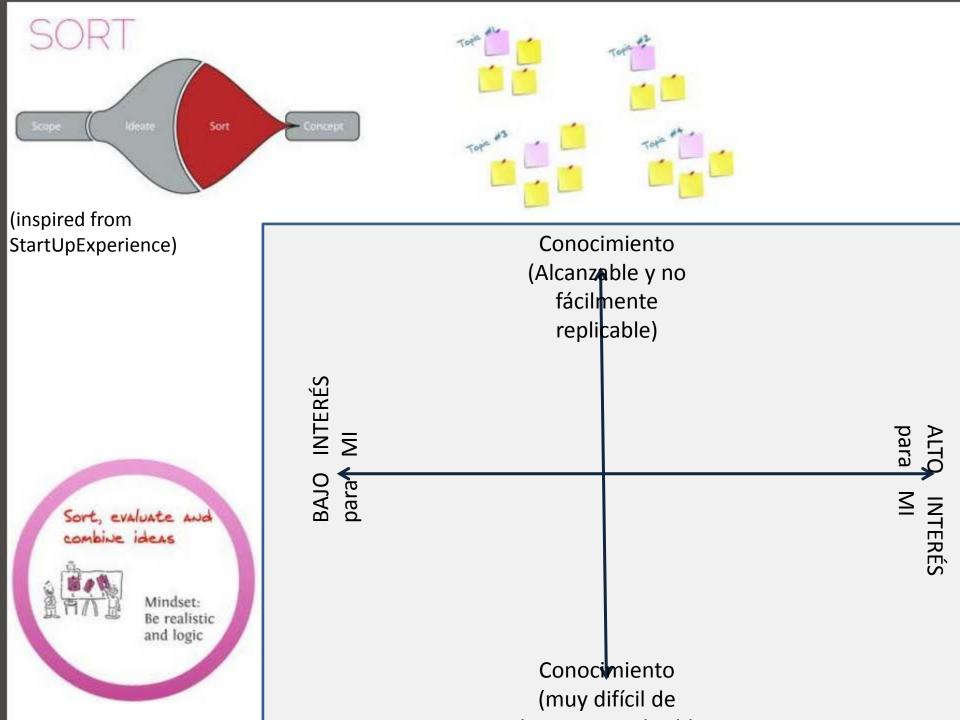
NO ...todavía... la SOLUCIÓN

20 minutos!!!

The creative process











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