#### Toast and Storyboarding / Prototyping

#### Link to design

Start	Duration	End	Activity	Delivered By
11:00	00:05	11:05	Buffer	
11:05	00:10	11:15	Welcome, IDOARRT, recap, where we are today + checkin	
11:15	00:20	11:35	HMW: regroup + present to Tim (excuse for them to revisit them	Vero
11:35	00:20	11:55	Intro to Ideation + ideation	
11:35	00:05	11:40	Break	
11:40	00:45	12:25	Select idea How Now Wow	Tim
12:25	00:50	13:15	Toast	Beni
13:15	00:15	13:30	Next steps + Checkout	Vero
13:30	00:10	13:40	Buffer	
	03:00			



**HYPER ISLAND** 

# <u>Learning Journey</u> 2023

UNLOCK - session 3 November 10th 2023



## **Our schedule**

Session #		DAY	DATE	TIME (BR, ARG)	DURATION	Phase
1		Tuesday	5th	11-13	2	Kickoff
2	$\checkmark$	Tuesday	19th	11-13	3	Uncover
3	$\checkmark$	Friday	29th	11-13	2	Uncover
4	$\checkmark$	Monday	2nd	11-13	2	Uncover
5		Monday	9th	11-13:30	2.5	Uncover final
6	$\checkmark$	Friday	20th	11-13:30	2.5	Unlock
7	$\checkmark$	Friday	27th	11-13	2	Unlock
		Monday	6th Nov.	<del>11-13</del>	2	Unlock
9		Friday	10th	11-13:30	3	Unlock
10		Friday	17th	11-13	2	Unleash
- 11		Friday	24th	11-13	2	Unleash
12		Friday	lst Dec.	11-13	2	Unleash
13		Friday	8th	11-14	3	Pitch
14		Friday	15th	11-13	2	Retrospectiva



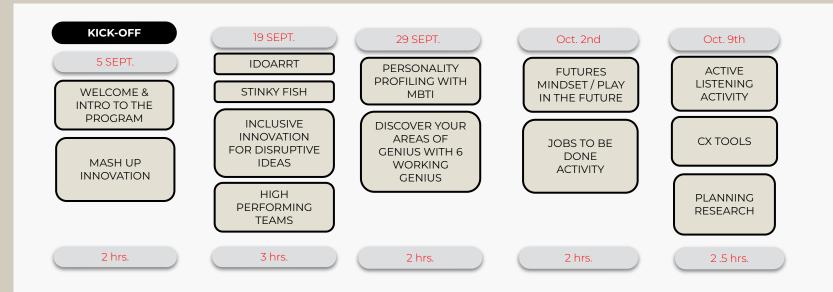




#### **UNCOVER**

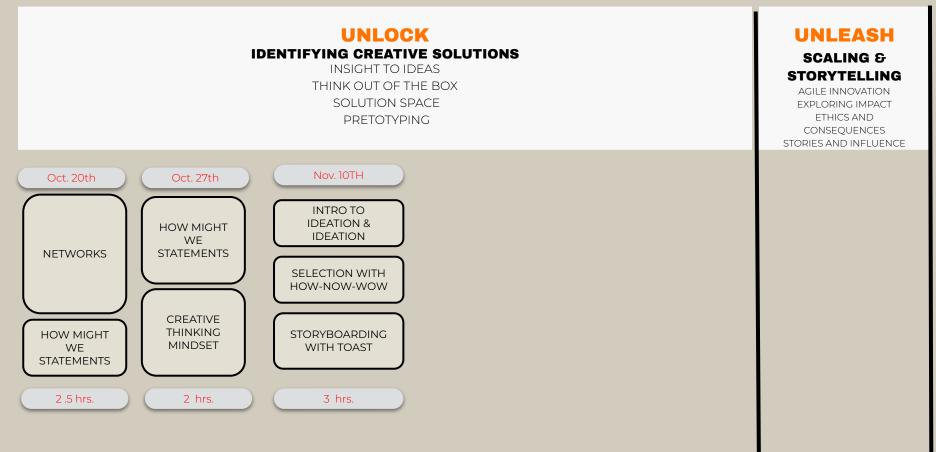
#### LEARNING TO EXPLORE THE PROBLEM SPACE, UNCOVERING OPPORTUNITIES

INNOVATION PRINCIPLES INNOVATIVE TEAMS IDENTIFYING OPPORTUNITIES RESEARCH HACKS









## **IDOARRT**

#### INTENTION

#### **DESIRED OUTCOMES**

AGENDA

Understand and experience ideating for possible solutions for each of our HMWs and visually map them.

Arrive at a possible solutions for our HMWs by following a human centered ideation process and storyboard them.

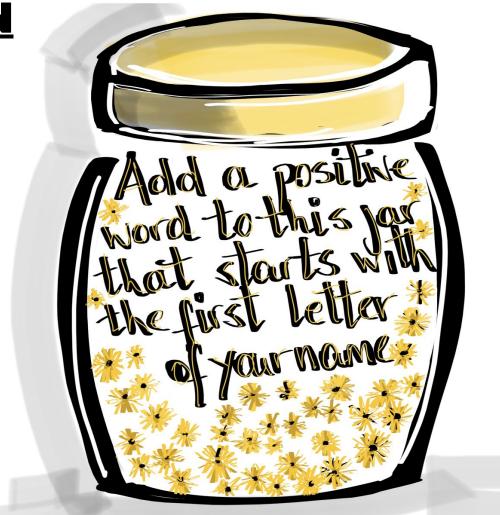
Welcome, IDOARRT, recap, where we are today + checkin HMW: regroup + present to Tim (excuse for them to revisit them Intro to Ideation + ideation **Break** Select idea How Now Wow Toast Next steps + Checkout

TIME

3 hours including 10 min break



# **CHECK-IN**

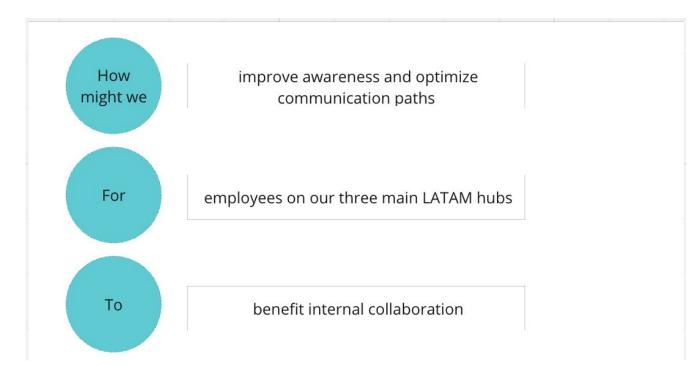




#### Revise & revisit your HMW

# Revisit your HMW Present to M

#### Group 1: Abril, Isabella & Juan



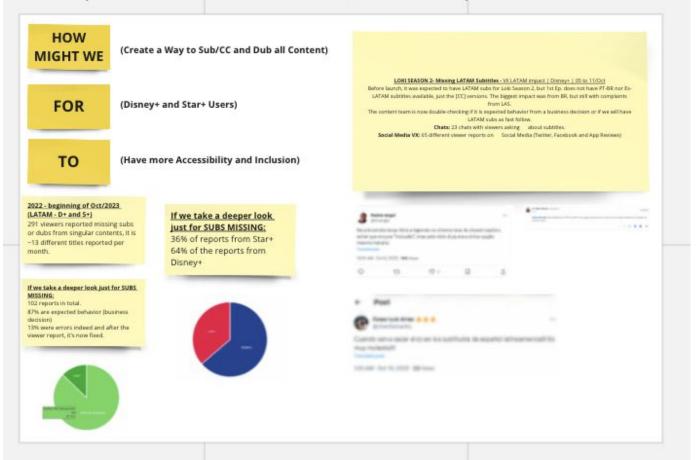
#### **GROUP 1**

#### **GROUP 2**

#### **GROUP** 3

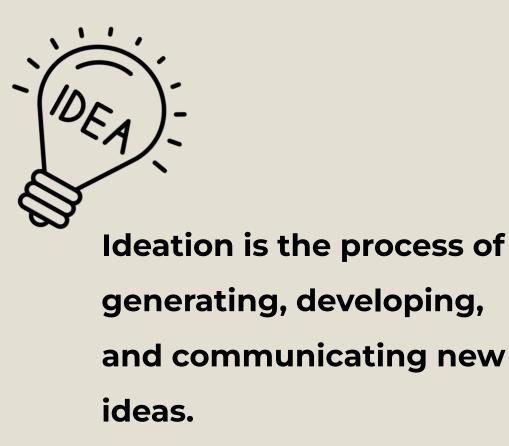


### Group 2 - Abril, Ana, Edre, Juan, Stephanie





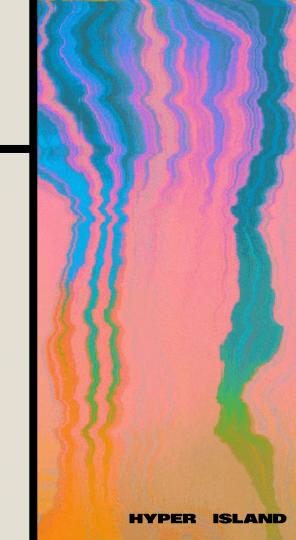
Intro to ideation & ideation





## **Ideation Principles**

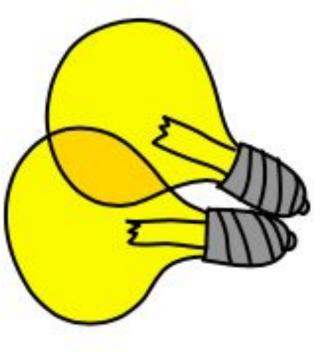
- Encourage crazy ideas
- Postpone judgement
- Quantity over quality
- Use drafts
- Be visual
- Build on other people's' ideas



# WHEN DO YOU HAVE THE **BEST IDEAS?**

The best way to have a good idea is to have a lot of ideas

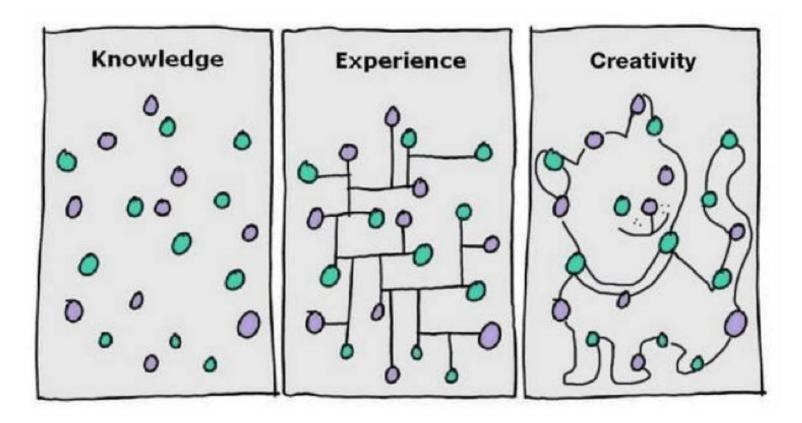
**Linus Pauling** 



# Innovation is... ideas having sex

Matt Ridley

# "Creativity is all about connecting the dots"



Groups of humans are generally bad at being creative together



## Groupthink Cognitive biases Cultural biases

Personalities Hierarchies Preferences

#### OUR CULTURE IS NOT READY YET It's not possible... We need to do more research

It is too difficult to implement... We are too small for that It's too expensive! It is against the regulations... Advisory board won't agree... It's not feasible...

The parents will never accept We do not have the expertise It will never work THERE IS NO TIME

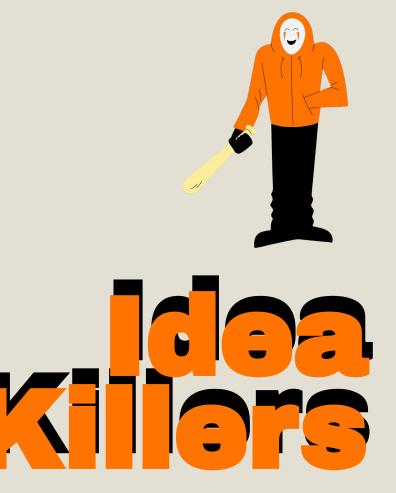
It is not logical

That will not work in our culture

IT IS TOO BIG A CHANGE...

### THERE IS NO BUDGET...

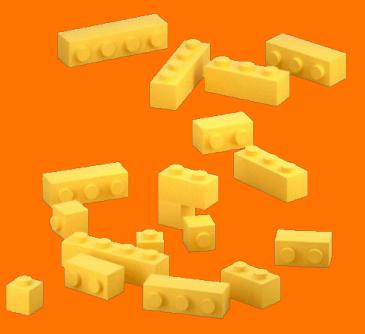
Others are doing that already







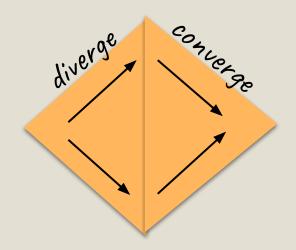
Yes and....





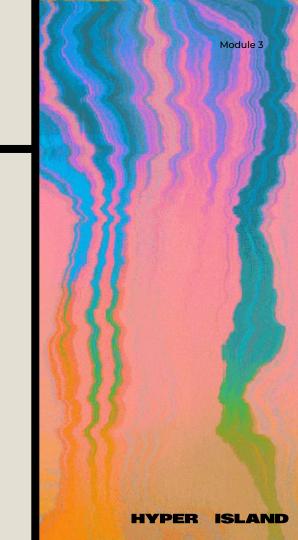
- **#1** There are no bad ideas!
- **#2** Defer Judgement
- **#3** Build on the ideas of others
- **#4** Go for Quantity
- **#5** Encourage wild ideas

# Ideation Techniques



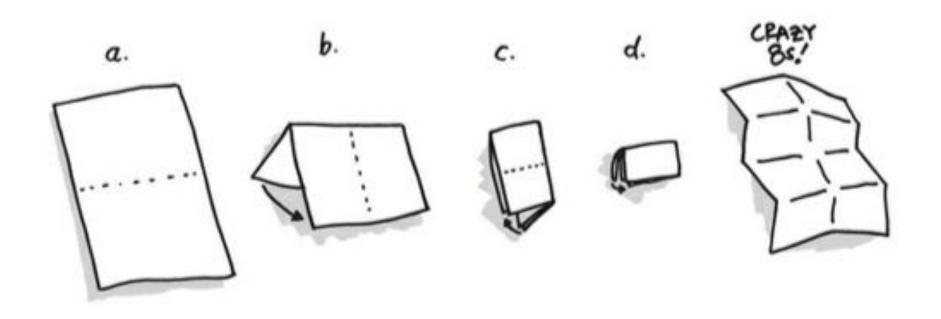
## **Ideation Methods**

- Silent Brainstorming Negative Brainstorming
- Bodystorm Associative Thinking
- User Perspective Mash-up How would (X) do this?
- Beautiful questions, why/what if/how?









ldea 1	Idea 2	Idea 3	Idea 4
Idea 5	Idea 6	Idea 7	Idea 8

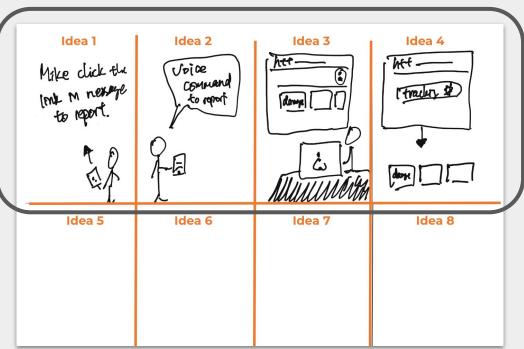
# **Free** Ideation

4 minutes individually

Think of and capture 4 *different* ideas

to solve your <u>How Might We</u> problem statement...

Draw them in the top 4 boxes on your paper

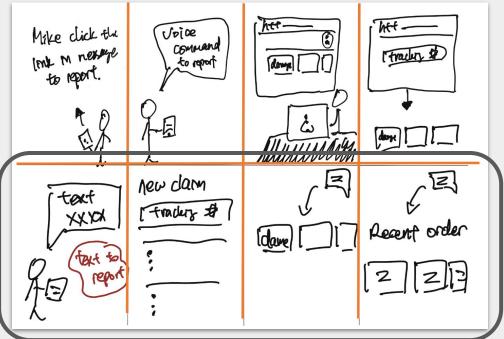


# **What if?' Ideation**

Continue to think of and capture *different* ideas to solve your <u>**How**</u> **<u>Might We</u>** problem statement...

But this time based on 4 specific prompts which you will receive

Draw them in the bottom 4 boxes on your paper



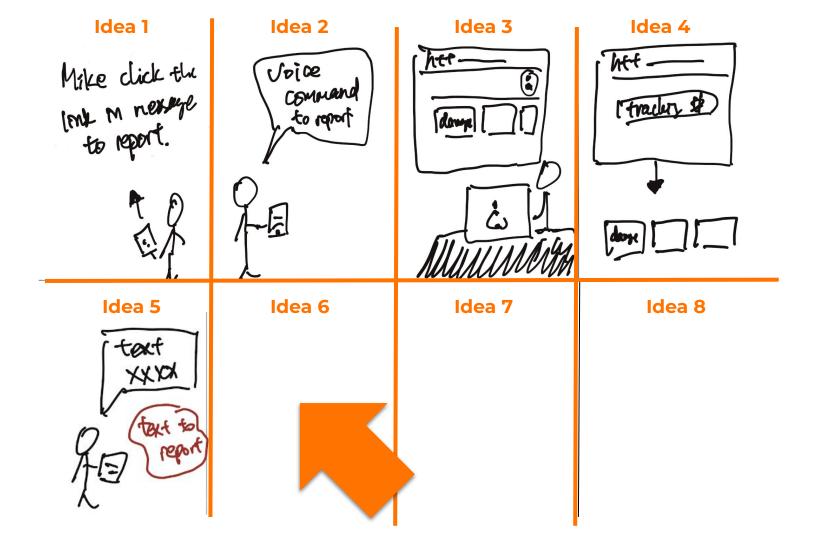
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# YOU WERE YOUR FAVORITE SUPERHERO?

### **HOW WOULD YOU SOLVE THE CHALLENGE?**







## YOU WERE A 7-YEAR OLD BOY OR GIRL?

### **HOW WOULD YOU SOLVE THE CHALLENGE?**











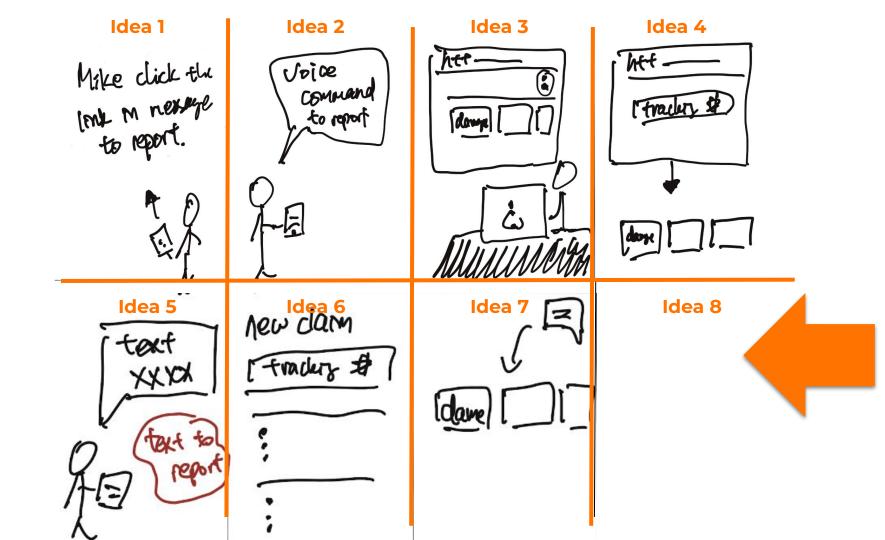
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## YOU HAD TO USE ZERO TECHNOLOGY

### **HOW WOULD YOU SOLVE THE CHALLENGE?**

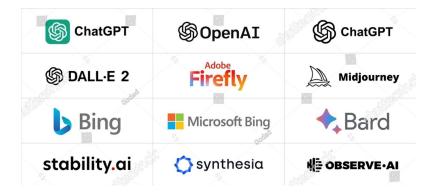






## YOU COULD ASK AI FOR HELP?

### **HOW WOULD YOU SOLVE THE CHALLENGE?**





### THERE'S AN AI FOR THAT

# **Brainstorm Buddy**

Let Brainstorm Buddy spark your next big idea.

Enter the target audience and the problem to do some actual out-of-the-box ideation.

#### Target audience

Which customers are you targeting?

Dairy farmers

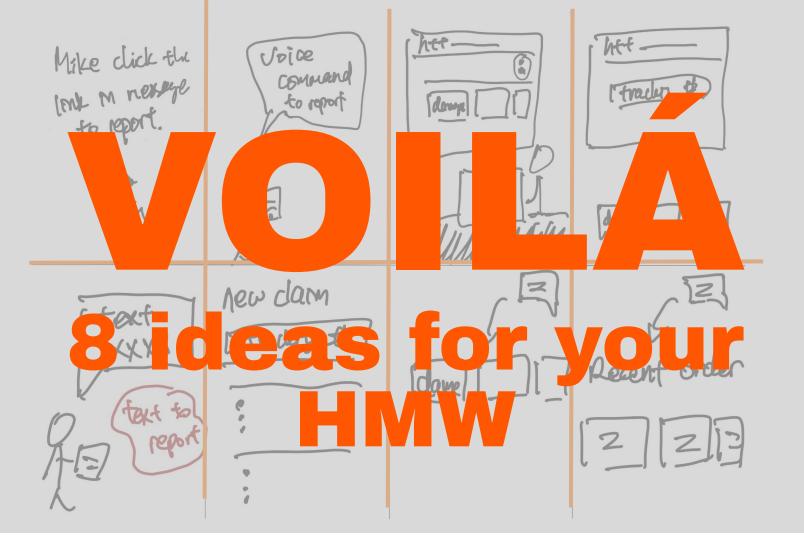
Create ideas

#### Problem

Write a short description of the problem. Use the "Personas" tool to come up with a few problems.

Impact of plant-based milk alternatives on business





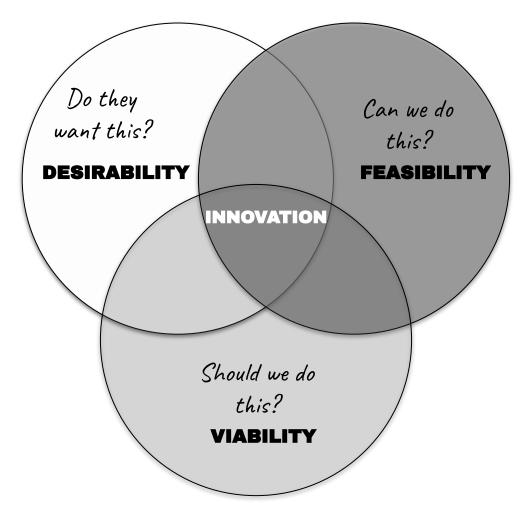
# Idea Selection

**HYPER ISLAND** 

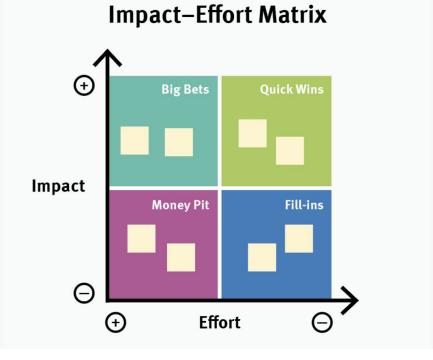
## Which criteria for this selection?

HYPER ISLAND

### Human Centric



## Impact / Effort Matrix



#### How / Now / Wow Moon Shots Ideas for the future Dreams or challenges Green ideas of tomorrow HOW? Impossible to implement Incremental NOW WOW! Innovative, breakthrough ideas Change Easy to Ideas that can be implemented implement Low risk High acceptability 0 Low hanging fruit Existing examples **Disruptive** Original Normal Change Ideas Ideas

## Activity

Individually select 2 ideas - best and craziest... don't tell anyone which is which

 Step 2: Discuss in groups and add your 2 ideas into the How, Now, Wow Matrix

Step 2: As a group select an idea from the Wow category

<section-header>

Intervention

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Work in Miro

## Instructions for the next activity

Please come back with:
★ a sheet of paper
★ a pen/marker



### 8 min







## WELCOME BACK

#### **Planet Centric Concept**

What makes our concept sustainable?

#### Description:

Transform your ideas into concepts by developing them further and discussing what the planetary focus of this concept is.

(L) 1–3 h

Before starting: Generate planet centric ideas with Planet Centric Ideation.

#### Instructions:

- Sketch or describe your idea in the circle.
   "What does it do?" refers to the function of this idea.
- "What is the planet positive impact?" refers to having a positive impact on the planet.
- "How do you measure success?" refers to how you measure that positive impact on the environment.
- "What are the risks?" aims at reflecting on what might go wrong with your idea: how it might be misused, how it might harm the planet. To answer this question, use the Systemic Touchpoints canvas.
- If you have found risks in this idea, think together on how to improve it. By now, you should have a resilient and well-thought concept, ready to be put into the world.

#### Up next:

Use the Systemic Touchpoints canvas to answer the question "What are the risks?" Use the Strategic Team canvas to define who is involved with this concept.

#### ldea

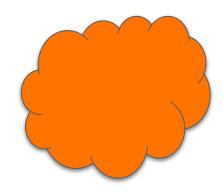
What is the planet positive impact?

How can you measure success?

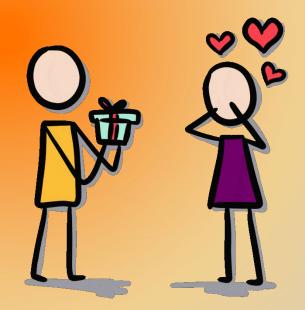
What are the risks?

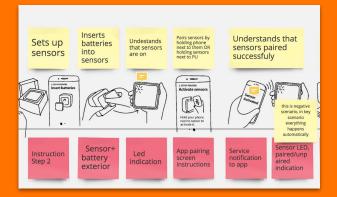
What does it do?

How can it be improved?



## **From ideas to storyboards** Experience mapping







## Mapping your idea in practice

- Take your ideas to the next level
- A quick way to align as a team around an idea
- An opportunity to test and learn with others

### Instructions for the next activity

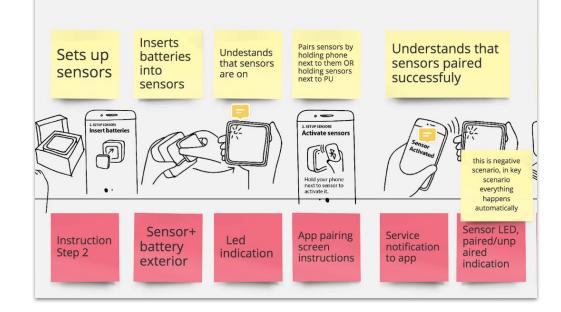
Grab

★ a sheet of paper★ a pen/marker



# TOAST





## Let's do it!



### Your Task:

Draw in 6 steps the process of making toast.

Individually. Pictures. No words.

4min

# **IN YOUR SQUAD**

Share your storyboards

Evaluate together: which one works best?

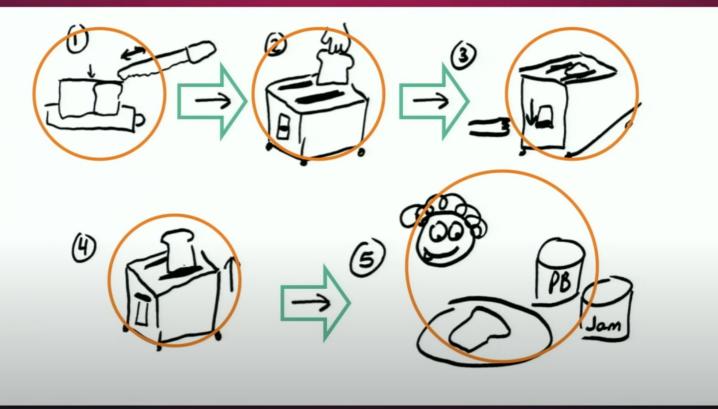
Why is that? Compare the different explanations, how do they complement each other

Combine the different views of how to toast your idea into one simple process with 6 to 8 post-its

## How to make toast - Tom Wujec

https://www.ted.com/talks/tom\_wujec\_got\_a\_wicked\_problem\_first\_tell\_me\_how\_you\_make\_toast?language=en

## **NODES + LINKS = SYSTEMS MODEL**





# AND NOW ... APPLY IT TO YOUR IDEA

## Individually 5 min



Build a storyboard of your solution using 6 post-its.

### Map how your idea works in practice:

what is like to actually experience your idea?

Remember: you will achieve nothing if you pursue everything. **Be specific,** focus on one core element, and work out the details.

You can use words to support the pictures.

The process should be self explanatory







### In the squads 10 min



Build a common storyboard of your solution using up to 8 post-its with your squad

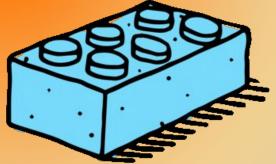
Leverage individual contributions that complement and add clarity to the process



## **NEXT STEPS**

### Go test it with 5 people !

- Show and listen
- Invite new ideas
- Observe their emotions and reactions
- Capture their thoughts and questions



### **Check-Out**

## Which emoji best describes your mood right now, and why?

Select an emoji and write in the chat

