HYPER ISLAND
Welcome to the Island!
Stockholm — Karlskrona — New York — Manchester — London — Singapore — São Paulo

Welcome!

Before we start...please...

Check your name is correct

Stay in Mute when not speaking

Share your thoughts in the Chat but feel free to open the mic!

Use Gallery Mode in Zoom

Camera on... let us see that smile!

Facilitation

Facilitate, support and challenge you through the session to help you to learn & grow.

Beni

Vero

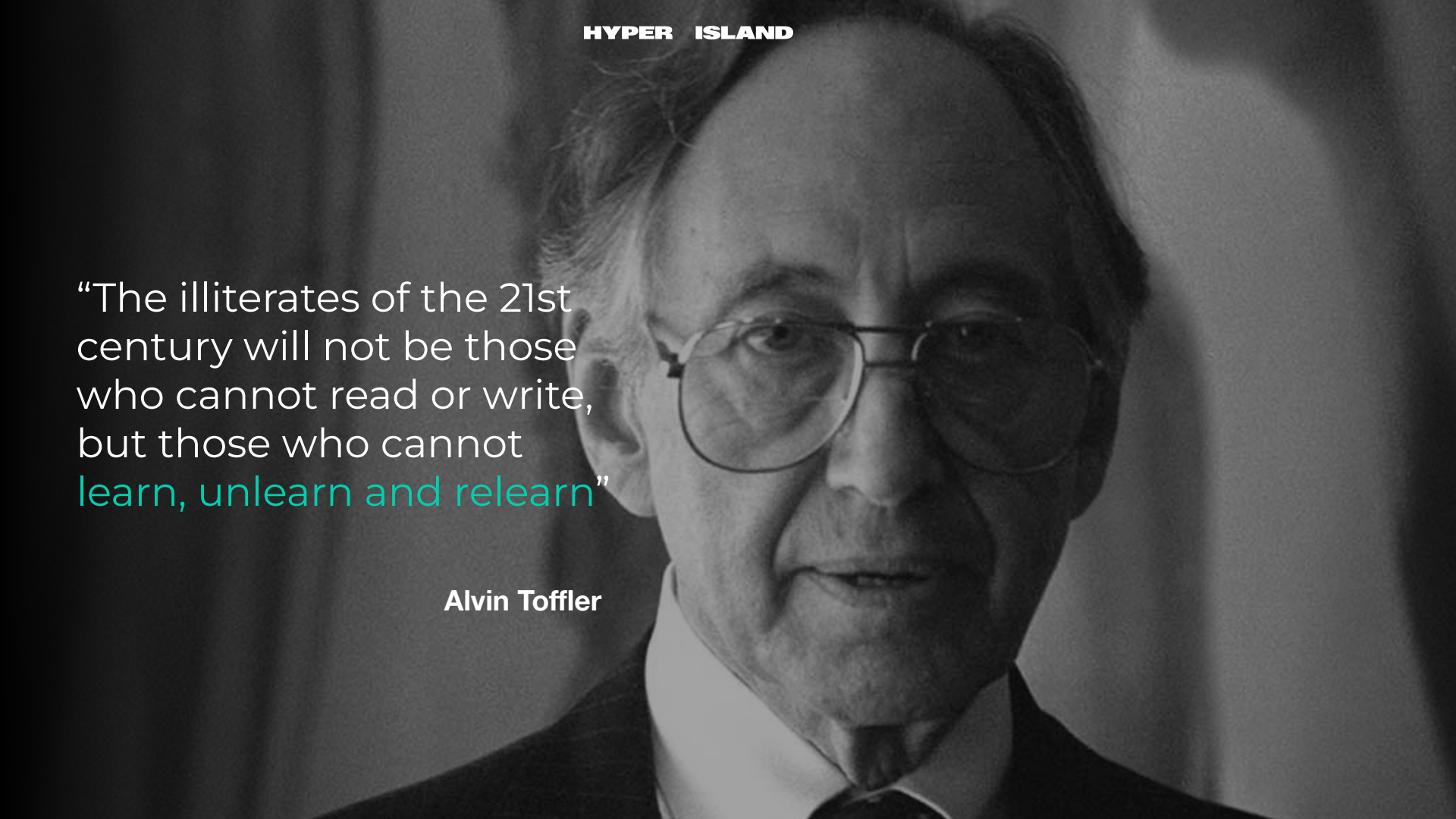
Tim

Courses

HYPER ISLAND

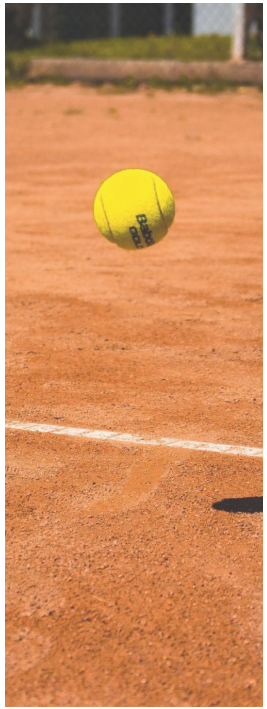
Creative Business School

Business Transformation

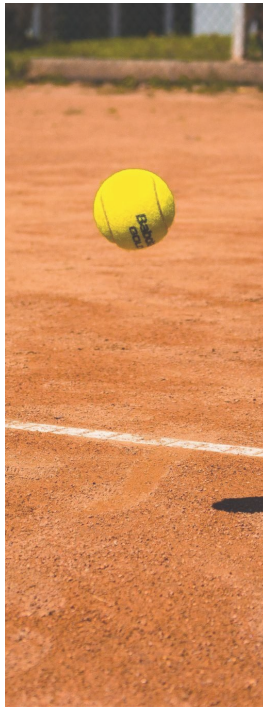


“The illiterates of the 21st century will not be those who cannot read or write, but those who cannot learn, unlearn and relearn”

Alvin Toffler

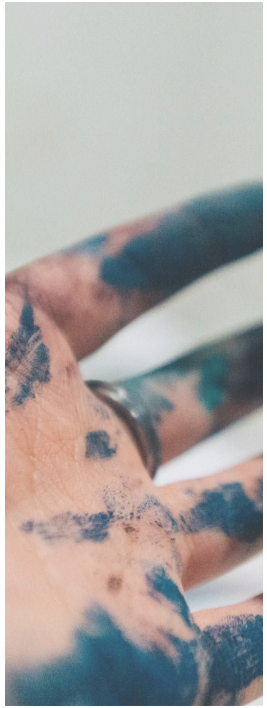


Launch the Tennis Ball

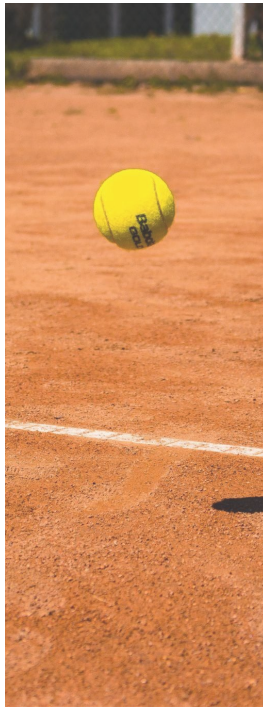


Launch the Tennis Ball

Experimenter Mindset



Experimenter Mindset



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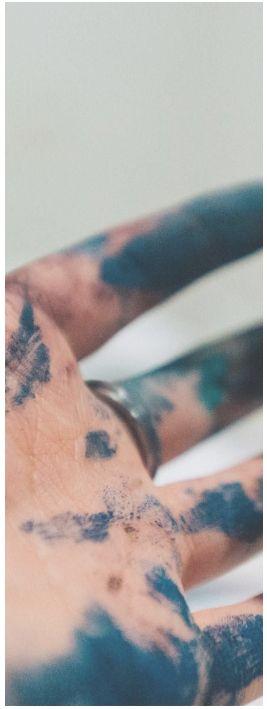
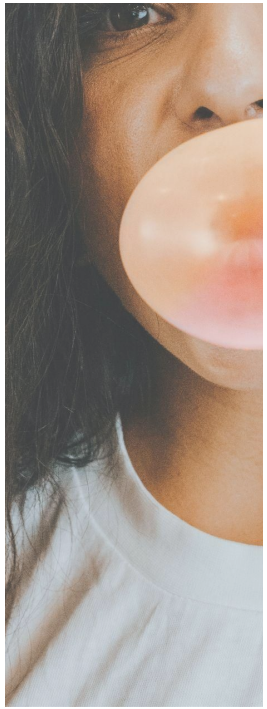
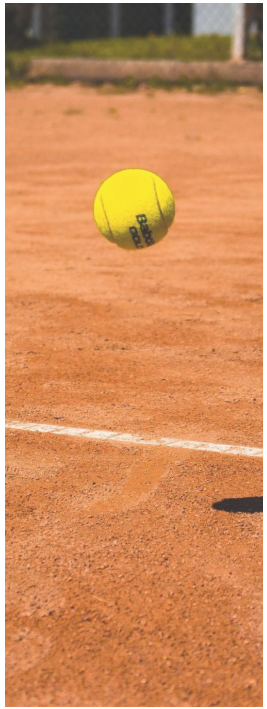




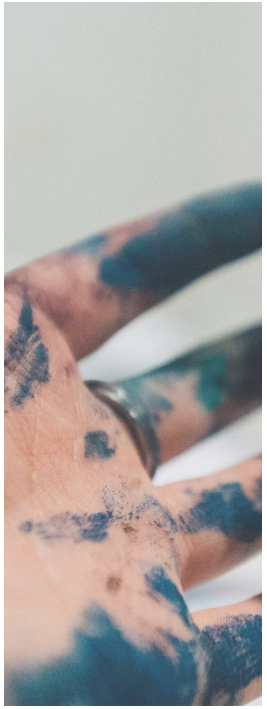
Explore your Stretch Zone

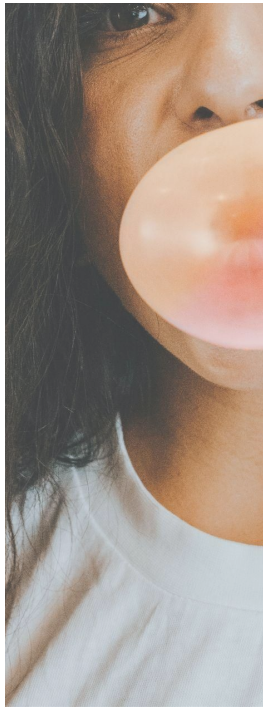
HYPER ISLAND



Launch the Tennis Ball

Experimenter Mindset

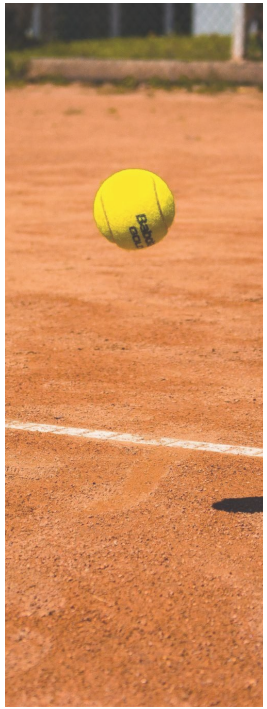




Explore your Stretch Zone

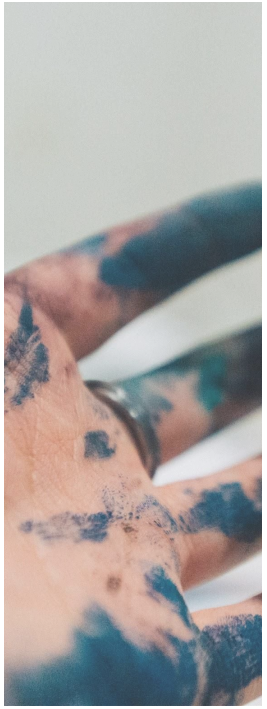
Support Each Other

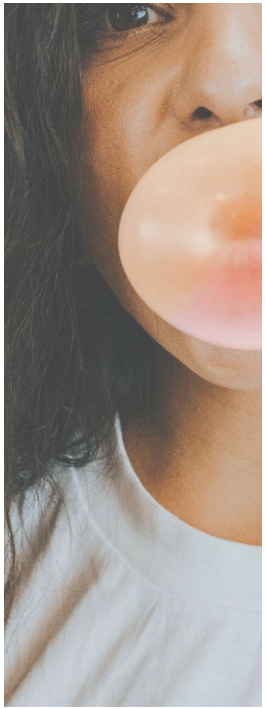
HYPER ISLAND



Launch the Tennis Ball

Experimenter Mindset



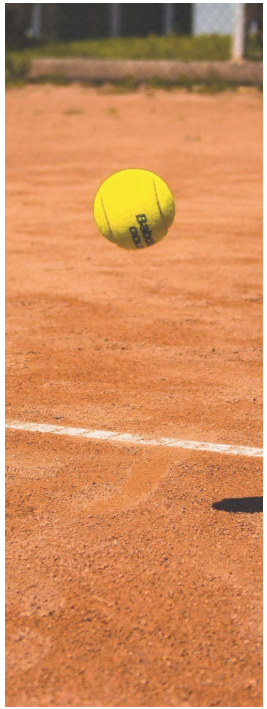


Explore your Stretch Zone

Support Each Other

Trust the Process

HYPER ISLAND



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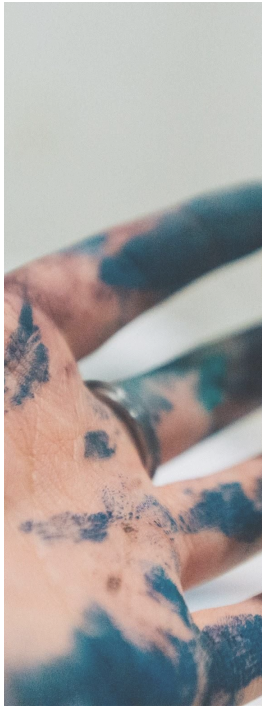
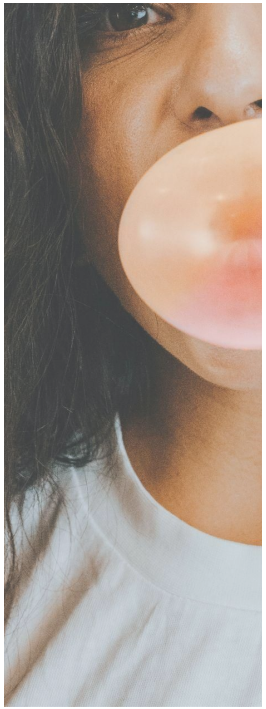
Experimenter Mindset





Explore your Stretch Zone

Support Each Other

Trust the Process

Have Fun!

The Disney Learning Journey

The 3U Model

UNCOVER - EXPLORE THE PROBLEM SPACE

Apply anthropology and neuroscience to reveal real human needs and desires. Applying curiosity and empathy to drive breakthrough ideas and disruptive innovation. Defining problems from a user, systems, future and planet centric perspective. Avoid blind spots by really understanding our customers and stakeholders.

INNOVATION PRINCIPLES / INNOVATIVE TEAMS / IDENTIFYING OPPORTUNITIES / RESEARCH HACKS

UNLOCK - IDENTIFY CREATIVE SOLUTIONS

Helping teams apply their imagination to create "out of the box" ideas. The art of turning ideas into future customer experiences and value-driven products and services. Create pretotypes and prototypes that allow us to learn today for tomorrow's experiences.

INSIGHT TO IDEAS / THINK OUT OF THE BOX / SOLUTION SPACE / PRETOTOYPING

UNLEASH - SCALING & STORYTELLING

How to develop ideas through agile methodologies and rapid tests. How to create Value Proposition Canvas and Business Models. Storytelling and Influencing - How to Engage Customers and Internal Stakeholders. Applying brain hacks and tech hacks to scale at pace.

AGILE INNOVATION / EXPLORING IMPACT / ETHICS AND CONSEQUENCES / STORIES AND INFLUENCE

HYPER ISLAND

The 3U Model

UNCOVER

EXPLORE THE PROBLEM SPACE

- *Anthropology*
- *Neuroscience*
- *Human needs and desires. curiosity*
- *Empathy*
- *Breakthrough ideas and disruptive innovation.*
- *Defining problems from a user, systems, future and planet centric perspective.*
- *Avoid blind spots*
- *Understand customers and stakeholders.*

INNOVATION PRINCIPLES / INNOVATIVE TEAMS / IDENTIFYING OPPORTUNITIES / RESEARCH HACKS

UNLOCK

IDENTIFY CREATIVE SOLUTIONS

- *Apply imagination*
- *Create "out of the box" ideas.*
- *From ideas to experiences*
- *Value*
- *Pretotypes*
- *Learn*

INSIGHT TO IDEAS / THINK OUT OF THE BOX / SOLUTION SPACE / PRETOTOYPING

UNLEASH

SCALING & STORYTELLING

- *Develop ideas*
- *Agile methodologies*
- *Testing*
- *Value proposition*
- *Business model*
- *Storytelling*
- *Influence*
- *Engage Customers and Internal Stakeholders.*
- *Tech*

AGILE INNOVATION / EXPLORING IMPACT / ETHICS AND CONSEQUENCES / STORIES AND INFLUENCE

HYPER ISLAND

The Disney Learning Journey

THE PROCESS

UNCOVER - EXPLORE THE PROBLEM SPACE

INNOVATION PRINCIPLES / INNOVATIVE TEAMS / IDENTIFYING OPPORTUNITIES / RESEARCH HACKS

UNLOCK - IDENTIFY CREATIVE SOLUTIONS

INSIGHT TO IDEAS / THINK OUT OF THE BOX / SOLUTION SPACE / PRETOTOYPING

UNLEASH - SCALING & STORYTELLING

AGILE INNOVATION / EXPLORING IMPACT / ETHICS AND CONSEQUENCES / STORIES AND INFLUENCE

THE TOOLS

- Future Foresight and Trends Driven Innovation
- Applied empathy & Curiosity for innovation
- Inclusive Innovation for Disruptive ideas
- Introduction to the agile innovation process.
- High Performing Innovation Teams
- CX Tools, journeys, personas day parting
- Sensemaking and Research Assumptions
- Mapping & Selecting Ideas - How, Now, Wow
- Beautiful Questions and Brainstorming
- Toast - Storyboarding experiences
- Creating Problem Statements - How Might We
- Low Fidelity Rapid Prototypes
- Networked Innovation - Scaling Ideas
- Influence and Storytelling
- 1% - Constant Improvements in Innovation
- Strategic Fit and Idea Development
- Culture for constant experimenting & learning
- Building successful Pitches

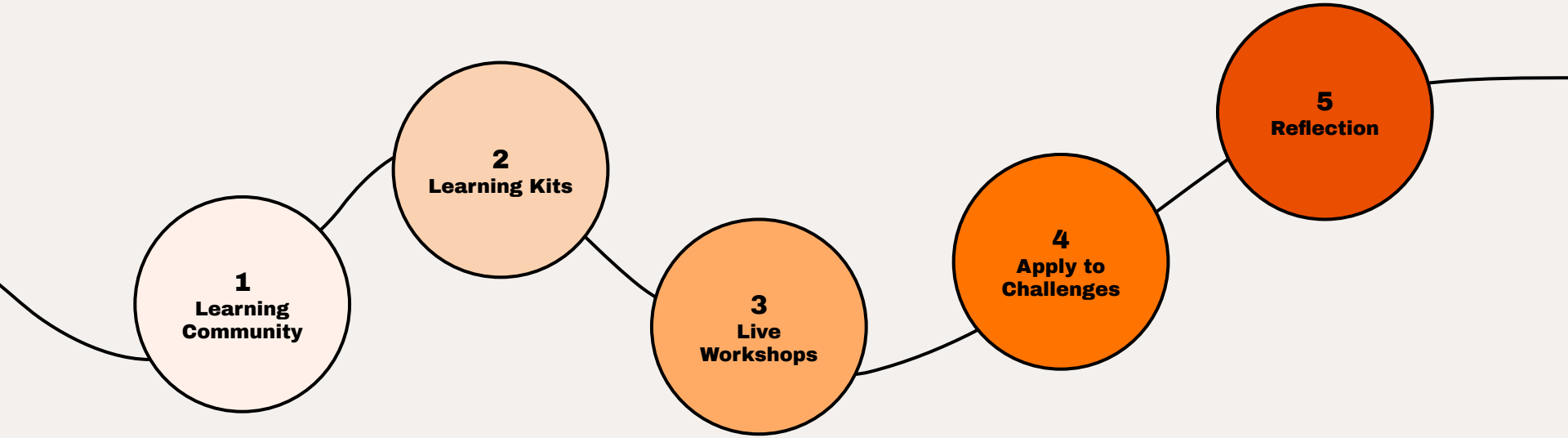
THE SKILLS

- **Thriving through Mattering**
- **Future Foresight**
- **Rapid Rapport**
- **Creativity & Innovation**
- **Agility & Adaptability**

Our Disney Learning Community

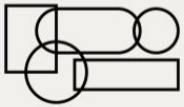
Supporting engagement

5 components



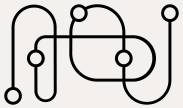
The structure

Remote live

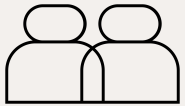


Live Workshops
Live sessions with Hyper Island specialists with content deep dive and interaction. Each theme will be covered with a session of 150 minutes.

Asynchronous



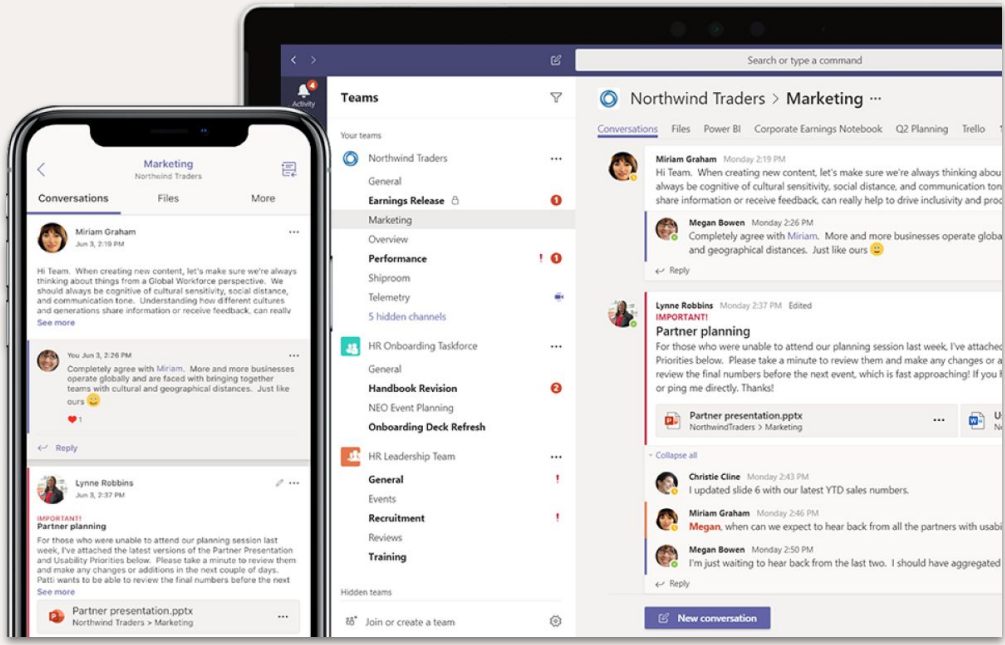
Learning Kit
World class content and tools provided to maximize your learning experience. Acquire knowledge and bring it to real life situations. Access pre-engagement articles, videos, books and other references for continuous learning.



Apply to challenges
Learn by doing: put ideas and tools to practice with optional individual and team challenges, developing and acquiring critical skills across functions.

Learning Community

The learning community is the central to the program, where participants can pull in content, live sessions and their own material to start conversations, share reflections and continue dialogues with the community managers and facilitators.

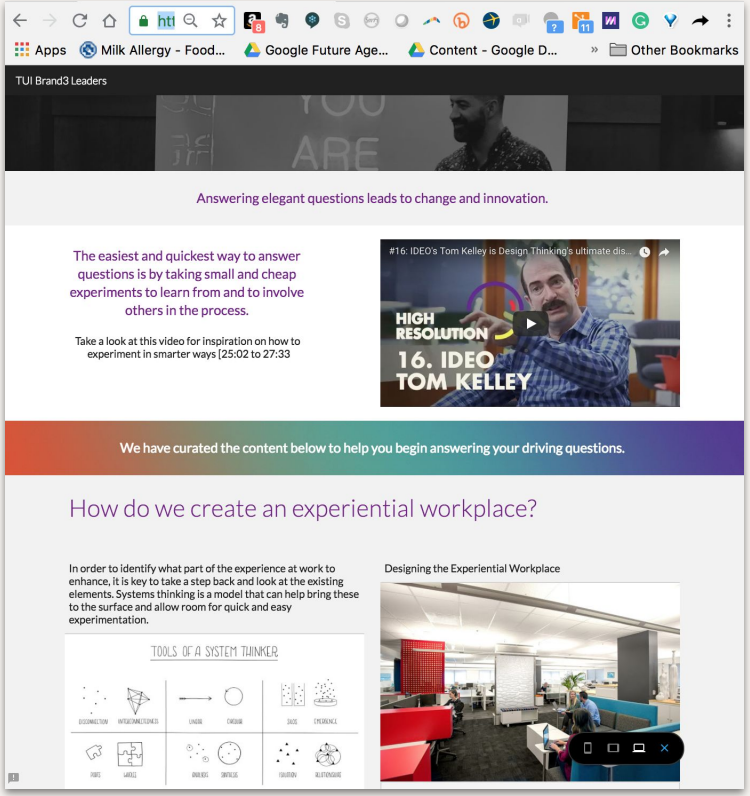


Learning Kits

Learning kits are a central location where all the courses content is stored and referenced. A new kit will be released after each session, with specific reference to the learning outcomes and topics of that session..

Included is:

- Tasks and Challenges
- Frameworks, theory and references related to the live session content
- Additional frameworks theory and references related to the learning outcomes as an additional resource
- Resource library of articles, books and videos relating the learning outcomes
- Live session recording and slides



Additional Resources

Each Module comes with a free curated Hyper Island resource to help individuals and teams to dive deeper into the core theme and pick up more tips, resources and market cases.

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Check-in

What was your last drink or meal in which you ‘mashed up’ different cuisines?

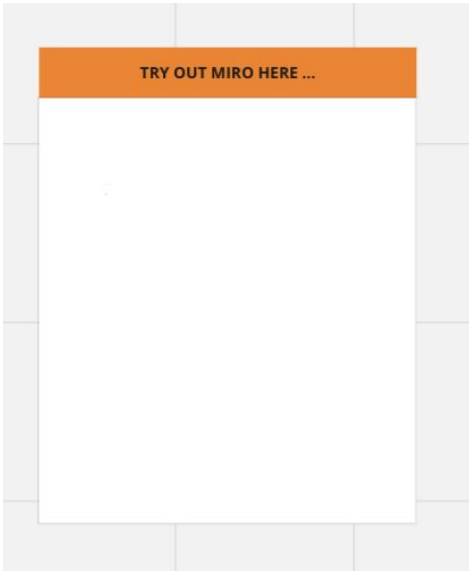
Please write in chat

11 of 27 **Pizza Quesadilla**

VIEW RECIPE

PHOTO: MATTHEW CLARK

MASH-UP!



Let's try out Miro

TRY OUT MIRO HERE ...

INNOVATION MASH UP

HYPER ISLAND

MASH-UP.
How many things?

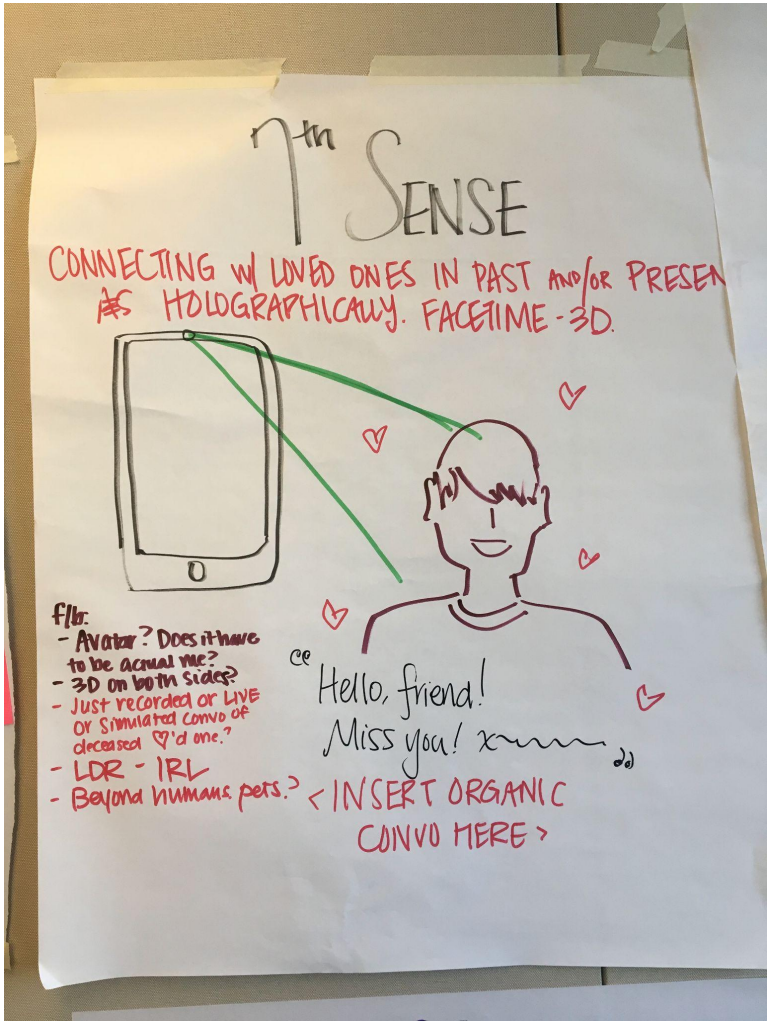
MASH-UP.
Select One

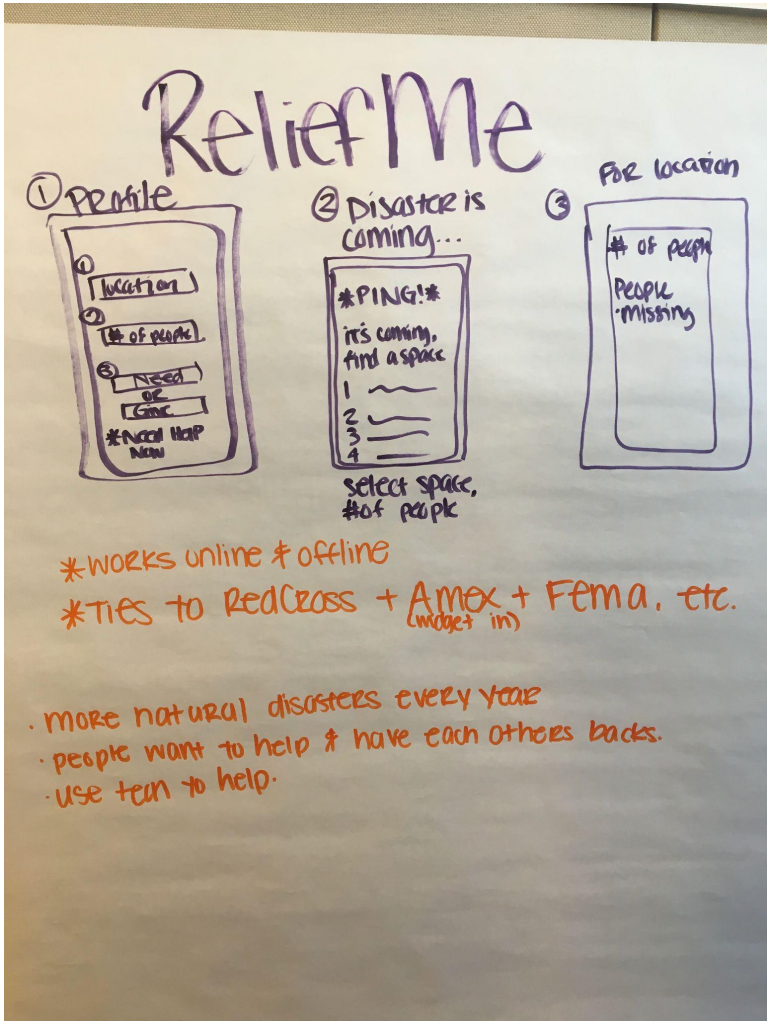
MASH-UP.
Which One?

Nokia N-Gage
2003 - †2005
Back in the year 2000 many people carried both mobile phones and handheld game consoles. Nokia combined these two devices into one unit and launched the N-Gage in 2003.
The N-gage was not a failure of ideas - it was a failure of implementation. The device had to be disassembled to change games. To use as a phone, the user had to hold the phone sideways with the thin edge against the head, which led to its mocking nickname »Taco phone.« Along with design flaws, there was also a severe lack of good games to play.
However, it has been argued that the intensive development of the N-Gage spawned Finland's thriving mobile gaming industry. Did the failed N-gage ultimately lead to today's insanely popular games Angry Birds and Clash of Clans?
INNOVATION
DESIGN
IMPLEMENTATION
DISRUPTION
MUSEUM
OF FAILURE
INNOVATION

MLP

MLP's


7th SENSE
CONNECTING W/ LOVED ONES IN PAST AND/OR PRESEN
HOLOGRAPHICALLY. FACETIME - 3D.
Hello, friend!
Miss you! x
<INSERT ORGANIC
CONVO HERE>


ReliefMe
1 Profile
2 Disaster is coming...
3 For location
PING!
it's coming, find a space
select space, #of people
# of people
People missing
*works online & offline
*ties to RedCross + Amex + Fema, etc.
(widget in)
· more natural disasters every year
· people want to help & have each others backs.
· use tech to help.

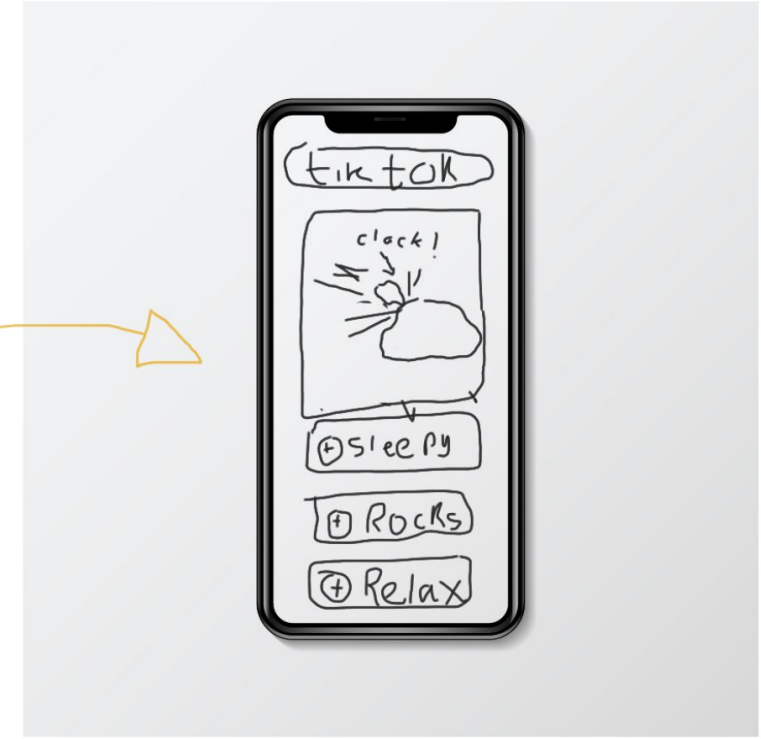
MLP's

GROUP 3

Prepare an MLP
(name, concept, design)

sleep, tik tok, big rock

Geode jamz



Bed time tik tok playlist

MASH-UP.

HYPER ISLAND

User Testing

Give constructive feedback

How do you imagine using it...
What if...

2 Minutes to prepare
ELEVATOR PITCH!
(40 seconds) per group

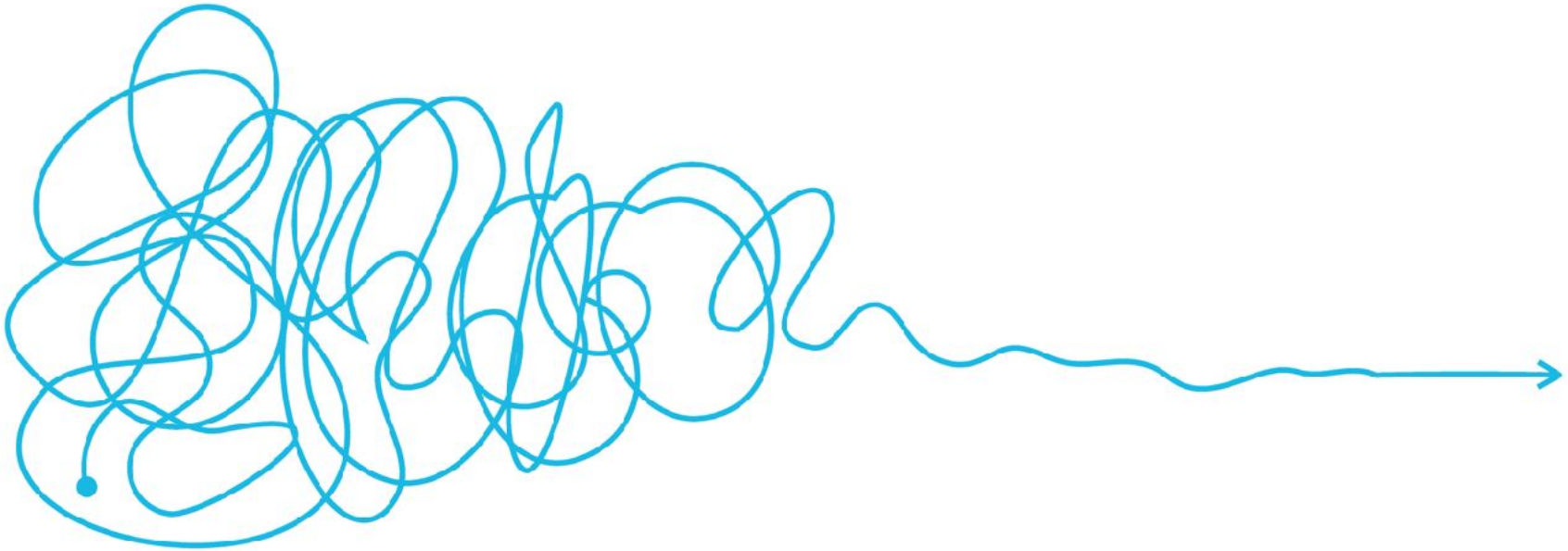
ELEVATOR PITCHES

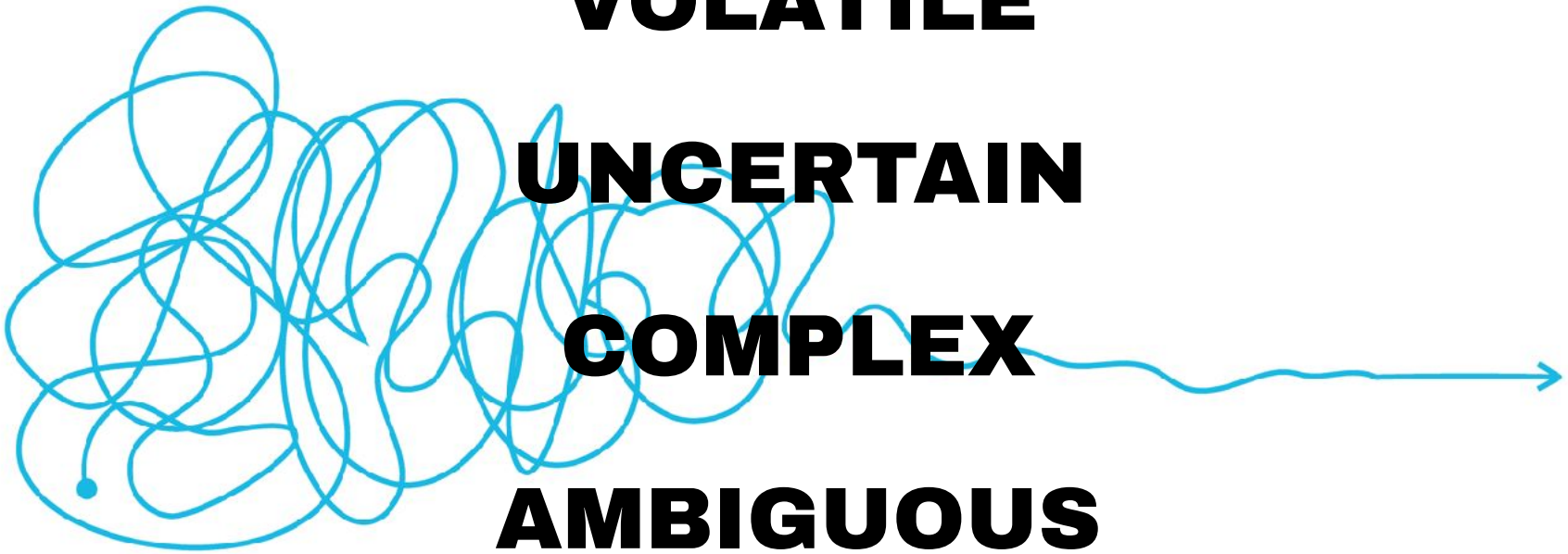
MASH-UP.
Reflections
YOU AND ME

Please reflect on the following

- How did you feel?
- What did you like or not like about the activity?
- What did you learn about yourself / your colleagues?
- What are your reflections on creativity and solving problems?
- How does it compare to how we work now?

Congratulate
Yourselves





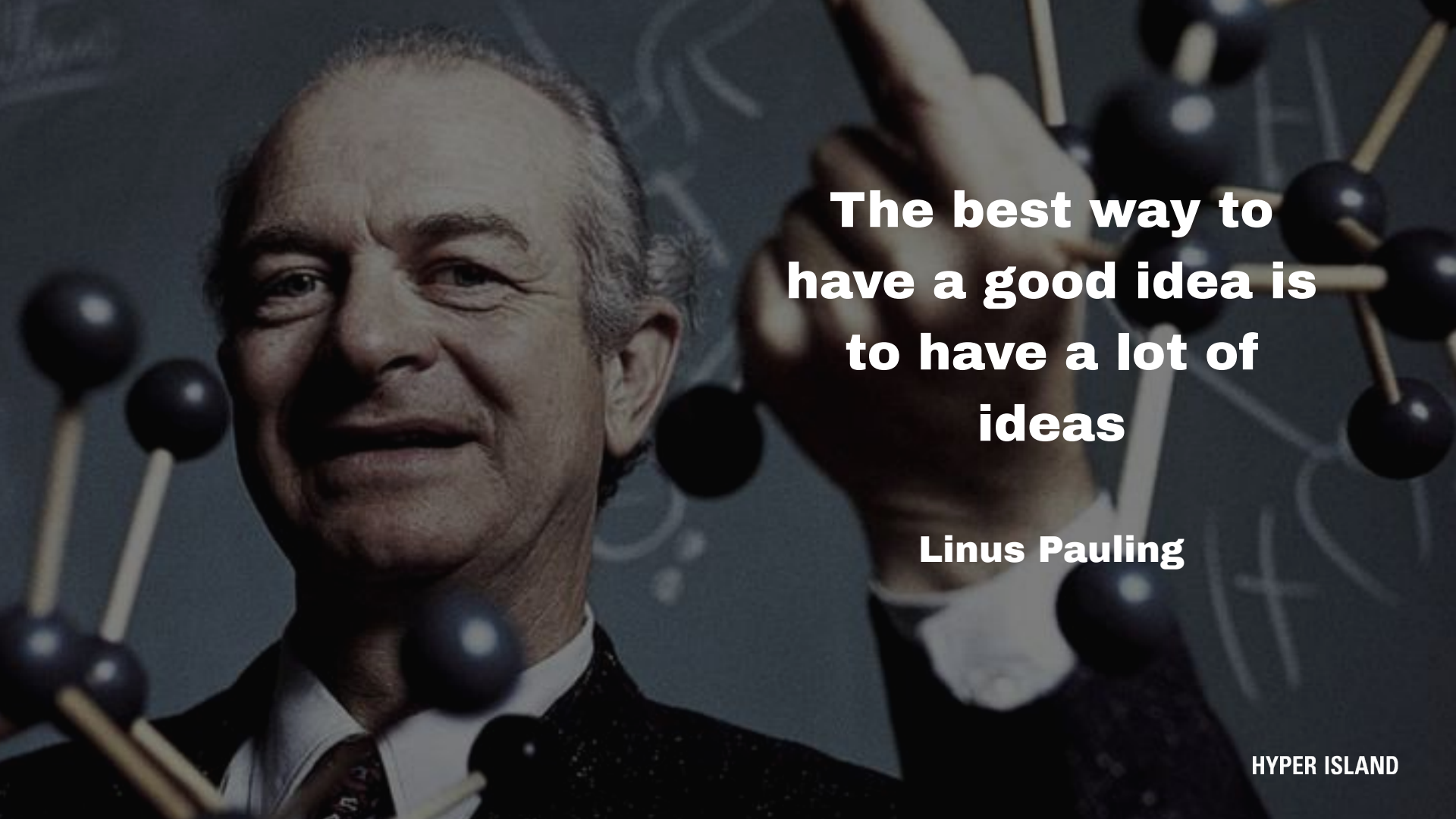
VOLATILE

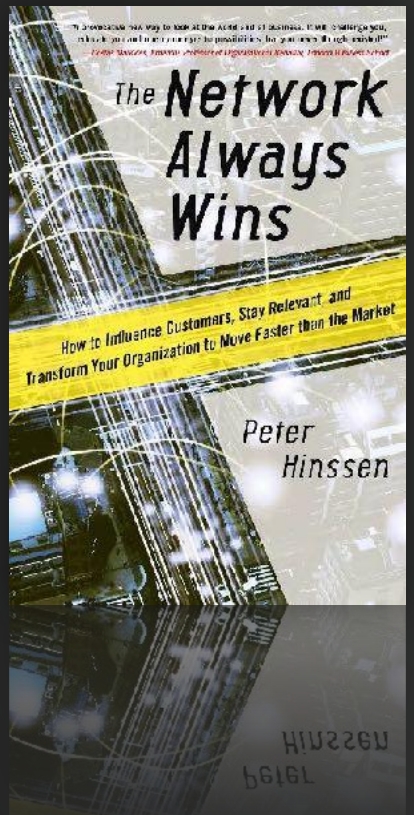
UNCERTAIN

COMPLEX

AMBIGUOUS

After Action Review


The best way to have a good idea is to have a lot of ideas
Linus Pauling
HYPER ISLAND

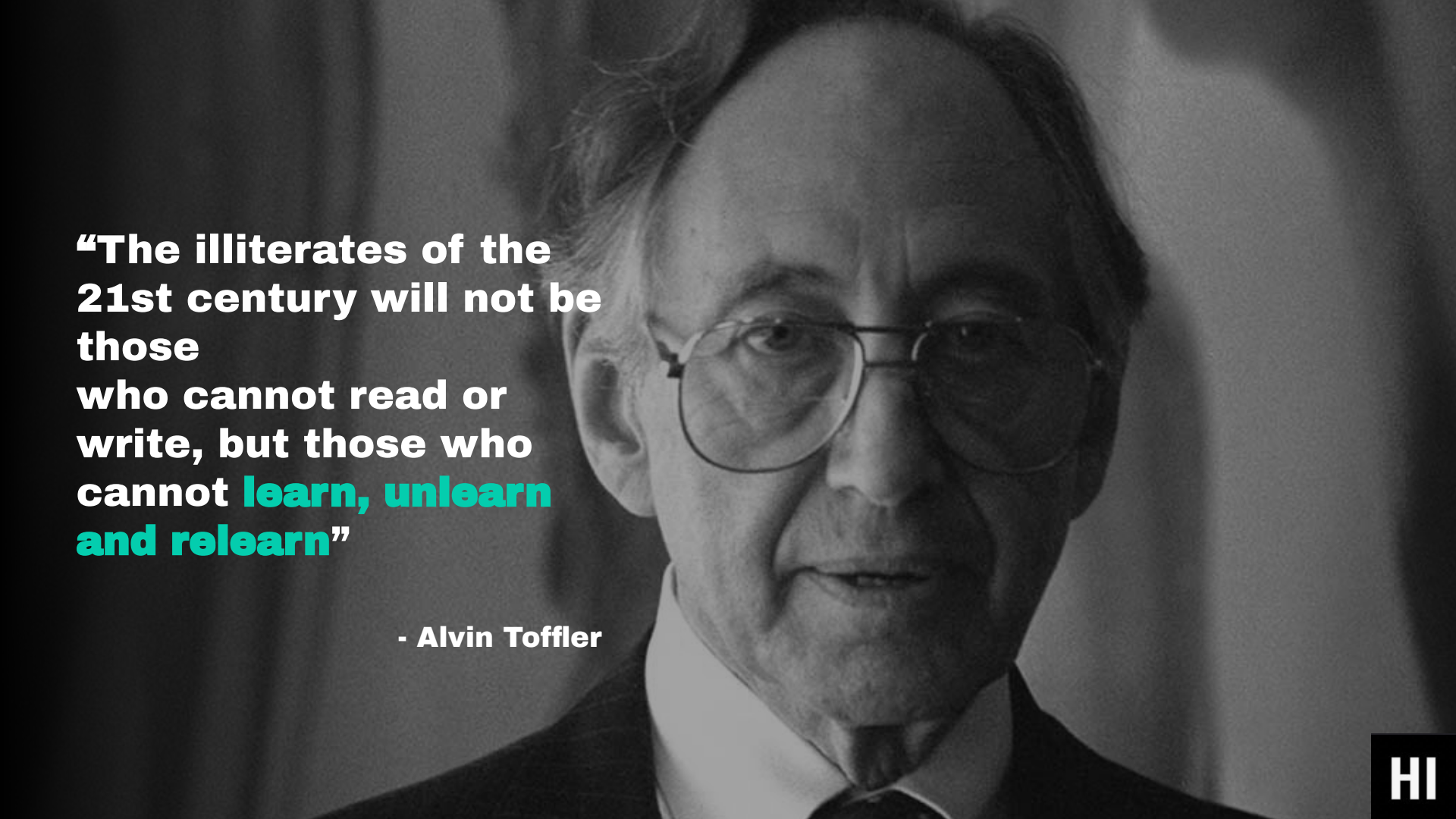


Innovation flows faster in a network than in a hierarchy. Collective intelligence and innovation are based on the multiplicity and diversity of the network.

Diversity is being invited to the party...

INCLUSION is being asked to dance

Verna Myers


“The illiterates of the 21st century will not be those who cannot read or write, but those who cannot learn, unlearn and relearn”
- Alvin Toffler

Overview

WELCOME & KICK-OFF TUESDAY SEPTEMBER 5th, 12 PM (Br time)

Welcome to the GTP learning journey with Hyper Island!

We are kicking off the program on Tuesday September 5th, 9 am (Brazil time).

HI TOOLBOX

Methods & Tools curated by Hyper Island

? MENU

WELCOME TO THE HYPER ISLAND TOOLBOX

A resource kit you can use to apply creative collaboration and unleash potential in your team or organization.

MOVE THE ROOM WITH ENERGIZERS

Tools to inject energy into the process, get people moving, and have fun.

UNLOCK INSIGHT AND INNOVATION

Tools to unleash creativity, discover valuable insights, and develop new products and services.

GROW YOUR SELF-LEADERSHIP

Tools for personal development, reflection, self-awareness and how to integrate learning and grow.

BUILD A STRONG TEAM

Tools to build effective teams - foster trust and openness for better collaboration.

CREATE AN INCLUSIVE WORKPLACE WITH DEIB

Tools to help teams start (or continue) important conversations about diversity, equity, inclusion, and belonging in the workplace.

TOOLS TO HELP YOU MANAGE YOUR WELL-BEING

Tools to support us with the things we can positively influence to better manage our well-being.

MAKE CHANGE THROUGH ACTION FACILITATING ACTION

Tools focused on structure, implementation, and supporting change in teams and organizations.

TOOLS TO EXPAND CREATIVE CONFIDENCE AND EXPAND YOUR REPERTOIRE OF CREATIVITY TOOLS AND TECHNIQUES.

Tools to expand creative confidence and expand your repertoire of creativity tools and techniques.

OK, GOT IT THANKS

Browse by Category

ENERGIZERS (15)	INNOVATION (19)	SELF-LEADERSHIP (7)
TEAM (46)	DEIB (3)	WELL-BEING (4)
FACILITATING ACTION (16)	CREATIVITY (6)	ALL (116)

Time frame (minutes)

5-30	30-60
60-120	120-240

Group size

2-10	10-40	40+

SORT BY: LATEST A-Z

SHOW FEATURED

Mash-Up Generator

Welcome to the Hyper Island Mash-Up Generator.

Use this simple tool to stimulate your creative thought process. Just click on REFRESH and then combine all 3 elements as the basis for generating ideas for new products, services and experiences.

Human Needs
Health

+

Data Points
Fitbit

+

Technologies
VR Goggles

Refresh

Check Out

How are you leaving this session?

Thank You!

Tim Lucas
Tim.lucas@hyperisland.com

Veronica Magarinos
veronica.magarinos@hyperisland.com