PORTFOLIO 2023

# **HYPER ISLAND**

### Online Courses



# Online Courses that deliver results in real time.

Apply tools, methods, and processes to your workplace with real-time results and value. Learn from practicing industry specialists and join a global learning community that can give you inspiration and support for years to come.



# A "human-to-human" online experience



We challenge participants to grow personally and professionally through the use of a methodology that focuses on the **why** as well as the **how** and the **what**.



Live "person-to-person" facilitation



#### Collective learning through exchanges and interactions



Break-out rooms to scale diversity and inclusion



Collaboration through visualization tools



Psychologically safe environment

# How you'll learn

Our programs combine different formats for you to learn real-time and asynchronous.

What makes Hyper Island courses unique is the **2 hours of live interactions per week** with your facilitators and colleagues. Programs require commitment and engagement, while being designed to be flexible. Some elements happen live remotely, while others you do at your own pace and time.

Expect to dedicate 3-5 hours a week to group discussions, webinars, reading and individual work.

### Learning Kits

Inspiring curated and original content designed to expand your thinking.

### Live Interactive Sessions Provoked by Hyper Island

Provoked by Hyper Island facilitators, you'll explore tools and discuss topics with your peers.

#### Activities in Break-out Rooms

You'll connect to your peers, building a community that learns together and from each other.

#### **Reflection Journal**

Cement your learning by completing a reflection on what you have learnt.

#### Weekly Tasks

Hands on tasks allowing opportunities to practice and experiment.





# Learning Kit

Our experts and facilitators have selected the best content for you not only to develop your knowledge on the subject, but also to build your own toolbox and apply what you learn in real life!

Each Learning Kit includes...

### Contents And Curation Hyper Island

Activities

Practices

And Reflections

esperiência do susuitor incluindo tumo visão genel da teoria e prética da Esperiência do Usuairo e como ela está sendo aplicada nas organizações. Tentaremos quizar a dominiáficar algora dos elementos-chava de LIX e ocrono ela se compara e complementa design theiriago e OX. Comparitamenos uma visão genal do processo de LIX e veremos como ela se compara a outros modelos ráo invarião e desista partinto. Haste modulo, também encolaremos

DESIGN - LEARN

PERIENCE

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#### WEEKLY CHALLENGE

Take some time this week to try this challenge out, and share a summary of what happened in the module's Slack channel.

#### Experience Prototyping

Description:The social and physical spaces and objects we interact with newpointy (iii pdp) and one hanging our telling and experimens. These experimences can be powerful or subdit, affiring or engality. And you can bing these insights to bear with anything you are creating. When people used design, they most chain consider the targitible attributes of what they creates for instance, what a product looks like or how it openties. Buf you can anolevy design the intangible ones as wet. Through this protophyng assignment you will design are experiment but crowdes a feeling.



#### HI ≡

#### 4. CASE - MICROSOFT ADAPTIVE CONTROLLER

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In the first module of the course we will explore one of the most important growth areas of design in recent years; inclusive design. Microsoft is ore of the leading brands in this field and we have included an example of how Microsoft is designing new experiences for users who have in the past been excluded because of societal definitions of allive and deshifts;



The Xbox Adaptive Controller allows gamers with any kind of movement limitation or even amputees to play their favorite games alfordably and easily. The user can customize the functionality of the accessory so that it adapts to each type of disability according to the user's needs.

The control has 19 inputs that can be used to plug in adapted pedals and buttors and make it even easier to use the device. With wiveless connection and Bluetooth function, the accessory has a design that allows the user to rest II on their lap or on any other surface.

#### Videos and Cases from The Market

SUGGESTED TOOLS

/e use some tools during the sessions and we have some oth suggestions for you to use with your team.

#### PERSONAL PRESENTATIONS

A simple exercise in which each participant properses a personal presentation of him/hereal haiving several important experiences, events, people or stories that contributed to shaping him or hera as individual. The purpose of personal presentations is to support each participant in getting to know each other as individuals, and to build trust and openness in a group by enlarging the social area.

#### ROLLERCOASTER CHECK-IN

This playful method creates a powerful shared picture of the feelings in the group. Checking-in is a simple way for a team to start a meeting, workshop, or actively. By using the metaphor of a notercoaster this atternative version supports participants to this differently about how they are feeling. People place themselves at different points on the notercoaster, explaining their dominant feeling diff now.

#### EXPLORING CLIENT CENTRICITY

Client-centricity" (or "client-focus") is an approach to business based on putting the client/customer at the center

#### Tools and Workshops Suggestions



## Courses **Facilitators HI**











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### Course packages for companies

Want flexibility to develop your teams throughout the year? With this option, you can close a package of vacancies, and then choose who from the team to sign up for and in which course and class. To maintain a certain diversity of participants, we are limiting the maximum number of people from the same company in a class. Contact us to learn more!

#### **Exclusive class for your company**

Are you interested in one of our courses in particular and would you like to set up an exclusive class for your company? With this option, we can create closed classes for your company with cases and materials focused on your business.





# Customized Journeys

Would you like to create a learning journey specific to your company, covering the topics of most interest to your team at the moment? With this option, we can develop it according to your needs.

For more information or to schedule a chat about how Hyper Island can help you, contact:

tim.lucas@hyperisland.com

# Hyper Island Mentoring

Hyper Island offers a **unique mentoring and coaching service** for individuals and groups. You can choose between a one-time coaching session or an ongoing mentoring program, in which we will co-create a journey to help you face complex situations, achieve specific goals in your work or even direct your career.

We offer special discounts for all course participants and alumni. For more information or to schedule a chat about our Hyper Island mentorship, contact:

tim.lucas@hyperisland.com



## Testimonials



"Beyond the ordinary! The Future Foresight course is your fast lane ticket out of your comfort zone! So you better buckle up for an intensive experience where you learn, unlearn and relearn and connect with amazing people from around the world. I can highly recommend this course if you're looking for inspiration and tools to build a better future."

VALÉRIE HENZEN



"Thank you for creating this space to learn, reflect and grow together. Amazing class with amazing people and facilitators!"

MANUELA BRUDERER



"Big thank you for this amazing course P awesome facilitator and participants. I feel so inspired  $\checkmark$ "

LISA KANNESTEN



## **Testimonials**



"It was super inspiring to be part of this course in CX Design 🙌 I've gained so many nuggets of new insights and ideas for building great customer experiences moving onwards. I can highly recommend this course in CX Design to anybody working in digital strategy, UX design, and who's building digital products/experiences/transforma tions in any capacity."

JACOB LANGVAD NILSSON





"Yesterday my first journey with Hyper Island came to an end and I finished my Future Leadership course. In a rapidly changing world, the ability to constantly learn and relearn are a core competence for individual and professional development. Thanks to the whole Hyper Island team for opening up new perspectives on leadership, agility and team building over the last couple of weeks."

#### CHRISTIAN BÜLTE



"It was undoubtedly an incredible journey with an amazing group of people! It was a privilege to be part of such learnings and discussions 👌 "

ASSUNÇÃO LOUREIRO



# Courses for 2023

**HYPER ISLAND** 

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## **Our Courses**

#### HUMAN CENTRIC INNOVATION

An intensive 4 week remote course for anyone seeking to apply insights from anthropology, neuroscience and behavioral economics to generate results in their organization now!

#### FUTURE LEADERSHIP

An intensive 6 week remote course that will help you refresh and upskill your leadership capabilities. Discover how to deliver results for you, your team and your organization... today.

#### FUTURE FORESIGHT

An intensive 4 week remote course for individuals or teams who seek to apply the mindset, behavior and tools of a futurist. Hyper Island's market leading methods will help you better navigate an uncertain future.

#### **CREATIVE THINKING**

An intensive 4 week online course for anyone seeking to expand their creative confidence and bring some fresh tools and techniques into their organization.

#### **CX DESIGN**

An intensive 6-week online course which will help you leverage emerging technologies and behavioural insights to design and deliver innovative customer experiences.

Click here to learn more

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### **1st Semester**

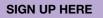


### 2nd Semester



# Human Centric Innovation

An intensive 4 week **online course** for anyone seeking to drive innovation in their organization by applying cutting edge insights and tools from anthropology, neuroscience and behavioral economics



# Content Areas



### Innovation Begins with an Eye

In the first module we will demystify human centric innovation and human beings! We will help you to make visible the invisible and uncover opportunities for innovation. Dedicated to a range of highly practical tools which can be applied in the everyday to allow us to better apply empathy and understand what drives human behaviours. We will discuss the differences between thin data (mass numbers) and thick data (ethnographic insights) and how the two can be employed to drive insights for innovation. We will let you into the secrets of the anthropologists toolkit with some simple tips to improve listening and observational skills. We will also explore how to structure user interviews to interview for empathy and how to overcome our own biases and design projects for greater inclusion.

### From Insights to Ideas

In Module 2 we will explore the power of creativity at an individual and collective level as seek to turn the insights and ideas from our empathy and observation into innovative products and experiences. This dynamic session includes a fun practical activity which will help you reflect on the power of collaborative idea generation and rapid prototyping and agile testing for real world ready innovation solutions. We will also help you explore a range of tools and methods for boosting your creative muscles and enhancing your superpowers of curiosity and serendipity.

#### **Networked Innovation**

In Module 3 we will help you understand innovation through the prism of networks, spectrums and systems. We will explore the necessity of understanding innovation opportunities and practices from an understanding of human behaviour, motivation and decision making as social phenomenon. We will explore why in an increasingly turbulent social and commercial context a deeper understanding of the human as a social animal is more important than ever. We will introduce and demystify the key lenses and frameworks for thinking for this course: from cultural anthropology and behavioural economics to neuroscience and human centric design. We will also discuss the mindset and tools which can allow us to be everyday anthropologists and we will introduce some cutting edge material about human identity and how we consider and classify people: from consumers to citizens and from category thinking to spectrum thinking.

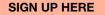
#### **Future Human Centric Innovation**

The final module will aim to open up new ways of thinking about how we think about the humans of the future and the implications of emerging trends for innovation. This will begin by exploring how social, technological and environmental factors are creating new demands and opportunities for organizations and how these are creating new frameworks for exploring human behaviour. We will explore the role of tools from digital anthropology to apply empathy in a future which is ever more played out in a blended Metaverse of real and virtual experiences. We will introduce some simple tools from speculative design to test future proofed prototypes and get feedback from future consumers.



# Future Leadership

An intensive **online course** of 6 weeks which will help you refresh and upskill your leadership capabilities. Discover how to deliver results for you, your team and your organization... as of today.



# Content Areas

#### Self-Leadership

How much time do you dedicate to developing yourself? Let's go deeper into the concept of self-leadership and how it can generate more results for your organization. Learn how to handle emotions creatively and employ emotional intelligence in a beneficial way to support overall success. From understanding how we are hard-wired, nurturing a learning / growth mindset-to-empathy, feedback and conflict management, there are many layers to explore.



### **Facilitative Leadership**

Learn how to lead your team towards the goal, stopping assuming only the role of the "expert leader" to act as a true "facilitating leader", thus unlocking the real potential of autonomous and committed teams. Rediscover the power of feedback in the day-to-day management of your team, and how building trust and psychological safety is key to develop a high performing team.

#### **Creating Efficient Teams**

Modern fundamentals of team development and exploration of the tools and techniques that members and leaders can apply on a daily basis to promote the conditions for success. We will explore some of the key foundations for effective communication and collaboration in an increasingly hybrid environment.

### Leading High Performing Teams

We will help you to hack your team culture with examples from a range of contemporary organizations. We will present simple tools and approaches to help you and your team be more adaptable, agile and objective, while continuously learning and reviewing ways of working.

# Agility and Diversity as accelerators

How to address the huge structural changes that are happening in society and the implications they have for organizations. How to lead for complexity and ambiguity whilst maximizing creativity and innovation? We'll show you how agile leadership and diversity can inspire us to fully leverage the potential of our teams.

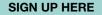
### **Future Leaders Toolkit**

In the final session we will present a series of trends around the future of work and apply a futurist mindset to explore the implications for leadership. We will discuss how to work with AI and emerging social and cultural trends to maintain your relevance as a future-ready leader.



# Future Foresight

An intensive 4 week **online course** for individuals or teams who seek to apply the mindset, behaviors and tools of a futurist. Hyper Island's market leading methods will help you better navigate an uncertain future.





# Content Areas



### **Build your Trends Radar**

We will demystify some key themes and terminology and begin to explore some of the main structures and uses of Trends and Futurology in different organizations. We will discuss some **key characteristics of a futurist or future maker mentality**, as well as some of the common barriers and biases that we face as human beings when trying to imagine, project and confront change. We will explore the how and the what of trends observation to **identify real world application of trends**. We will also start helping you build your own kit of methods and introduce some simple behaviors that you can incorporate into your routine to obtain results now.

#### Mapping Possible Futures

We will begin to move from triggers and trends to structural shifts in the long term and help you to **explore different 'pace layers' of change and how to separate signals from noise**. We will start to introduce some of the **main theoretical frameworks of applied futurism**. Individually and along with your course colleagues, you will begin to learn by doing. This module will also explore the importance of a **human centered approach to exploring the consequences of change** that connect people and behaviours to emerging technologies and cultural, social and political transformation.

#### Scenario Building

We will discuss how we apply our maps and radars for future trends into products, services, and ideas for the future. We will explore in detail the process for creating engaging futures scenarios and discuss how they can be created but also their use in organizations for strategic planning and creating moonshot concepts. You will get first hand experience at creating some scenarios around different social and cultural themes.

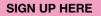
#### **Futures Design and Design Fiction**

We will discuss how we apply our maps and radars for future trends into products, services and ideas for the future. We will see how to influence change through the **creation of design fiction and speculative futures** as well exploring the importance of **storytelling and narratives** for the future. We will explore some simple tools that can allow us to connect and involve other people in our organizations to understand and create clearer visions of the future and identify the desired results in **fun, collaborative and engaging ways**.



# **Creative Thinking**

An intensive 4 week **online course** for anyone seeking to expand their creative confidence and bring some fresh tools and techniques into their organization.



# Content Areas



### **Creative Doing**

In the first module we **explore creativity through the lens of action**. One of the most useful skills you can learn for creativity is how to build things. Translating an idea into something physical is an active process of exploration and elaboration, not only execution. As you build, the idea becomes more of what it ultimately could be. We will help you to understand a range of practical tools which can help you to bring creative approaches into your daily routines. In doing so, we will help you reflect on the human relationship to creativity and encourage you to reconnect with your playful childhood roots and present techniques to **train your building muscle**.

### **Creative Mindset**

In the second module we will continue to invite you to train your creative muscles but also to explore some of the **fundamentals of the science of creativity**. With cutting edge research from neuroscience we will take a deep dive into the power of understanding **brain networks** and how to master your ability to **explore and exploit** with all your senses for new opportunities. We will introduce frameworks for understanding mindsets that promote **curiosity, serendipity and complexity as routes to greater creativity**. You will learn how to make order from disorder along with a host of everyday practices to allow you to get out of your comfort zone and bubble hop for a broader palette of creative inputs.

### **Creative Teams**

Creativity and collaboration are fundamental skills for high performing teams in today's workplaces. Increasingly this means forming **velcro teams** which can bond and dissolve at lightning speed to solve complex problems - often whilst working remotely in different parts of the world. For this module we will explore the art and science of **creative teaming** with specific reference to key themes such as trust and diversity. But we will also explore how to lead yourself and others through the **facilitation of creative processes** that maximise inclusion.

### **Creative Tech**

The final module will inspire and encourage you to be an explorer and practitioner of **digital tools for creative confidence**. In a world of seemingly exponential growth of digital tools, many of which are available for free, we will help you consider a range of creative technologies and their uses for diverse means - from agile prototyping and app creation to creative digital storytelling. Having explored the what of digital tools for creativity we will subsequently explore the how; how to **hack your routine** to bring new tools into your toolbox through a mindset of networked curiosity and exploration of emerging sites and toolboxes for creatives.



# **CX** Design

An intensive 6-week **online course** which will help you leverage emerging technologies and behavioural insights to design and deliver innovative customer experiences.



# Content Areas

#### **Experience is Everything**

In this first module, we'll demystify Customer Experience and help you gain a more **holistic understanding of CX** and its power to transform lives, organizations and society; from a historical and contemporary perspective. We will help you begin to see CX through a range of lenses from different perspectives, including artificial intelligence, anthropology intelligence, and inclusivity.



#### **Customer Centricity**

We'll give an overview of what we mean by customer centricity and some of the tools we can use to help understand our users and apply empathy and curiosity to impact change. We will help you explore how to **use disruptive methods, applied observation and deep listening to uncover insights and opportunities**.

#### **Customer Journeys**

Explore the importance of journeys and the **emotions of experiences**. Far from "business as usual", we'll analyze journeys through the lenses of the User Archetypes framework, helping us to perceive and design for a whole **ecosystem of users**, not just for the direct user.

### **CX Futures**

A deep dive into some of the trends driving the experiences of the future and how to **explore emerging technologies, data, Al and predictive analytics** from the mindset of a curious learner. We will navigate these possible futures and their implications for the consumption behaviours, values, desires and trade-offs of our consumers and future organisations.

### **Behavior Hacks For CX**

In this module we'll explore how to apply cutting edge insights from neuroscience and behavioural psychology to better understand how to design experiences for brains that make 35,000 decisions a day! We will introduce some insights from behavioural design to help you understand habits and **design nudges** that can lead to more impactful CX.

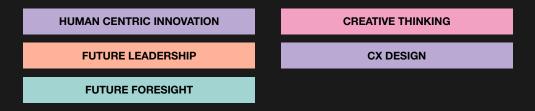
### Transformative CX - From Strategy to Mindset

In the final module we will help you reflect on the opportunities uncovered through the course and help you **develop your own plan of action** for driving CX within your organization. We will also look into how to bring our ideas to life through **agile experimentation** and constant curiosity to learn.



## Ready to book your Hyper Island course?

CLICK HERE:



Would you like more information about our courses? Book a call with a member of our courses team:

### Sabryna Alsfasser

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### **Tim Lucas**

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# More about Hyper Island



"Companies designed to succeed in the 20th century are destined to fail in the 21st century."

> - David S. Rose, Entrepreneur and Angel Investor















### We help teams

and organizations

solve problems

### that matter





For more information about our consulting and business transformation services, contact: tim.lucas@hyperisland.com

#### HYPER ISLAND GLOBAL PRESENCE

25 years | 5 Hubs | +450 Experts | +18.000 Alumni Digital Acceleration | Business Transformation

# We're all over America!

with remote courses also in

Spanish and Portuguese

# Our Clients

## **Recent Projects**

### VISA

A future foresight project to identify payment trends and build moonshots

### NETFLIX

Enabling the PR team to explore its creative capabilities

### KOHLER

Developing senior leaders tech skills & confidence with rapid prototyping workshop



Helping to stand up the Strategy 2025 vision in projects

### 🔿 Meta

Connecting Facebook with its clients through a leadership program

### LVMH

Facilitating an innovation design sprint for the future of luxury experience

### GÐ GERDAU

A change agent program driving the digital transformation process



Digital Marketing program for next generation of fundraising



### **HYPER ISLAND**

# Thanks!

If you would like more information about the course or Hyper Island, please send a message and/or email:

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