



Learning Potential International

TEAM INNOVATION

BSBINN301 Promote innovation in a team environment

Workshop Day 1 9.00am-4.00pm	
Facilitators: Andrew Inglis / Department of Trade, Business & Innovation	
Day 1 Overview of Innovation, ideas, trends, disruptive technology & innovation strategies	
Time 9.00am	Introduction Department of Trade, Business & Innovation Learning Potential International
	Innovation overview Challenge 1 a) What is innovation? b) Types of Innovation c) List benefits of innovation
	Challenge 2 – Innovative Ideas & Trends a) Product life-cycle b) Emerging trends and innovations and their affects c) Disruptive technologies d) Identify innovative ideas and trends for your industry & organisation e) What are some internal and external factors in organisations that hinder or block innovation?
MORNING TEA	
	Challenge 3 Project Team Icebreaker – Develop an innovative business using plastic empty drink bottles View video ‘Philippines’ Divide into teams – vote on leaders / leaders to pick best team Write down as many ideas as possible as an individual (silent idea generation) and work as a team to determine the best innovation Develop and present ‘Pitch’ the new innovative business to the large group
	Working together on innovation – Singapore case study experience Australian and NT Innovation strategy
	NT Innovative organisation Guest speaker
12.30	LUNCH BREAK
1.00pm	Challenge 4 – Teamwork Video ‘Flying with geese’ a) What are the benefits of working in a team? b) What can we learn from the geese?
	Biomimicry c) How we can learn from nature, animals and culture? List examples of innovations based on biomimicry
AFTERNOON TEA	
	Challenge 5 – Identify strategies to encourage innovation & creativity in the Australian workplace? <ul style="list-style-type: none"> <li style="width: 50%;">• Government <li style="width: 50%;">• Organisations <li style="width: 50%;">• Industry sectors <li style="width: 50%;">• Individuals
	Business Innovation Support Initiatives Grant Scheme (BISI) Challenge 6 – Key requirements for BISI grant or voucher
	Review workshop



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Workshop Day 2 9.00am-4.00pm

Day 2 is a practical workshop designed to apply Design Thinking and innovation tools in teams

Time	Topics and activities
9.00am	Icebreaker Creative ideas in 2 mins!
	<p>Challenge 7 – Innovative ideas for your organisation</p> <p>Divide into pairs Help each other to see the potential for innovation in their organisation or industry. Someone looking from outside the organisation can often provide new insights and innovative ideas Share with group</p>
	<p>Design Thinking 5 step Innovation (video) What is design thinking?</p> <p>Use Design Thinking 5 step Approach and Creativity tools to provide a new innovative solution. Stanford University use this approach to develop new innovative ideas. It has been adapted with additional tools. The final step will be a Shark Tank 'Proposal Pitch'.</p>
10.30pm	MORNING TEA
	<p>Challenge 8: Team Innovation Project</p> <p>Divide into teams (ideally work teams) Select an existing issue to work on innovative solutions Identify the 'real' problem</p>
	<p>Design Thinking 5 step process & innovation tools</p> <p>Step 1 – Empathise</p> <p>The starting point for innovation is identifying the issue or problem and finding out what typical and extreme users think. Below are some typical issues in society. Identify 'typical' users that are faced with the issue or problem. Also list at least one 'Extreme' user that may help us with insights into the problem. Complete for all issues.</p> <p>Develop an '<i>Empathy map</i>' that describes what users say, think, do and feel about the existing products, services, issue or problem. Really find out what users or customers want. Interview <u>three</u> 'typical users' for responses and <u>one</u> 'extreme user' to get their insights & responses. The interviews may be done in workshop (or outside in the mall during lunch break)</p>
	<p>Step 2 – Define the problem</p> <ul style="list-style-type: none"> • Define the problem by highlighting any insights that you gained from interviews with users. Insights gained. • Identify the 'need' or solutions the client would like
	<p>Step 3 – Ideate (generate ideas)</p> <p>To develop ideas it may be necessary to challenge traditional thinking using a range of different tools and techniques</p>
	<p>Tool 1 Gather data, information, people, ideas from different sources</p> <p>Brainstorm ideas and sources of innovation</p>
	LUNCH



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	<p>Tool 2 – Provocative solutions</p> <p>Provocations are statements that make us think, change directions. According to De Bono they may be an impossible statement, contradictory or illogical ideas around an ISSUE.</p> <p>A ‘provocative solution’ may come from a seemingly ridiculous statement, however the solution may be a ground-breaking innovation.</p>
	<p>Tool 3 - Use ‘Upside down’ Thinking</p> <p>Another tool that generates alternative solutions is ‘upside down thinking’</p> <p>Description of Problem</p> <p>3.1 - Firstly, clearly list aspects of the current product, process</p> <p>3.2 Secondly, turn the current Process, product or process solutions ‘upside down’ and list innovative, creative opposite alternative ideas</p>
	<p>Tool 4 – Cause & effect (‘fishbone’) Ishikawa diagram</p> <p>This tool is excellent for identifying the causes of problems.</p>
	<p>Step 3 – Ideate (generate solutions) ... continued</p> <p>Finally, evaluate all your solutions and insights gained from all the tools and techniques used to develop a New Innovative product, process or strategy</p> <ol style="list-style-type: none"> 1. Describe your new team innovation product/service 2. Describe at least three solution(s) it provides for clients, stakeholders or staff
AFTERNOON TEA	
	<p>Step 4 - Prototype</p> <p>Create a prototype of your new innovative product/service to test with users and present to group. You can draw a picture of what it looks like or build using resources available. (attach drawing or take photos and attach to assessment workbook.</p>
	<p>PROPOSAL ‘PITCH’ PLANNING</p> <ol style="list-style-type: none"> 1 State the Problem <i>You know how</i> 2 What are the solutions for users (clients) <i>Well, we have a solution</i> 3 Bring, Show/Demonstrate the Product with a prototype <i>Here’s some proof our solution works...</i> 4 Ask for investor support or loan <i>We are looking for an investment of \$.....</i>
	<p>Challenge 9 - PROPOSAL ‘PITCH’</p> <p>a) Your team needs to ‘Pitch’ the proposal to management or client. Outline your pitch below. <i>(use 4 step model)</i></p>
	<p>Step 5 – Test and get feedback from users</p> <p>Undertake a test or trial with the prototype and gather feedback from users using the ‘I Like, I Wish, What if’ tool</p> <p>Accept feedback and adapt to meet client needs</p>
	<p>Challenge 10 – Transfer learning back to work</p> <ol style="list-style-type: none"> a) What strategies can be used to implement innovation in your workplace b) What can be done to reward staff and celebrate successes of innovation c) What opportunities can we capitalise on to apply for an BISI grant or voucher
	<p>Review workshop</p>