



**Learning Potential International**  
**Department of Trade, Business & Innovation**  
**DRAFT TEAM INNOVATION**  
**2 Day Workshop**  
**BSBINN301 Promote innovation in a team environment**

<b>Locations: Darwin, Katherine, Alice Springs</b> <b>Dates/ Venues: to be confirmed</b> <b>Facilitator: Andrew Inglis / NT speakers</b>	
<b>DAY 1</b>	<p>Introduction</p> <p>Department of Trade, Business &amp; Innovation and Learning Potential International</p> <p>Challenge 1 – Overview of Innovation</p> <p>Challenge 2 – Innovative ideas, trends, disruptive technologies</p> <p>Challenge 3 - Develop an innovative business in a team</p> <p>Working together on innovation – Singapore case study experience</p> <p>Australian and NT Innovation strategy</p> <p>NT Innovative organization – guest speaker</p> <p>Challenge 4 – Teamwork Video ‘Flying with geese’</p> <p>Biomimicry</p> <p>Challenge 5 – Identify strategies to encourage innovation &amp; creativity</p> <p>Challenge 6 – Key requirements for BISI grant or voucher</p> <p>Review</p>
<b>DAY 2</b>	<p>Challenge 7 – Innovative ideas for your organisation</p> <p>Challenge 8 – Design Thinking 5 step process</p> <p>Team Innovation Project</p> <p><i>Step 1 – Empathise (Empathy map)</i></p> <p><i>Step 2 – Define the problem (client need)</i></p> <p><i>Step 3 – Ideate (generate ideas)</i></p> <p>Innovation &amp; creativity tools</p> <p style="padding-left: 40px;">Tool 1 Gather data, information, people, ideas from different sources</p> <p style="padding-left: 40px;">Tool 2 Provocative solutions</p> <p style="padding-left: 40px;">Tool 3 ‘Upside down’ Thinking</p> <p style="padding-left: 40px;">Tool 4 Cause &amp; effect (‘fishbone’) Ishikawa diagram</p> <p><i>Step 4 – Prototype</i></p> <p><i>Step 5 – Test and get feedback from users</i></p> <p>PROPOSAL ‘PITCH’ PLANNING</p> <p>Challenge 9 - Deliver Proposal ‘PITCH’</p> <p>Challenge 10 – Transfer learning back to work</p> <p>Review workshop</p>