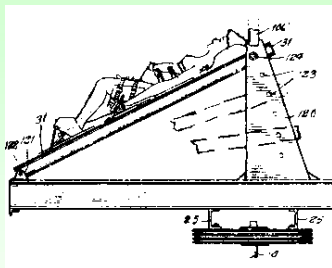


Spot The Innovation

How many innovations?
Explain your reasoning.

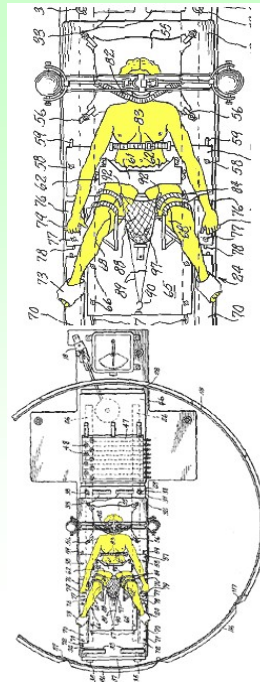


Innovation?

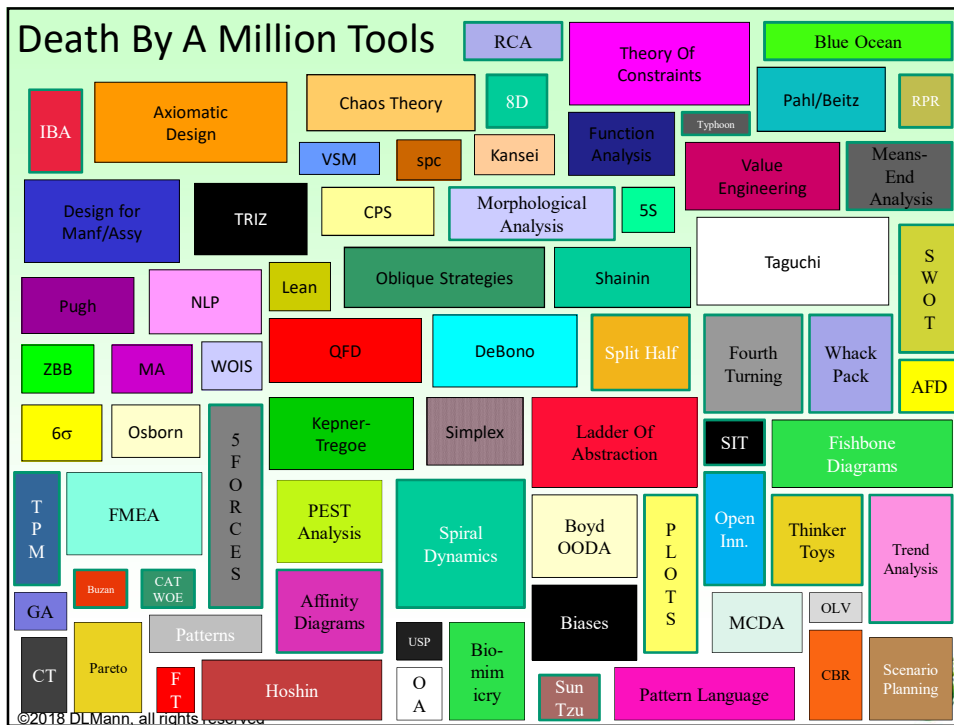


US Patent 3,216,423

98% of attempted
'innovations' fail



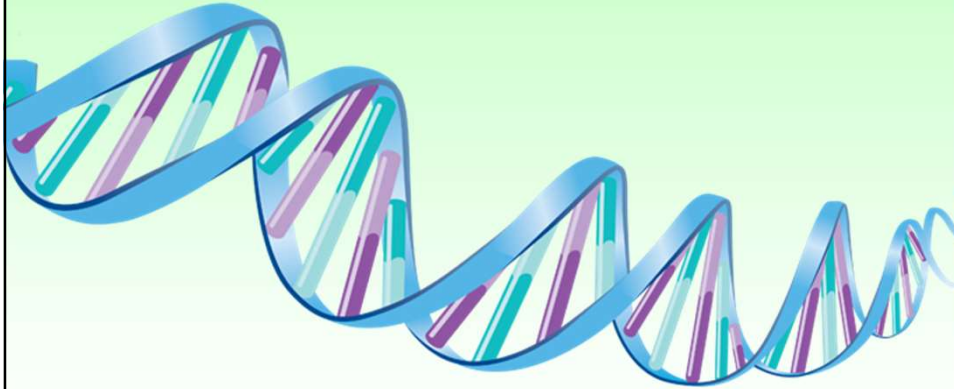
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98% of Lean-sparked innovation attempts fail
 98% of QFD-sparked innovation attempts fail
 98% of 6Sigma-sparked innovation attempts fail
 98% of Design-Thinking innovation attempts fail
 98% of JTBD-sparked innovation attempts fail
 98% of OBI-sparked innovation attempts fail
 98% of WOIS-sparked innovation attempts fail
 98% of Blue-Ocean innovation attempts fail
 98% of i4i-sparked innovation attempts fail
 98% of Agile-sparked innovation attempts fail
 98% of Scrum-sparked innovation attempts fail
 99.5% of Open Innovation attempts fail

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What Is Happening Here?



What did the 2% do differently?

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SUCCESS



**WHAT PEOPLE THINK
IT LOOKS LIKE**

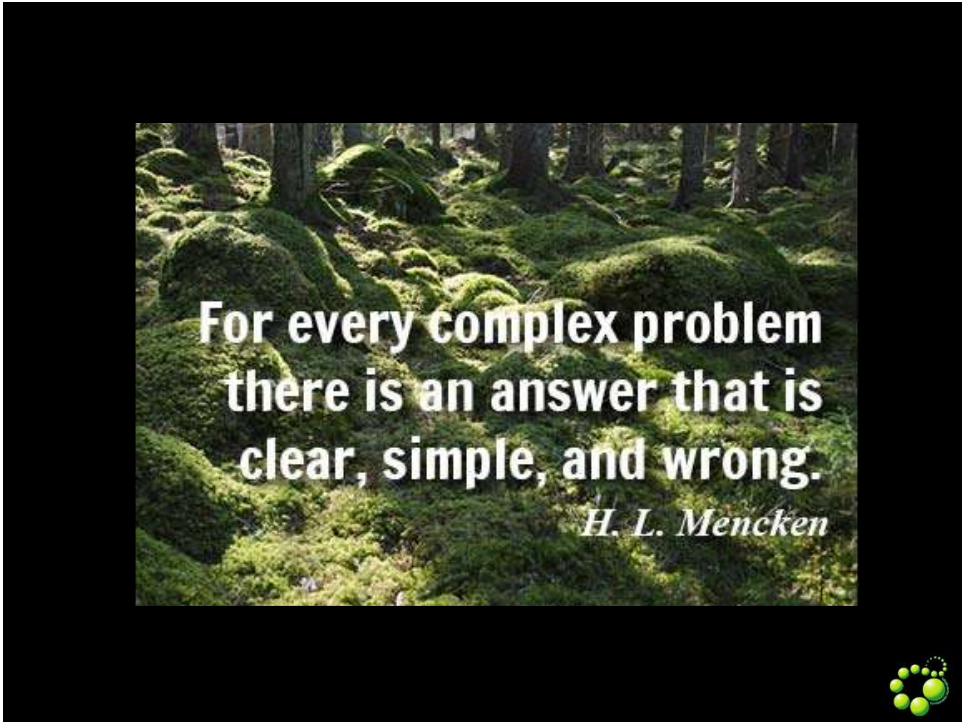
SUCCESS



**WHAT IT REALLY
LOOKS LIKE**

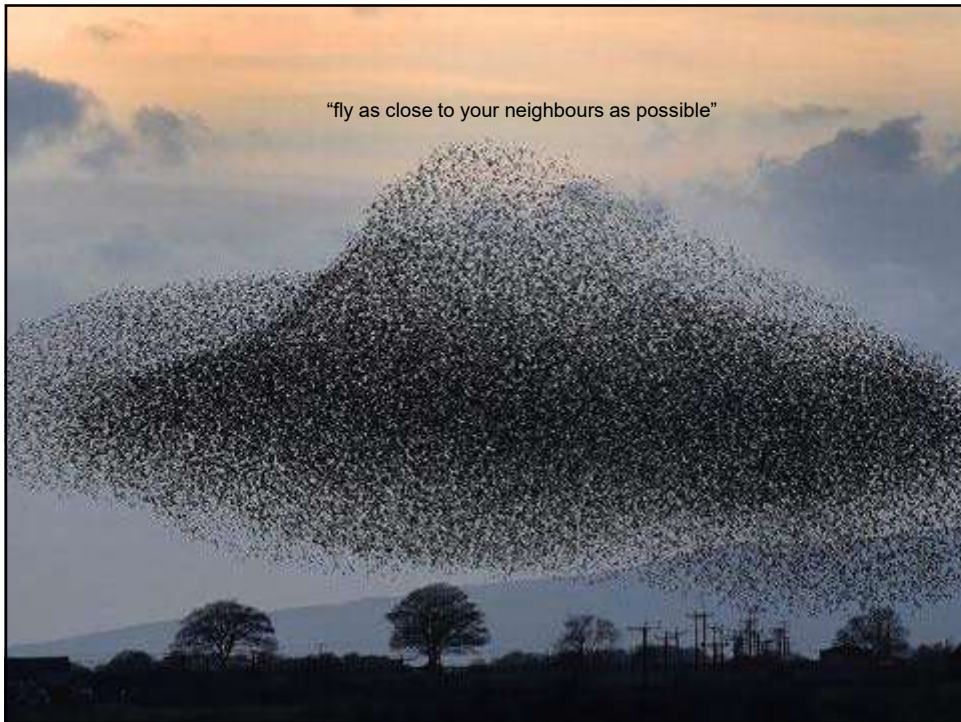
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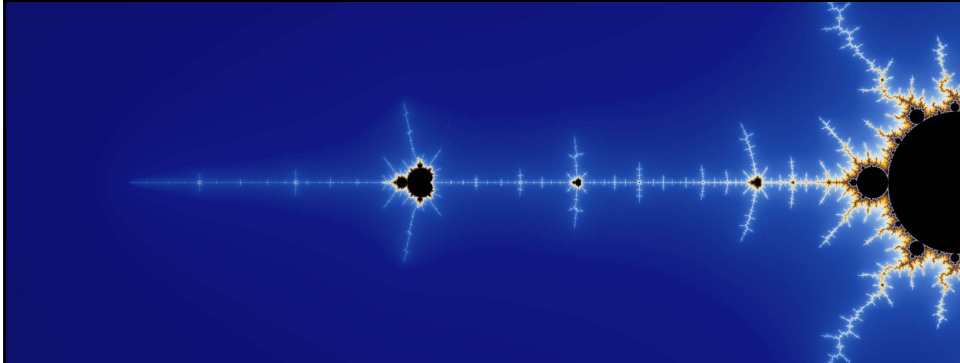


...which means
you can't 'exclude the
trivial' because it could turn
out to be the thing that
triggers a non-linear shift



"fly as close to your neighbours as possible"

For every complex problem there are thousands of clear, simple, wrong answers.

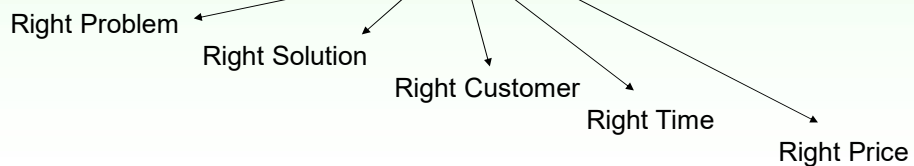


For every complex problem there is a clear, simple, right one.

If we understand and affect **the first principles**.

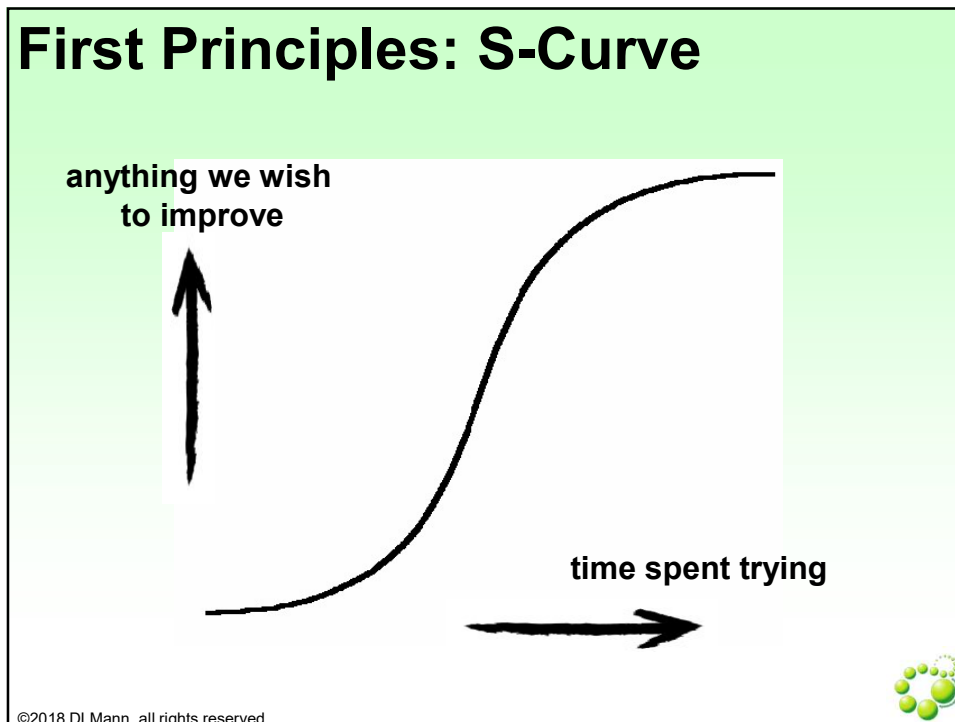
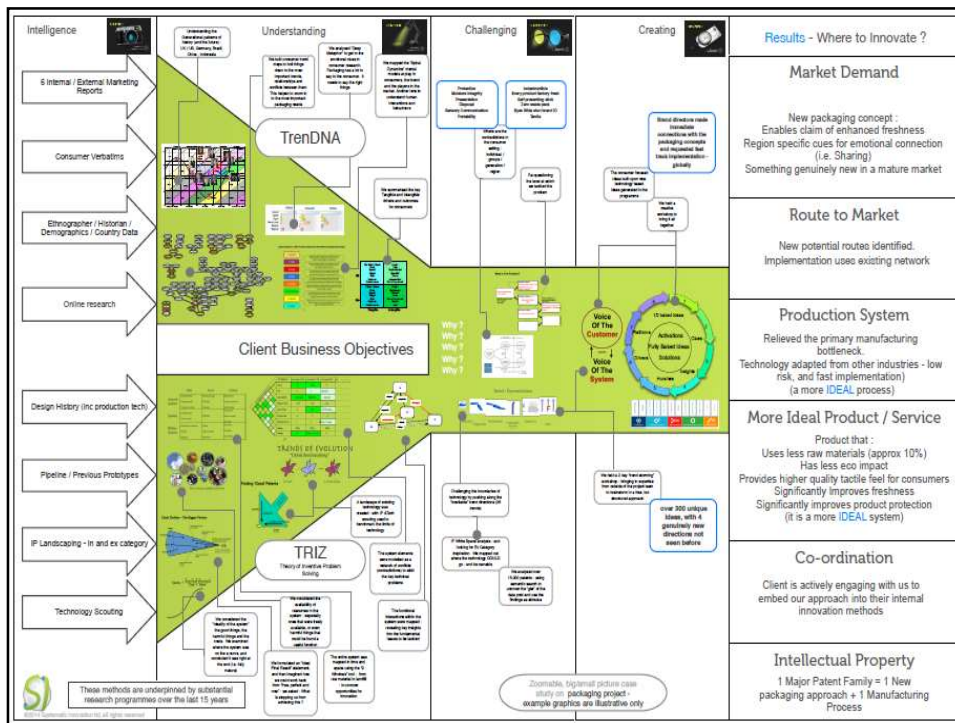


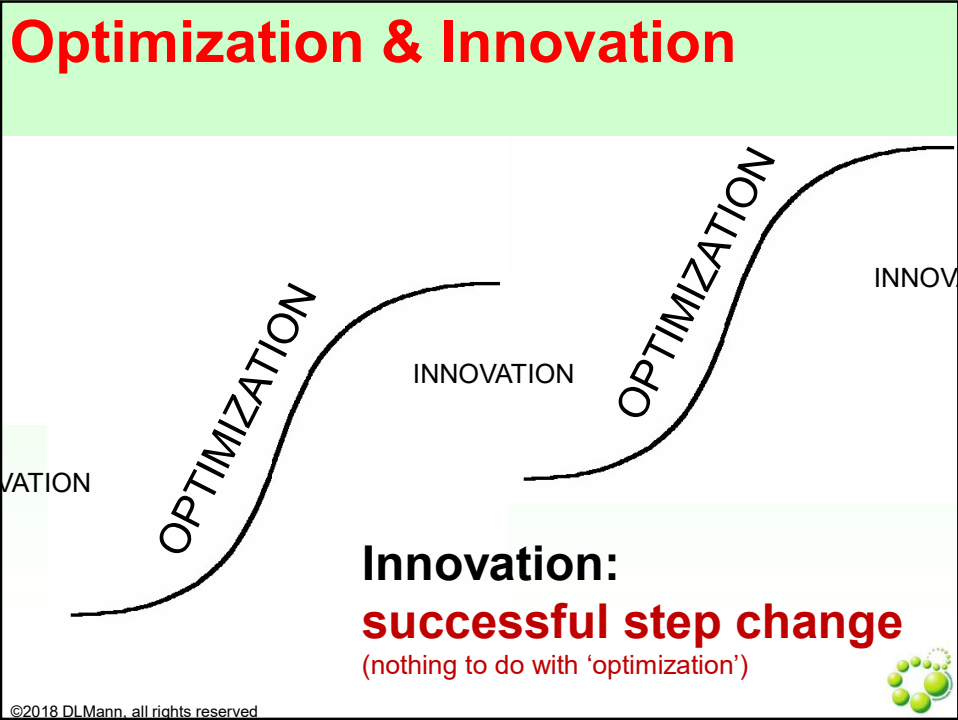
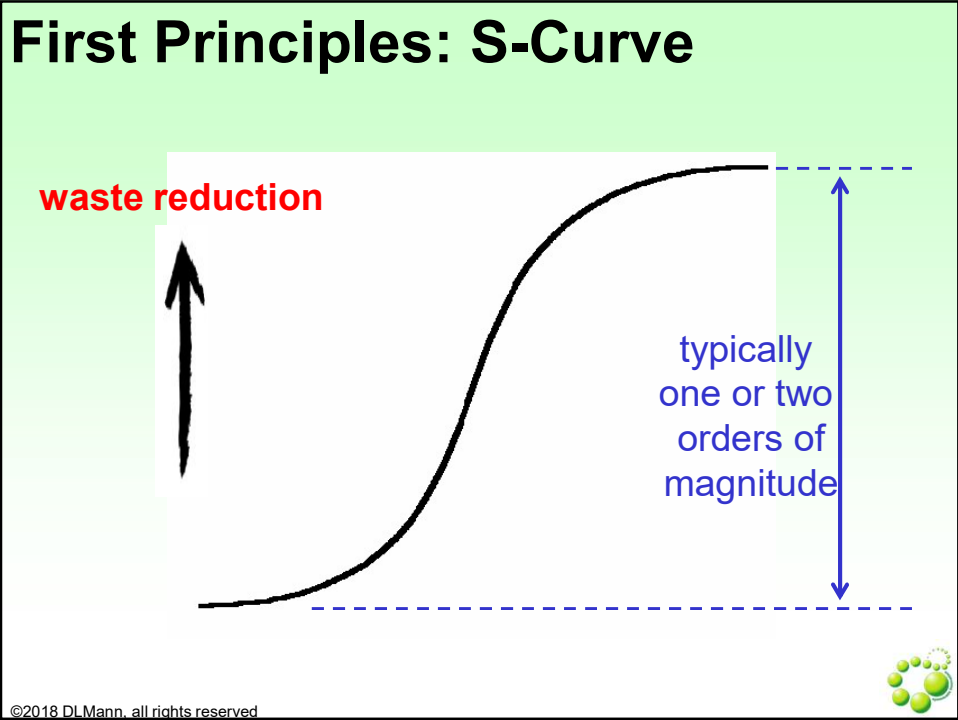
Innovation – Cruellest Game In The World

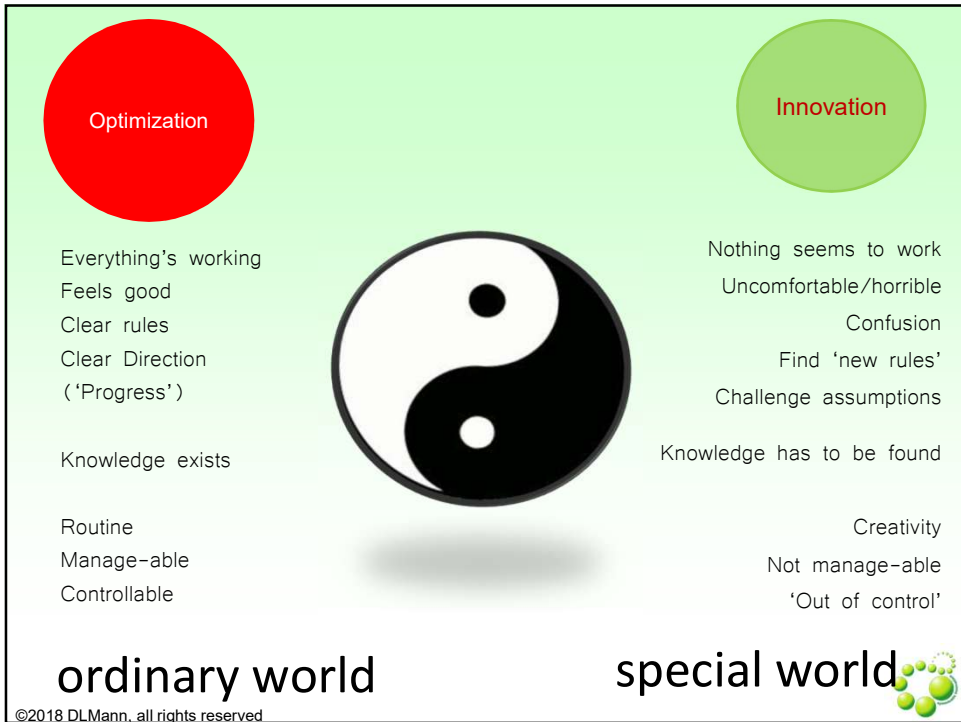


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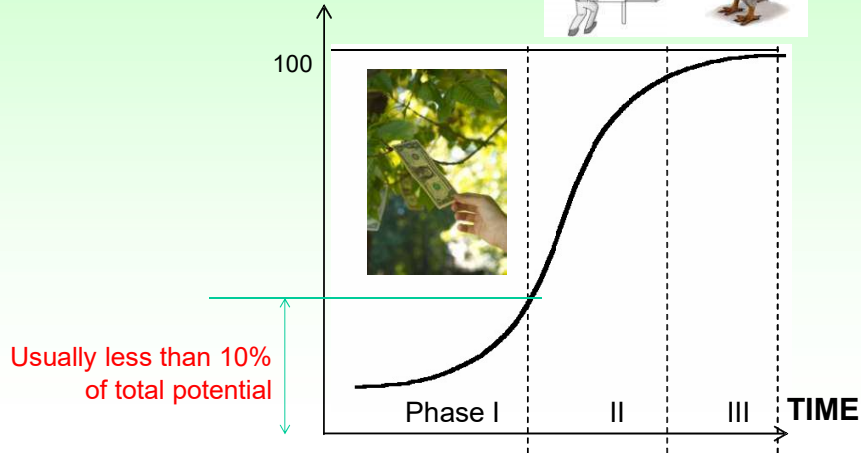






Lean & S-Curves

Waste Reduction (%)



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Phase II

waste reduction
with consequences

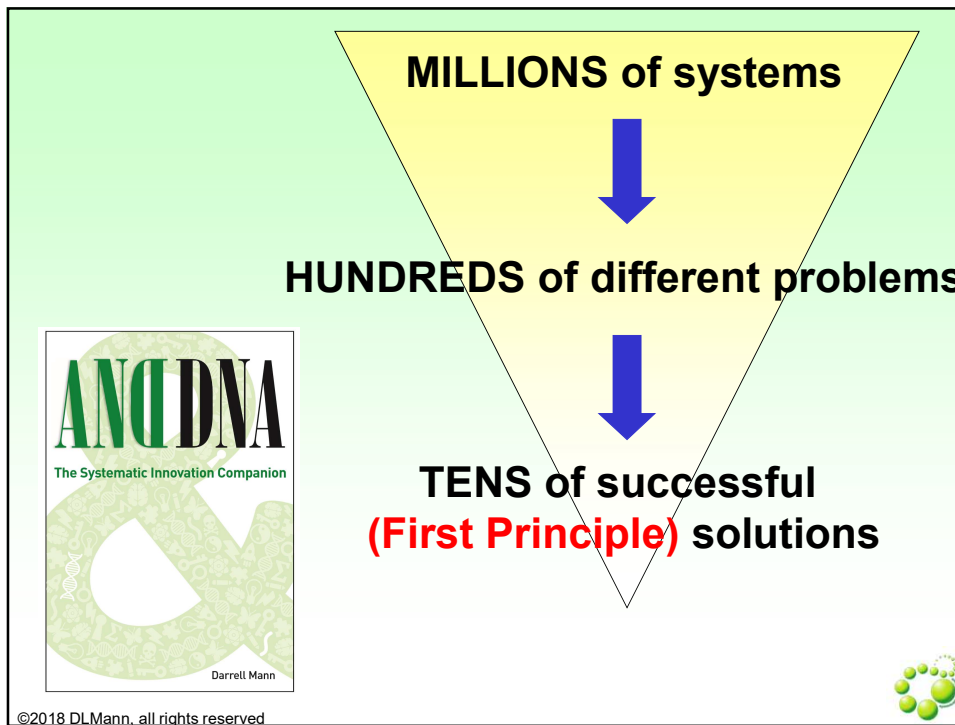
Each time we do something to reduce the waste in the system, something gets worse

Waste reduces
Flexibility reduces
Time to think decreases
etc



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SYSTEMATIC INNOVATION

TRIZ VIDEOS	MILLION TOOLS

Selecting The Right Tools:

- 1) What kind of change?
- 2) How far through process?

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SYSTEMATIC INNOVATION

TRIZ VIDEOS
MILLION TOOLS

Icons: [Grid], [List], [Diagram]

Selecting The Right Tools:

- 1) What kind of change?
- 2) How far through process?

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Divergence & Convergence

Problem Definition

'Situations' **The 'Right' Situation**

Solution Generation

Solutions **The 'Best' Solution**

Outcome Map	Compass	Resources And: Contradiction Matrix Inventive Principles Trends	+ questions
'Yes, But' Map			

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SYSTEMATIC INNOVATION

TRIZ VIDEOS

MILLION TOOLS



Selecting The Right Tools:

- 1) What kind of change?
- 2) How far through process?
- 3) Level of Capability

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The 'Right' Tool Depends On... Capability

Level 1



SEEDING

Level 2



CHAMPIONING

Level 3



MANAGING

Level 4



STRATEGISING

Level 5



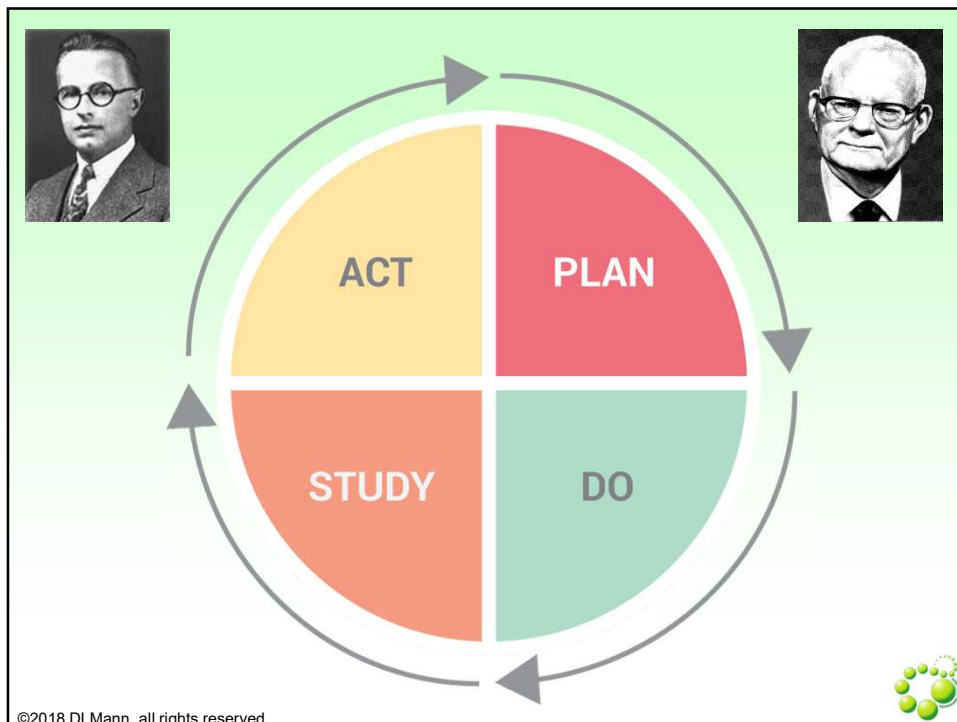
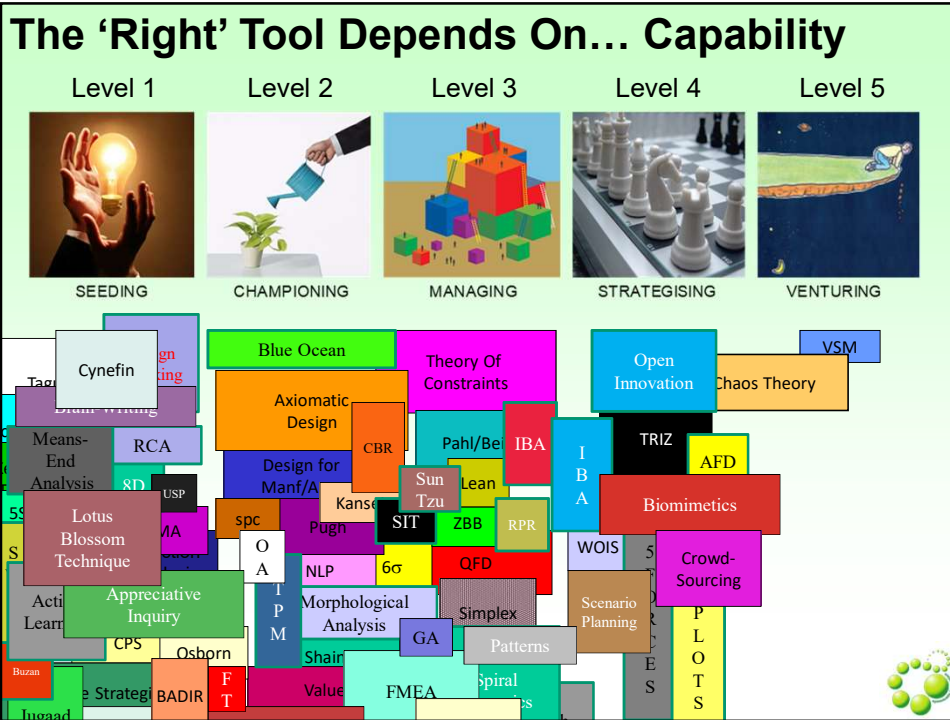
VENTURING

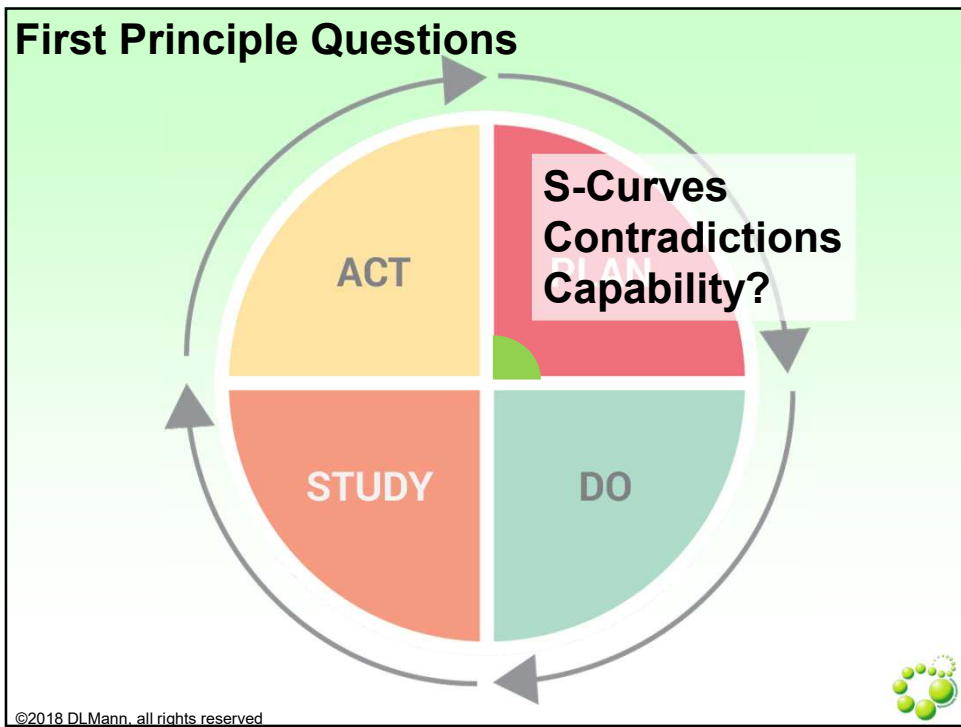
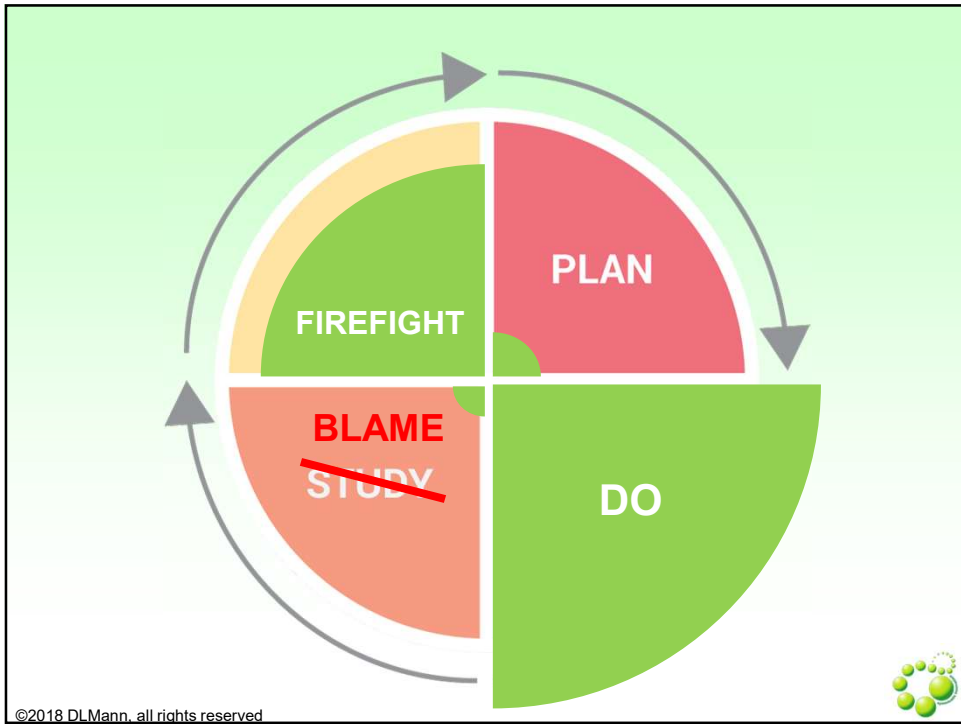
Innovation Capability
Maturity Model:
An Introduction

Darrell Mann

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Innovation... Most Difficult Game In The World?



darrell.mann@systematic-innovation.com

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