



The Experience

Participants are invited to the laboratory of the zany Professor Inno, which is packed with tools and techniques that build on the concept of innovation. Through hands-on learning, Professor Inno introduces participants to tools such as “Rapid Fire”, “Future Finder” and “Kangaroo Hop”. The program allows participants the freedom to squash negativity and rewards positive attitudes in a fun and non-threatening environment.

Overview

Professor Inno's Laboratory™ introduces tools and techniques for innovative thinking. Applying the techniques will help employees find new solutions to existing challenges in the workplace and promote a culture that encourages innovation.

Key Learning Points

- Discover and understand the distinction between innovation, creativity and process improvement
- Identify innovation contaminants that shut down the innovative process by casting judgement and discouraging wide open thinking
- Define idea enhancers and discover techniques for using them to accelerate the innovative process
- Outline and practice a strategy for bringing achievable solutions to existing situations

Results

- Fosters an innovative environment
- Workable solutions to real-life challenges
- More efficient operations
- Greater empowerment of employees

Practical Details

- Groups of 4 to 500 plus participants
- Groups are divided into teams of 4-6 participants per team
- 2 to 4 hours per session (more time should be allowed to work through multiple real-world situations)
- Suitable for individuals at all levels and all functions throughout an organization



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