

Creative Thinking and Innovation

Course Overview

Being able to think creatively and develop innovative solutions can have big benefits at work and at home. There are some skills that you can develop and tools that you can learn about that will help you get ahead of the game.

Learning Objectives

- Identify the difference between creativity and innovation
- Recognize your own creativity
- Build your own creative environment
- Explain the importance of creativity and innovation in business
- Apply problem-solving steps and tools
- Use individual and group techniques to help generate creative ideas
- Implement creative ideas

Course Outline

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| 1. Session One: Course Overview | The Role of Creativity and Innovation in Business |
| Learning Objectives | |
| Pre-Assignment | The Birth of the Four Seasons: A Case Study |
| Pre-Course Assessment | |
| 2. Session Two: What are Creativity and Innovation? | Discussion Questions |
| Defining the Terms | 7. Session Seven: Where Does Creativity Fit Into the Problem-Solving Process? |
| What Am I? | The Problem-Solving Model |
| Know Your Creative Potential | Another Perspective for Creative Problem-Solving |
| 3. Session Three: Individual Creativity | Keeping an Open Mind |
| Know Yourself | Solving Problems the “Right” Way |
| Tips for Increasing Your Individual Creativity | Phase One |
| Boost Your Creative Juices | Phase Two |
| 4. Session Four: Get Creative | Phase Three |
| Pre-Assignment Review | 8. Session Eight: Defining the Problem |
| 5. Session Five: Developing the Right Environment for Creativity | Problem Identification |
| What Does a Creative Environment Look Like? | Finding the Root of a Problem |
| Tips for Building Your Own Creative Environment | Eight Essentials to Defining a Problem |
| Build Your Creative Environment | Tie It All Together |
| 6. Session Six: Creativity and Innovation in Business | Using the Power of Eight |
| | 9. Session Nine: Creative Techniques |
| | The RAP Model |
| | Case Study |
| | Summary |

- The Shoe Swap Technique
- Walk A Mile
- Using Mind Mapping
- Creating a Mind Map
- Map It Out!
- Defining Metaphors and Analogies
- Using Metaphors and Analogies to Express Ideas
- Make a Metaphor
- Situation/Solution Reversal
- Case Study
- Reverse It to Solve It
- The Nine Intelligences
- 10. Session Ten: Encouraging Creativity in a Team
 - Brainstorming
 - Creating Ground Rules
 - Individual Brainstorming
- Plan It Out!
- Rolestorming
- Case Study
- Act It Out!
- The Stepladder Technique
- Stepladder Model
- Brainwriting
- The Slip Writing Technique
- The Crawford Slip Writing Technique Model
- 11. Session Eleven: Putting It All Together
 - Nancy Clue and the Case of the Software Upgrade
 - Create Ideas and Choose Your Solution
- 12. Personal Action Plan
- 13. Course Summary
- 14. Recommended Reading List
- 15. Post-Course Assessment