

Innovation Unpacked Workshop

Below are a selection of links which we think will be useful to you following your attendance at our workshop.

How Can you Continue this Journey?	Link
Pipeline - Platform for Local Government to share project ideas and source help from others. Currently in Beta - you can get involved and help shape this.	http://pipeline.localgovdigital.info/
March Madness - we are running a project, which is mentioned on Pipeline to see if we can design solutions to the practice of spending underspent budget at the end of the financial year.	http://pipeline.localgovdigital.info/home/search?q=march+madness
UK GovCamp - the UK unconference for people who give a damn about public services. Tickets are currently available for the event on 24 January. Tickets are available in waves and usually go within seconds, so you'll have to be on the ball. Follow them on Twitter to get the latest news.	http://www.ukgovcamp.com/
Service Design in Government Conference 2015 - 19 / 20th March 2015: Great conference with loads of examples of how service design can save resources and improve services	http://govservicedesign.net/2015/
Blue Light Camp - Unconference for people in emergency services - usually held in May - follow on Twitter and sign up to their newsletter for updates on when tickets become available	http://bluelightcamp.org.uk/

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Twitter - follow #IFLocalGov - which is Innovation Friday for Local Government	https://twitter.com/search?q=%23IFLocalGov&src=typed
Innovation Excellence - described as “The Worlds Most Popular Innovation Website” It contains news items, blogs, expert Q&A and a directory of innovation service providers.	http://www.innovationexcellence.com/
The Management Innovation eXchange (MIX) is an open innovation project aimed at reinventing management for the 21st century	http://www.managementexchange.com/
Moonshot Thinking Video Published on 1 Feb 2013. Moonshots live in the gray area between audacious technology and pure science fiction. Instead of a mere 10% gain, a moonshot aims for a 10x improvement over what currently exists. The combination of a huge problem, a radical solution to that problem, and the breakthrough technology that just might make that solution possible, is the essence of a moonshot	https://www.youtube.com/watch?v=OuaquGZKx_0
Innovation Killers - Forbes: Article by Ron Ashkenas who writes about simplifying organisations in a complex world	http://www.forbes.com/sites/ronashkenas/2013/06/03/ten-ways-that-organizations-kill-innovation/
Tim Smit - Video clip of his Do Lecture “Why Beauty is Important” - refers to the “fear of death”	http://vimeo.com/60545755
15 Inno	http://www.15inno.com/

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Slack - if you use a lot of social media channels and web 2.0 tools this brings everything into one place where you can easily search on key terms	https://slack.com/
Wikipedia: Ideo	http://en.wikipedia.org/wiki/IDEO
OpenIdeo - Open Innovation Platform for social good	http://openideo.com/
Moonshot thinking description by Astro Teller, Google's Captain of Moonshots addresses the Google Big Tent in the UK in June 2013	https://www.youtube.com/watch?v=0jhFveMClb0
Hyperloop - of particular interest is the constraints that Elon Musk set himself before exploring solutions.	http://www.spacex.com/sites/spacex/files/hyperloop_alpha-20130812.pdf
Tesla mirrors and legislation change	http://www.wired.com/2014/04/tesla-auto-alliance-mirrors/
Without incremental innovation of hard drives, your mobile phone would weight 250,000 tons. From Dr Bernard Meyerson's (IBM's VP of Innovation) Turing lecture.	http://tv.theiet.org/channels/news/18571.cfm
Pyramid Questions: key questions to ask if you're looking to innovate - something useful to keep on your desk	http://strategytoolsforhnextgeneration.com/wp-content/uploads/2012/11/pyramid-questions.pdf

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Business Model Canvas: A new way to do your business planning	http://www.businessmodelgeneration.com/downloads/business_model_canvas_poster.pdf
Government Digital Service - Design Principles	https://www.gov.uk/design-principles
Human Centred Design for Social Innovation - toolkit from IDEO.org / Gates Foundation	http://www.hcdconnect.org/toolkit/en
On line course in service design for social innovation: Design Kit: Human Centred Design run by IDEO.org and Acumen+ It is about 7 weeks long and consists of 2 hour weekly sessions, with homework and background reading. They run them about once every 6 months, the current one concluding in December 2014. You can register interest for future courses.	https://novoed.com/hcd-acumen
Stanford D School have all of their method cards available and are specifically made for people new to Service Design.	http://dschool.stanford.edu/use-our-methods/
5 Why's	http://en.wikipedia.org/wiki/5_Whys
Hackpad	https://v2c.hackpad.com/
SCAMPER	https://creativethinking.net/articles/2013/08/29/thomas-edisons-creative-thinking-habits/ &

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	http://litemind.com/scamper/ & http://www.mindtools.com/pages/article/newCT_02.htm
Paper Prototyping - Some examples	http://chiefdisruptionofficer.com/helpful-rapid-prototyping-methods-and-tools-to-bring-digital-ideas-to-life-fast/
Visceral Business - Connected Housing Study on Digital Inclusion	https://s3-eu-west-1.amazonaws.com/assets.visceralbusiness.com/Visceral-Business-2013-Connected-Housing-Study.pdf
Holacracy - Holacracy is a comprehensive practice for structuring, governing, and running an organisation. It replaces today's top-down predict-and-control paradigm with a new way of achieving control by distributing power.	http://holacracy.org/
Wirearchy - wirearchy is about the power and effectiveness of people working together through connection and collaboration - taking responsibility individually and collectively rather than relying on traditional hierarchical status.	http://wirearchy.com/
The Responsive Org is built to learn and respond rapidly by optimising for the open flow of information; encouraging experimentation and learning on rapid	http://www.theresponsiveorg.com/

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cycles; and organising as a network of employees, customers, and partners motivated by shared purpose. There is a growing network in the UK that you can become a part of	
Nesta - Innovation Charity, including a remit for Public Sector Innovation. They run events, publish reports and have a newsletter worth signing up to	http://www.nesta.org.uk/
Nesta i-Teams Report - Report into Public Sector Innovation Labs across the globe	http://www.nesta.org.uk/project/i-teams and http://www.theiteams.org/
Unlocking Immunity to Change - Free Harvard Online Course	Intro Video - https://www.youtube.com/watch?v=IPiWUjbtQvk Registration - https://www.edx.org/node/2726#.VH9HKVWsW00
Social Physics	http://socialphysics.media.mit.edu/
9 Principles for AI (After Internet) - Joi Ito, MIT Media Lab	https://www.youtube.com/watch?v=Jbkc9l4wX64

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Further Reading	Link
The Innovation Expedition - Gijs Van Wulfen	http://www.amazon.co.uk/Innovation-Expedition-Visual-Tool-kit-Start/dp/9063693133/ref=sr_1_1?s=books&ie=UTF8&qid=1397484995&sr=1-1&keywords=the+innovation+expedition
The Art of Innovation - Tom Kelly	http://www.amazon.co.uk/Art-Innovation-Success-Through-IDEO/dp/186197583X/ref=sr_1_1?s=books&ie=UTF8&qid=1397485035&sr=1-1&keywords=the+art+of+innovation+tom+kelly
The Innovator's Dilemma - Clayton M Christensen	http://www.amazon.co.uk/Innovators-Dilemma-Technologies-Management-Innovation/dp/142219602X
Theory U - Otto Scharmer	http://en.wikipedia.org/wiki/U-procedure_and_Theory_U#Theory_U & http://www.amazon.co.uk/Theory-Learning-Emerges-Futures-Business/dp/1576757633/ref=sr_1_1?s=books&ie=UTF8&qid=1404829829&sr=1-1&keywords=theory+u
The Frugal Innovator - Charles Leadbeater	http://www.palgrave.com/page/detail/the-frugal-innovator-charles-leadbeater/?K=9781137335364
This is Service Design Thinking	http://thisisservicedesignthinking.com/

Activities	
Low Tech Social Network	http://www.gogamestorm.com/?p=477
Collaborative Questioning	The point of this exercise is to benefit from external observations while resisting the temptation to move into 'solution space' from 'problem space'. In small groups, each participants present their 'problem' statement for about 1 minute. Then the other members of the group ask questions, for the remainder of the 5 minutes, about the issue presented. The presenter must not answer any of the questions but instead catalogue them all and use that as material for further reflection.
Innovation Drill (Ideation + SCAMPER)	This is a combination of ideation and scamper. Remember that ideation is an individual pursuit, not a team exercise. 1. Frame the problem you want to ideate against. 2. Identify between 3 and 5 top level categories (angles) related to the problem and label them as columns on a piece of paper. 3. For 5 minutes list all the possible solutions to the problem remembering to suspend your voice of judgement during this phase. 4. Select between 3 and 5 of the most promising ideas and between 3 and 5 of the most ridiculous ones. 5. In a team use the scamper options using the best and worst ideas to see what new possibilities emerge.

Innovation Killers

- Our focus on short-term results drives out ideas that take longer to mature.
- Fear of cannibalizing current business prevents investment in new areas.
- Most of our resources are devoted to day-to-day business so that few remain for innovative prospects.
- Innovation is someone else's job and not part of everyone's responsibilities.
- Our efficiency focus eliminates free time for fresh thinking.
- We do not have a standard process to nurture the development of new ideas.
- Incentives are geared towards maximizing today's business and reducing risk.
- Managers are not trained to be innovation leaders.
- Managers immediately look for flaws in new ideas rather than tease out their potential.
- We look at opportunities through internal lenses rather than starting with customers' needs and problems.



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