

ISPIM Special Interest Group: Teaching and Coaching Innovation



Changing the Teaching and Learning Landscape: Innovation in Education

How to innovate the 'teaching and coaching of innovation'?

Dr Anna Trifilova, Leader of Teaching & Coaching Innovation, ISPIM
Research Fellow, University of Exeter, UK
Fraunhofer MOEZ & University of Leipzig, Germany

ERASMUS Congress, Nicosia, 1 May 2014



...Foreword...



Learning Outcome?



Learning Outcome?



Learning Outcome?

I SAID I TAUGHT HIM. I DIDN'T SAY HE LEARNED IT



Agenda

Teaching & Coaching SIG ISPIM...you are not alone...

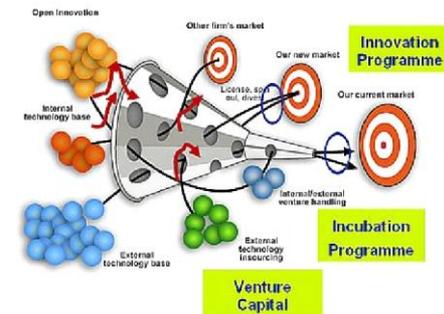
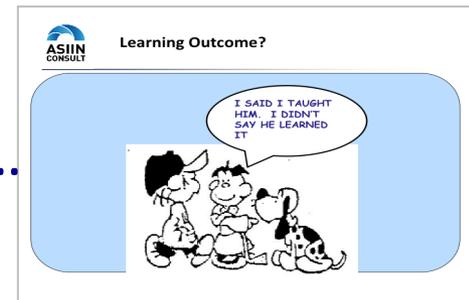
Innovation portal and online resources available...

Some simple teaching ideas...you can do it...

Interactive teaching methods community...join in...

Changing Education Paradigm...RSA video....

Simon story...as a take-away....





o innovate the 'teaching of innovation'?

EZ, Germany

shops & Seminars

is provide an opportunity to interact.
 e a mechanism to apply and test evidence-
 e developed an extensive range of tools
 eaching and practice at www.innovation-
 explore how these can be applied in both
 er environments...

es a 360° approach

tudents as innovation capacity to regional
 1 return offer complex cases with a variety
 s to work on. Student project groups
 tion Hub, where their respective
 s refine the problems in a new case based
 360° Inverse Light House...

ry, innovations inspired by nature

perience in international sustainable
 policy, management and field work in
 1 Europe, Sally facilitates experiential
 1 trained Biomimicry Educator is
 1 learn directly from ecosystems to inspire
 nable business challenges...

isic band performance'

ign requires a combination of different
 ical basis to the animation of workshops
 y principles. Innovative design is also a
 'ent disciplines like instruments ring
 lody different from a musician playing
 music if teachers make a band...

PLAY IT: Understanding Innovation Through Games

Challenge

Struggling with teaching and coaching innovation interactively? Want to understand innovation via gamification? Looking for mastering Innovation Games? Then, this session is for you....

With the support of the Lifelong Learning Programme of the European Union



Game in Action

During this session we play with participants two games, as a take away. One game is a **learning tool**

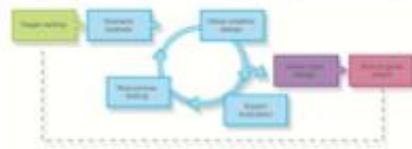


for teaching innovation with the students. The second game is a **serious** one that has the potential to become a **management tool** to interact with customers in companies. At this session, along practicing games we also provide you with some theoretical background on what a



game is, so, that you can **create your own game** or join us in our new games co-creation.

Game Phases



Facilitators



John Bessant, University of Exeter, UK



Anna Trifilova, University of Exeter, UK



Edward Faber, T-Xchange, Netherlands

Venue

ISPIM Conference in Dublin, Tuesday, 10th of June 16.00 – 17.30, Achill Hall Level 2.

Invited Speaker Session: Coach

Session Question

This Session explores a thought-

Session Facilitator

Dr Anna Trifilova, University of Exeter

Invited Speakers & Topics

Meaningful innovation wh



Luca Sacchi, Piaggio Group, Head of Product Planning and Strategic Innovation

R&D is an old school... Increas



Mikael Johnsson, Blekinge Institute of Technology and Munkell Science Park, Sweden

From good ideas to great in



Dr. Bastian Bansemir, Strategy, Innovation & Cooperation, BMW Group Germany

'Unleash Your Cr



Tomislav Buljubašić, Innovation and Technology Manager in Siemens Convergence Creators d.o.o.

SIG Supporters





ISPIM Special Interest Group: Teaching and Coaching Innovation

To find out more....



<http://conference.ispim.org/>

<http://ispim.org/groups-communities/teaching-coaching-innovation/>



XXV ISPIM
CONFERENCE



**INNOVATION FOR SUSTAINABLE
ECONOMY & SOCIETY**

ispim **DUBLIN, IRELAND**
8-11 JUNE 2014



Agenda of the workshop



Innovation Portal

- Exercises
- Games
- Video
- Workshops
- Seminars
- Case-studies
- ...the teaching toolkit



<http://www.innovation-portal.info/managing-innovation/>



CLICK HERE TO SEE THE
**INTERACTIVE
E-BOOK**



CLICK HERE FOR
**ONLINE
RESOURCES**

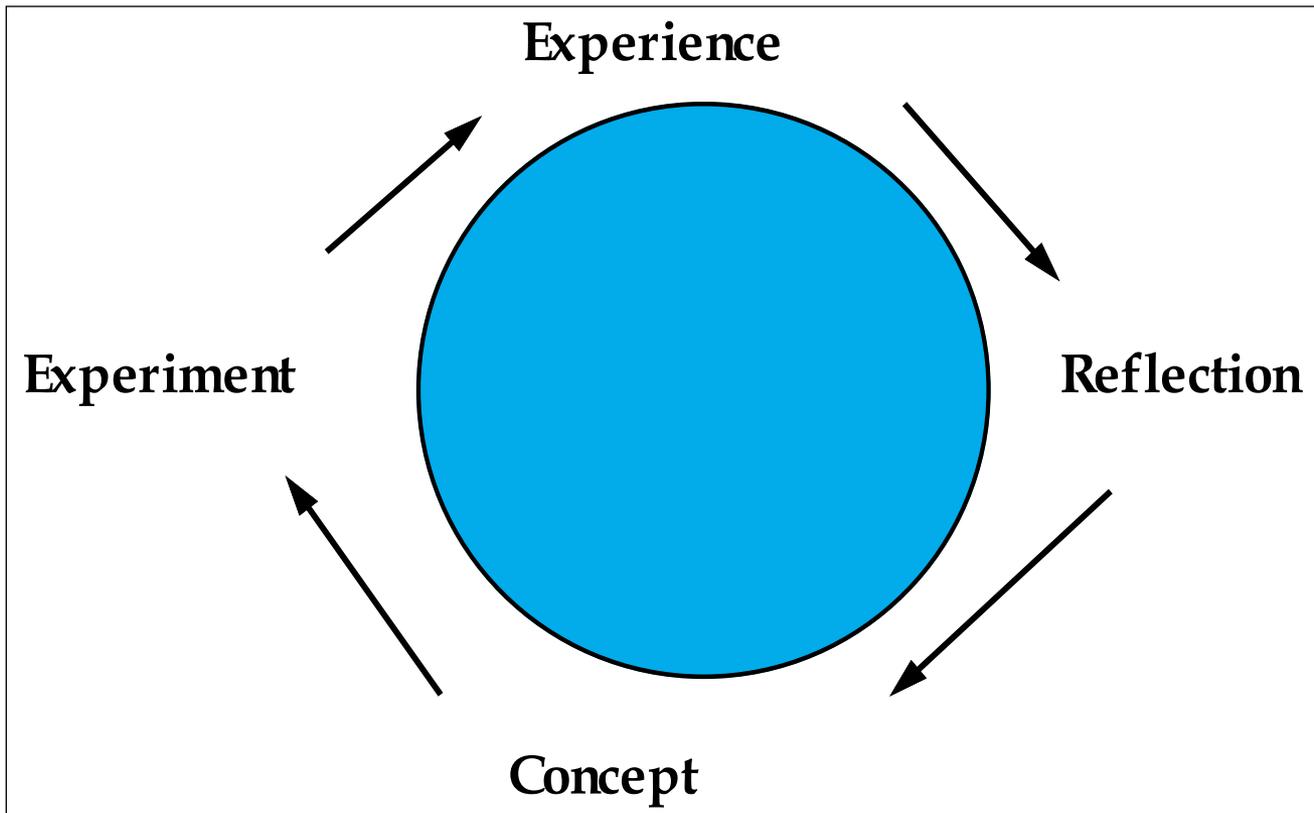


Purchase the
book online



Lecturer guide
and course
outline

Learning Cycle



A model of the learning cycle developed by David Kolb, psychologist

...how about a glass exercise...



...exercise brains as muscles...

Exercise 1



Exercise 2

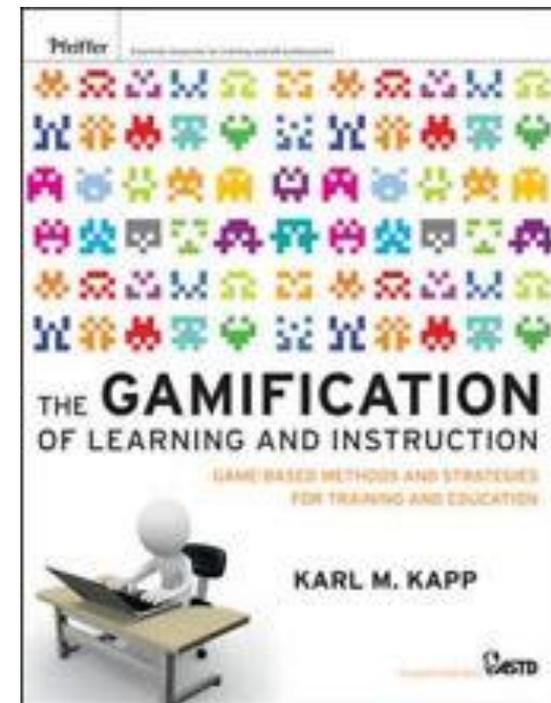


Exercise 3



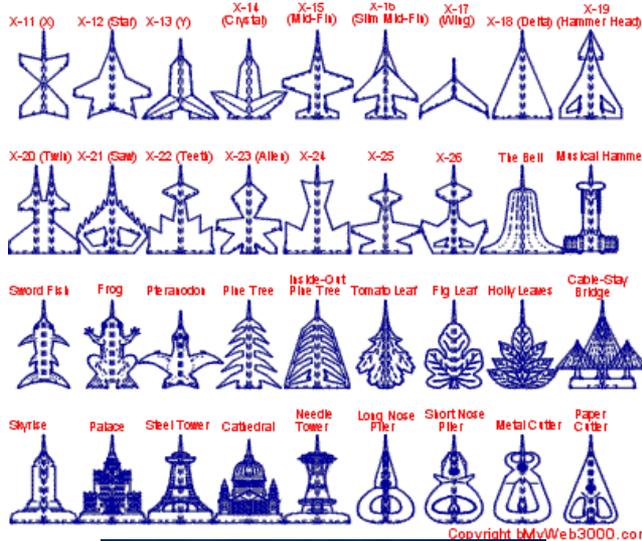
Elements of the game

- System
- Players
- Abstract
- Challenge
- Rules
- Interactivity
- Feedback
- Quantifiable outcome
- Emotional reaction



Let's game it...Innovation Strategy...

Game: Exploring Different Aspects of Innovation Strategy



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Game: Review

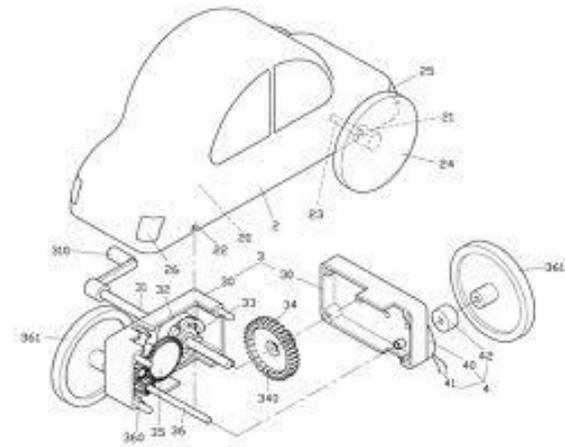
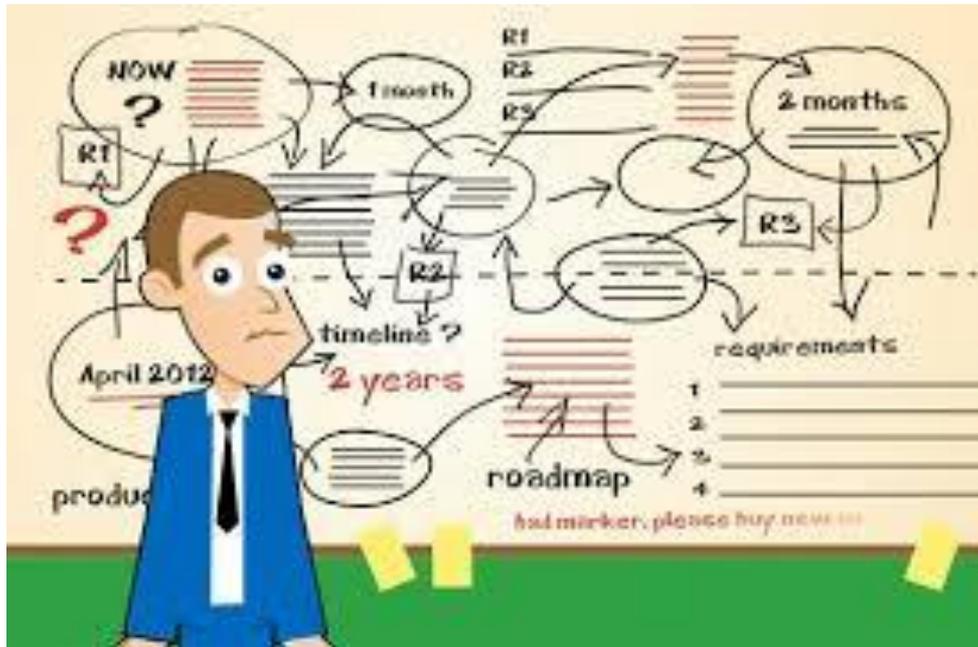
Game: Exploring Different Aspects of Innovation Strategy

- **Factors of Success**
- **Failures**
- **Lessons Learnt**
- **Experienced Gained**



Let's game it...New Product Development...

Game: Self-Propelled Car



...what else...

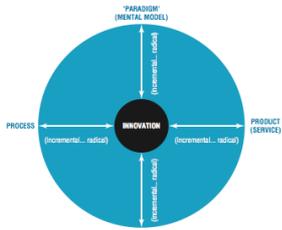


Figure 1.1 The 4Ps of innovation space



Finnegan's Fish Bar

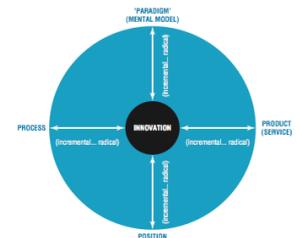
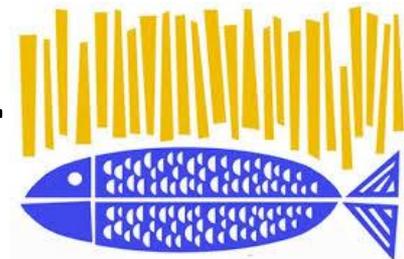


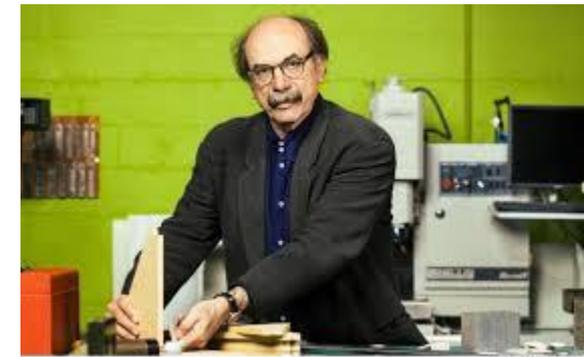
Figure 1.1 The 4Ps of innovation space



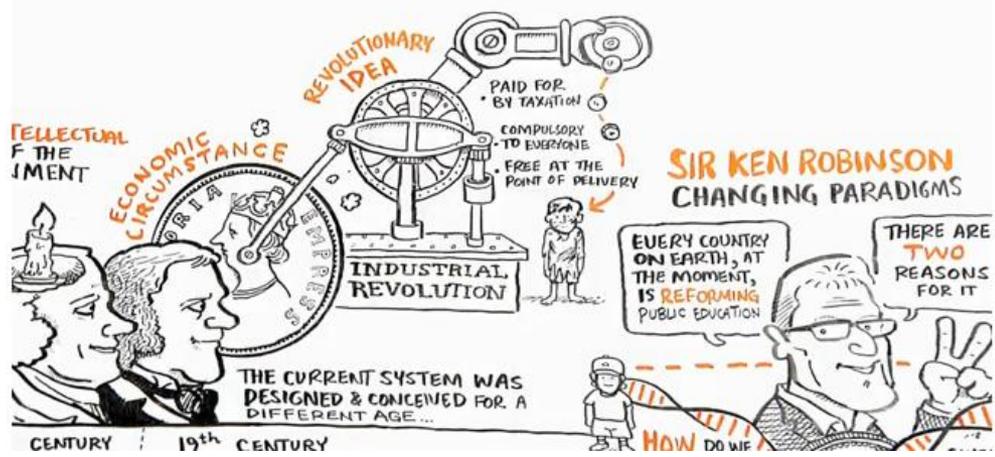
...what's more...



IDEO is an international design firm and innovation consultancy founded in Palo Alto, California, US with other locations. The company helps design products, services, environments, and digital experiences. Additionally, the company has become increasingly involved in management consulting and organizational design.



....Changing educational paradigm....



<http://dotsub.com/view/58707cf2-f861-46dd-95c3-62020b4ec8c8/viewTranscript/eng>



<http://www.youtube.com/watch?v=QSFIFD8QoXs>

....06:23....



A story about Simon...or of many of us....



....a contribution into the Future of Innovation....

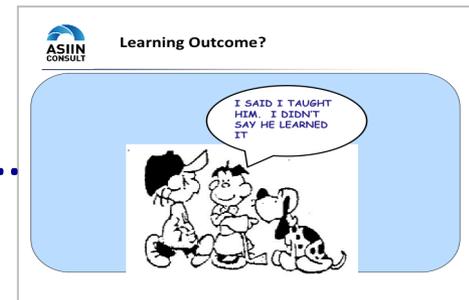
“The Future Of Innovation Is All About Aliens”

Written by Alisdair Wiseman



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Thank you...questions are welcome!!!

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ERASMUS Congress, Nicosia, 1 May 2014

