

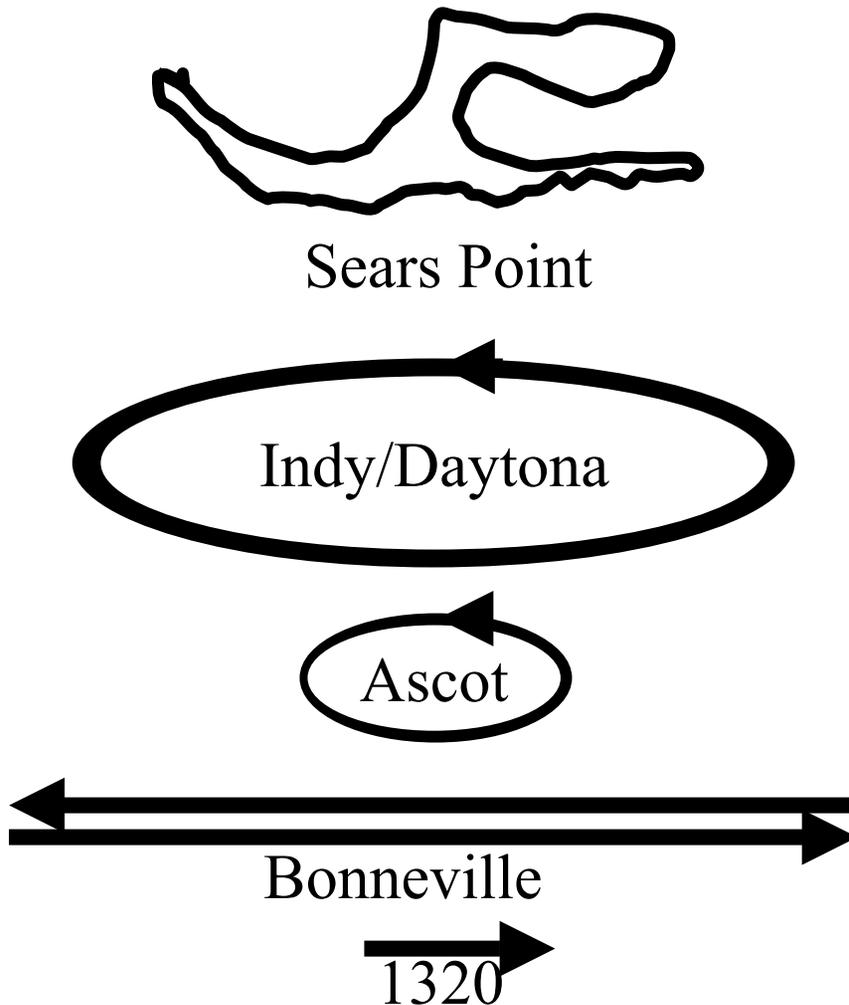
Rapid Reality Wins

Jack Ring

Innovation Management

jack@jackring.com

Variety of Situations $\langle \rangle$ Clear Priorities



Finish
In Less time
Within the Rules
Avoiding Bankruptcy

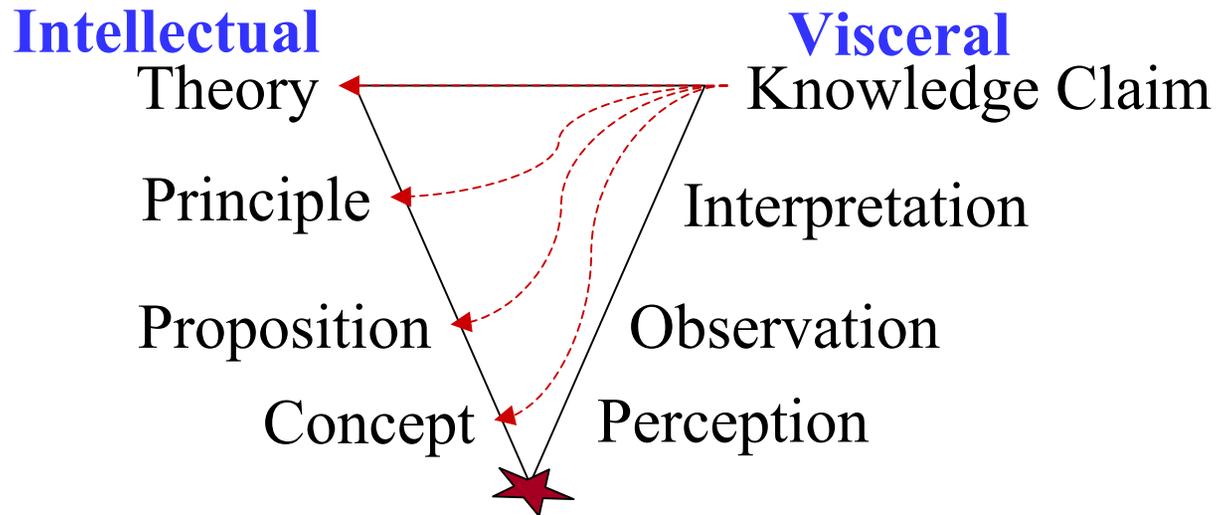
A Stream of
30 Second
Run-Break-Fix
Experiences

Ambiguity and Volatility?

Problem Type	Goal	Method	Resources	Mgmt Focus
Wicked <i>Exploration</i>	Concept	Discovered	Recruited	Learning
Challenging <i>Expedition</i>	MOE's	Fuzzy	Reneged	Risk
Precedented <i>Construction</i>	Specified	Chartered	Ready	Pace

Rapid Reality

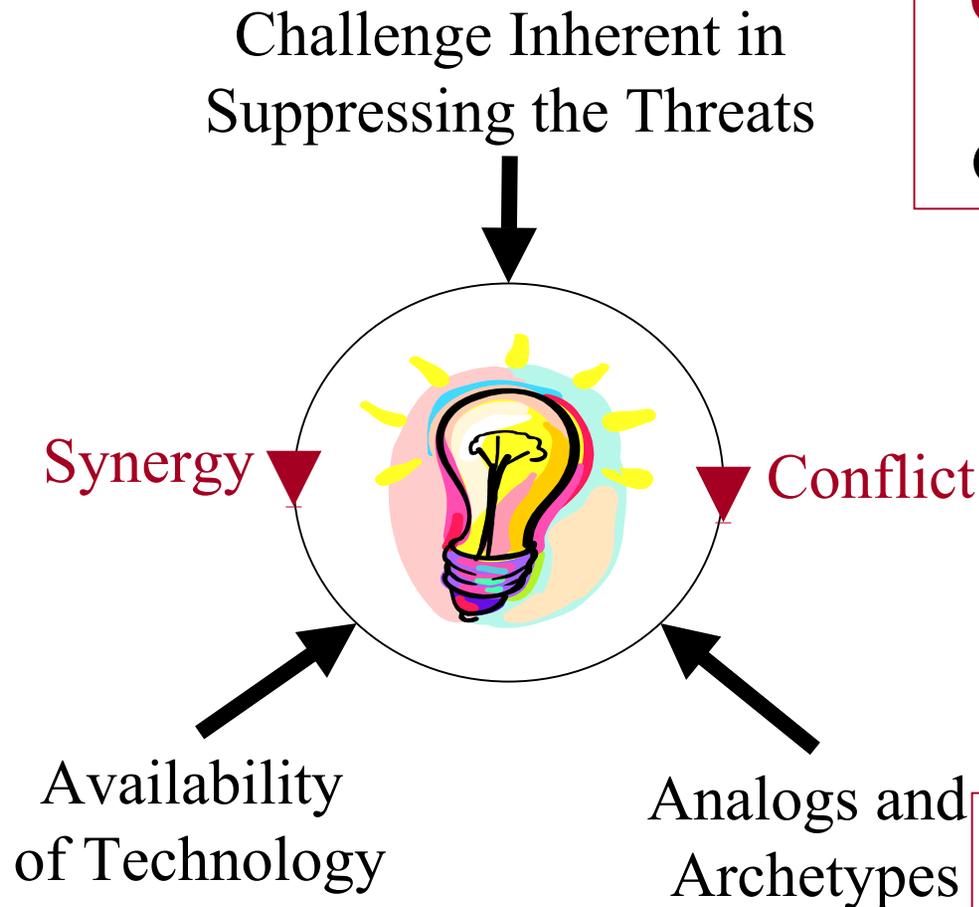
Design (the act) =
elaboration of information punctuated by decision*.



Design (the artifact) = a situated theory

* David Ullman, P.E., Ph.D. and AAGG

A Solution is Found at the Nexus of Tensions



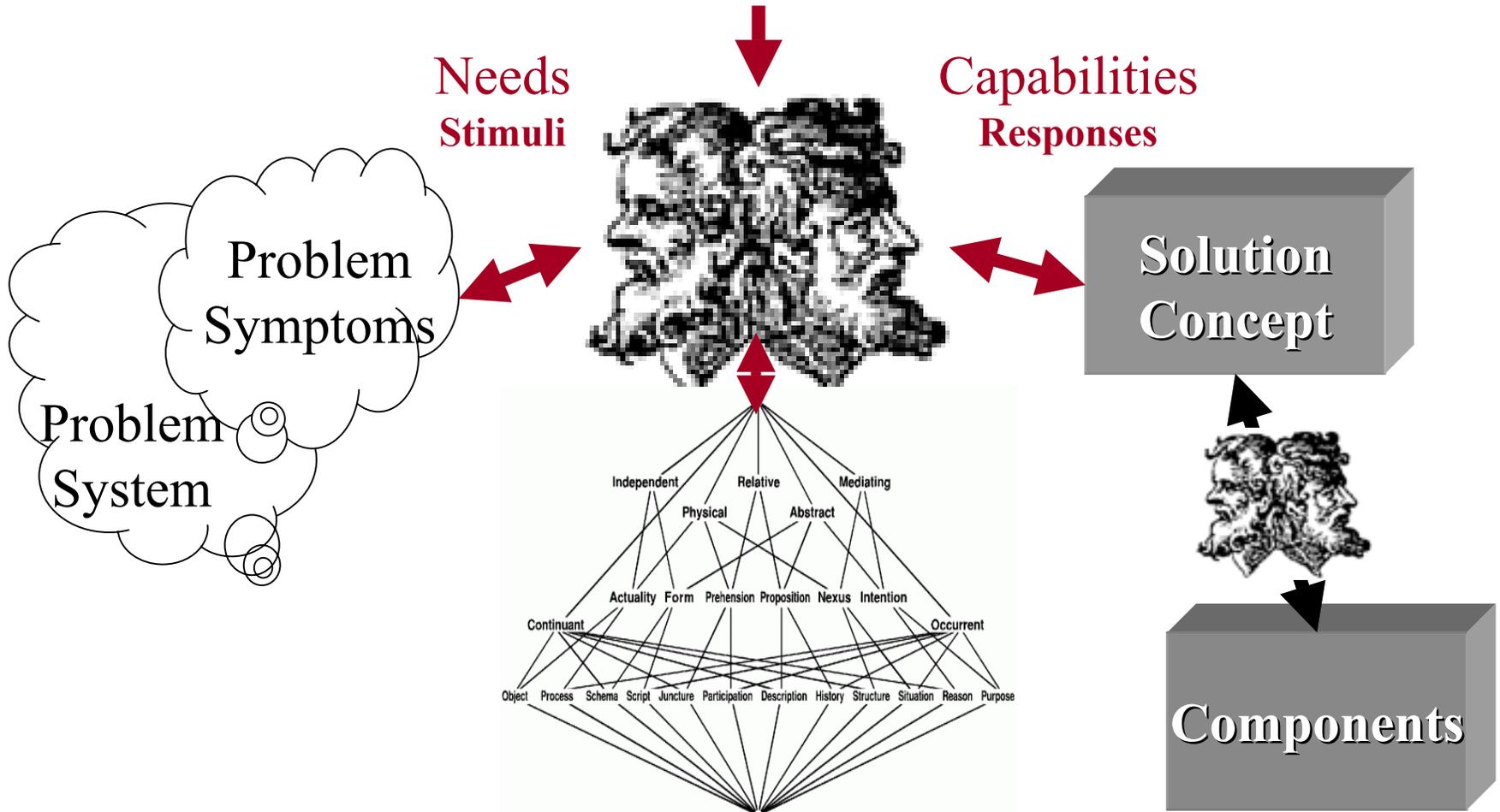
Quality of Solution
depends on
Capability of Envisioners

Key Success Factors
Purpose
Preparation
Practice
Persistence
Patience

Key Techniques
Separation of Concerns
Natural Decisions Model

Aha! Envisioning A Solution

Value Distinctions = MOE's



Generating the Image

Contrarian thinking

1. You conceive of doing something opposite;
2. You think of replacing something by its opposite, whether that thing is a belief, a value, an idea or an object;
- 3 you entertain the thought that your opponent is right and you are wrong, or just assume that an opposite point of view might be worth looking at."

Janusian thinking

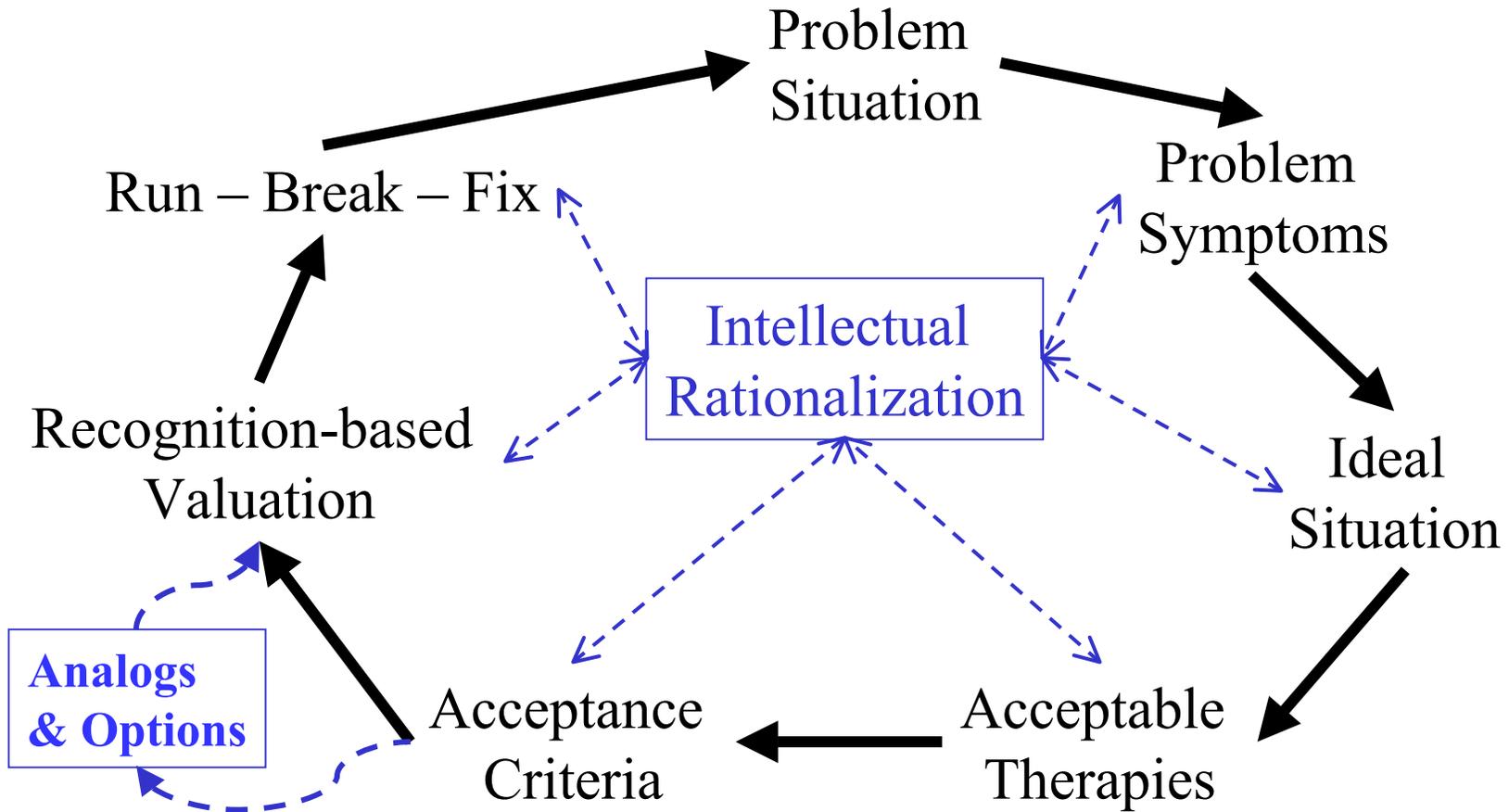
Bringing two opposites together in your mind, holding them there together at the same time, considering their relationships, similarities, pros and cons, and interplay, then creating something new and useful."

Hegelian thinking

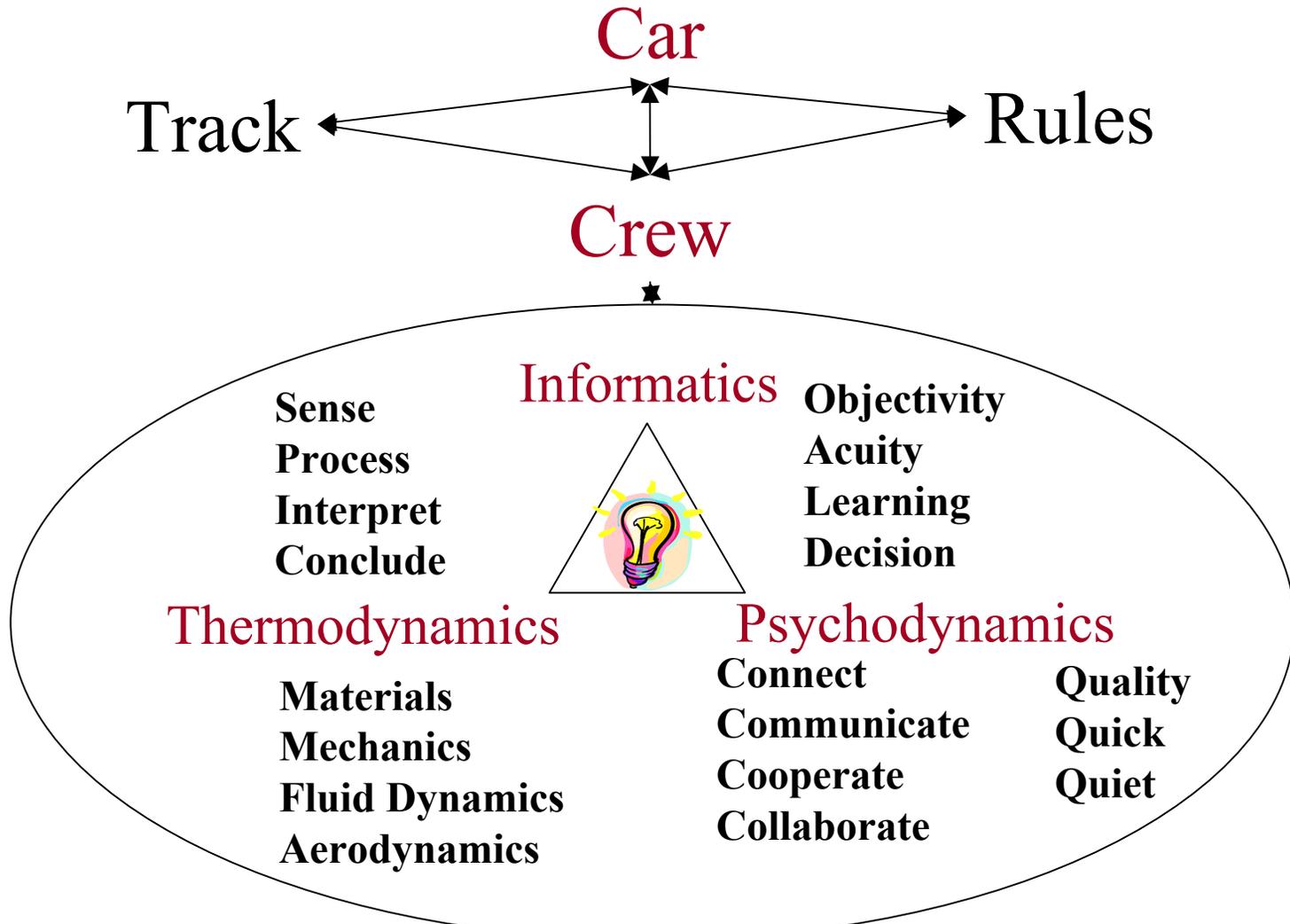
You visualize how to fuse, combine, mingle, integrate or synthesize two opposites to produce a third entity." An example being newspaper photographs consisting of black and white dots that through their interplay produce a cohesive picture.

he Paradox Process by Derm Barrett

A Proven Paradigm



Harmonizing the System

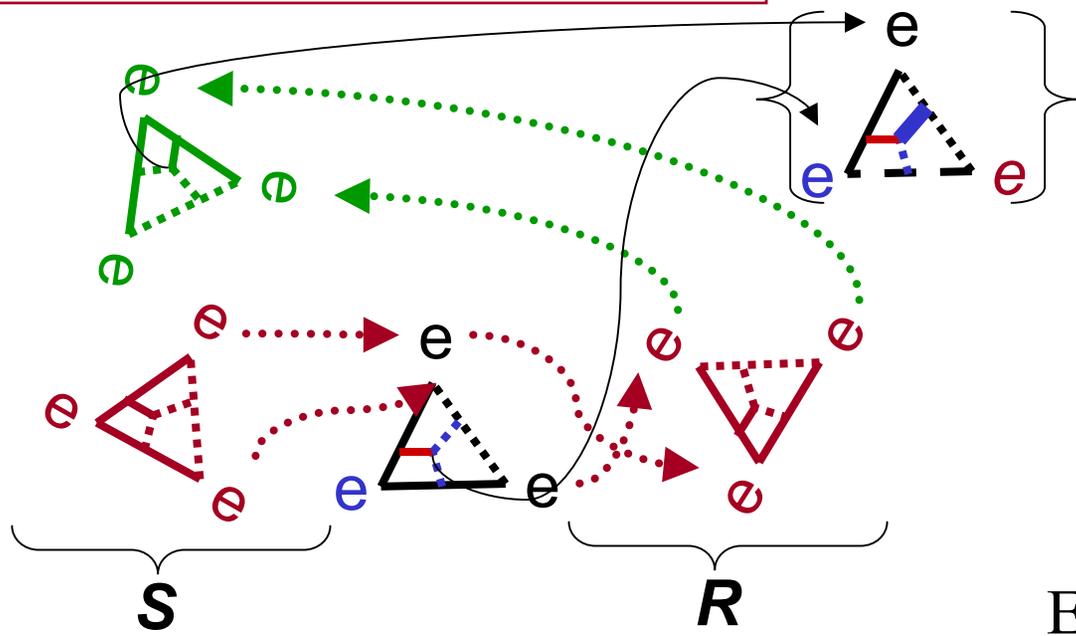


A System Thinking MM

e = entity
S = Stimulus,
R = Response

3.

Situation evolution

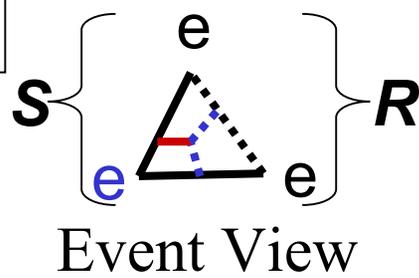


4.

Episodic View

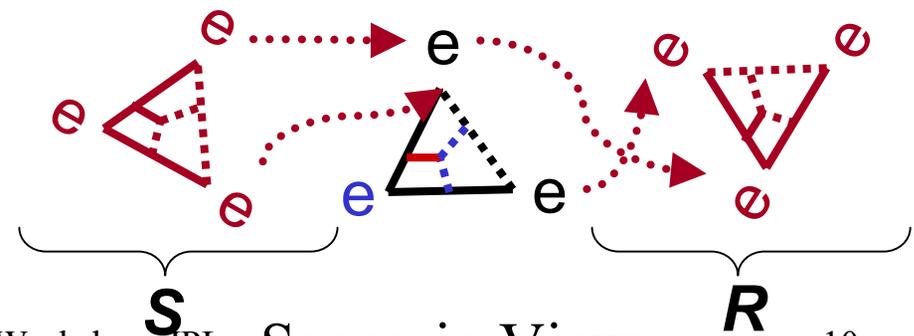
Life Cycle View

1.



Event View

2.



Scenario View