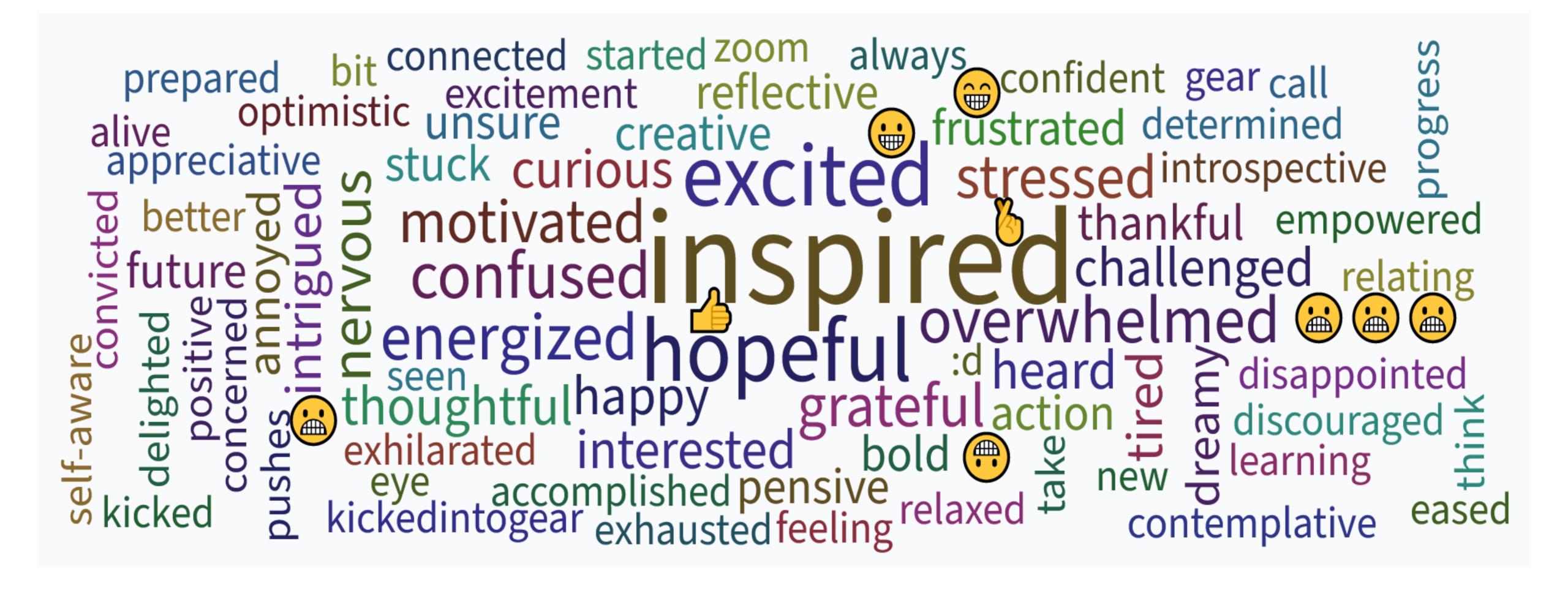


Ideation and Radical Collaboration

A 4-week Virtual Masterclass
Powered by Western Alumni and Careers & Experience



FEELINGS AFTER CLASS 2



ODYSSEY PLANNING

THREE VERSIONS OF MY FUTURE SELF







THING #1

What are you currently doing?
Where would you like to see that go?

THING #2

What happens if thing #1 goes away? What else could you do?

THING #3

The other. If money or reputation were no object, what would you do?

FULFILLING EXPECTATIONS: BECOMING A CORPORATE LAWYER



Law school at McGill

Quit job at non-profit

Move to Montreal



Law school year 2

Work as an LSAT tutor for extra money



Law school year 3

Take the Bar exam

Trip to Spain



Start work at a firm

Get married



First-year associate

Buy a place in Montreal

Alternative Plan #1



Resources







Confidence Coherence

6 Word Title: Fulfilling Expectations: becoming a corporate lawyer

Questions this plan addresses:

- 1. Do I want to take on debt?
- 2. Will I find the work fulfilling?
- 3. Will my partner want to live in Montreal?

SOURCE: Bill Burnett and Dave Evans, "Designing Your Life"

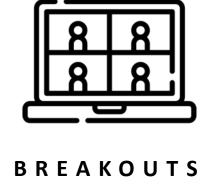
BUSINESS INSIDER





ODYSSEY PLAN





PRESENTATIONS

PRESENTER

Quick flyover of your 3 Odyssey Plans, Dashboard and Questions (5 mins max!)

GROUP

- What particular affirmations or encouragements about the plan do you have to offer?
- What do you notice that prompts you to ask, "tell us more"?

ODYSSEY PLAN





PRESENTATIONS

DO

Receive Reflect Amplify DO NOT

Critique Review Advise

Inquire, but don't take the talking stick

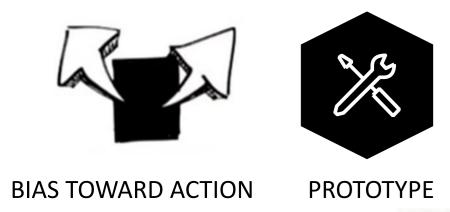
Keep the energy with the presenter

BUT FIRST, A WORD OF INSPIRATION

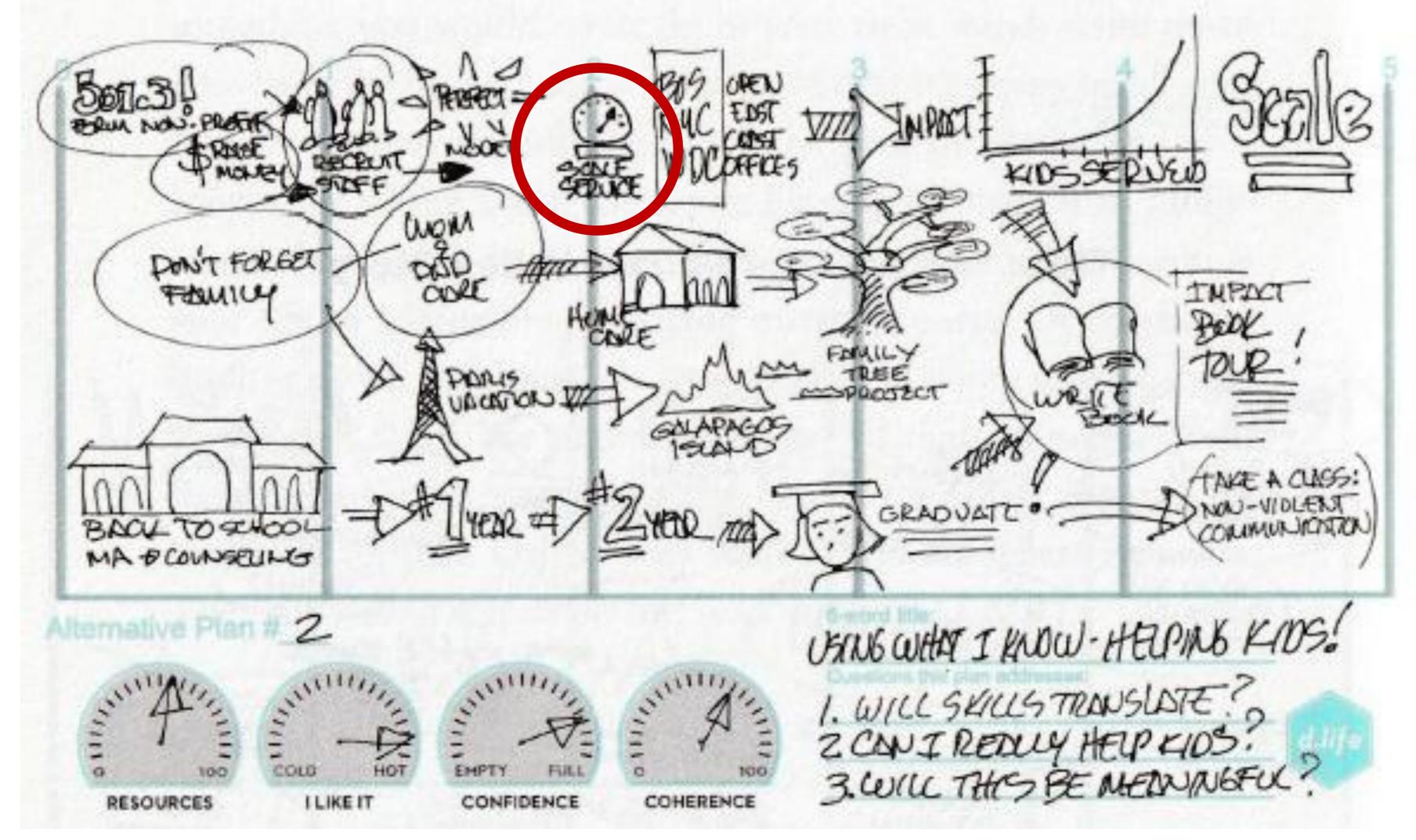


NOW WHAT?



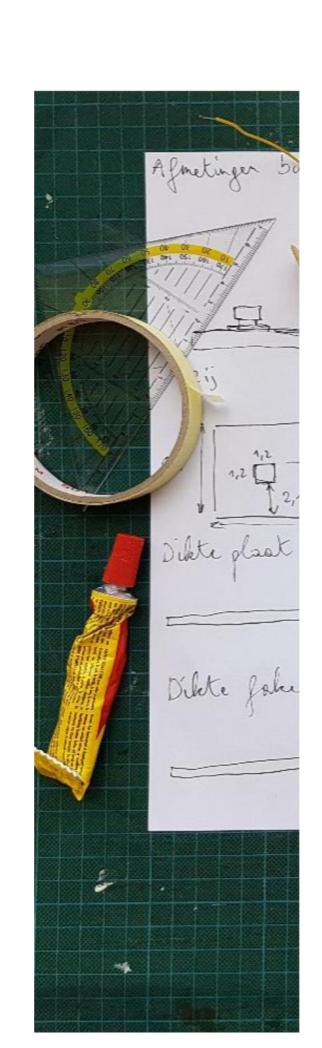


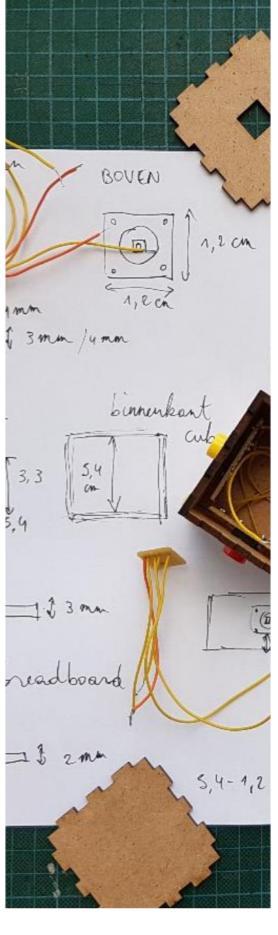
PROTOTYPING IN LIFE DESIGN

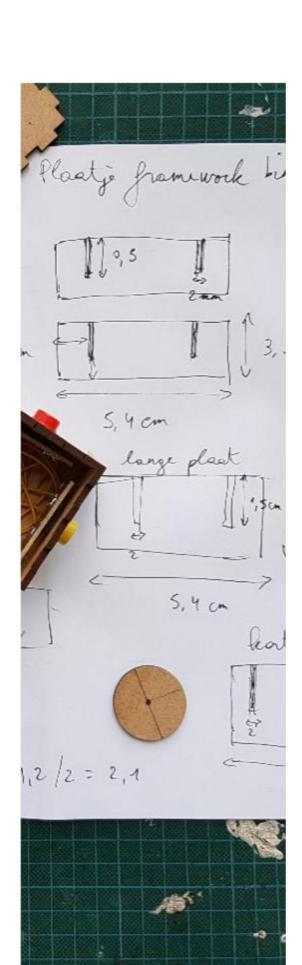


WHY PROTOTYPE

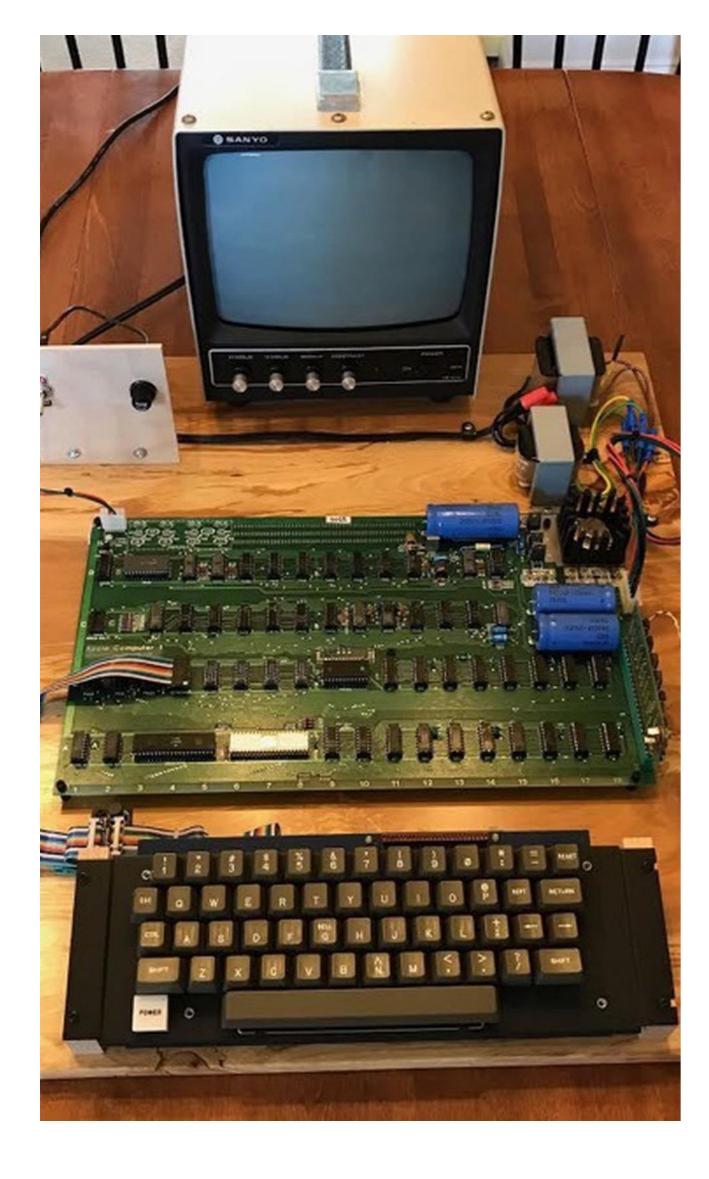
- Expose assumptions
- Involve others with your ideas
- Sneak up on the future
- Ask interesting questions

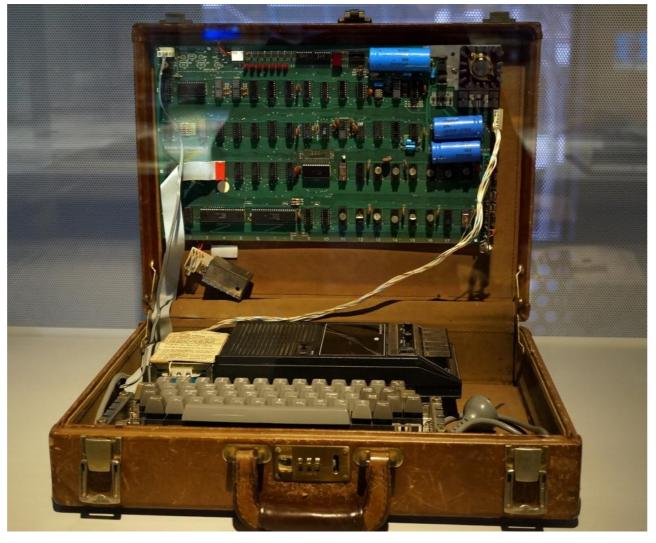


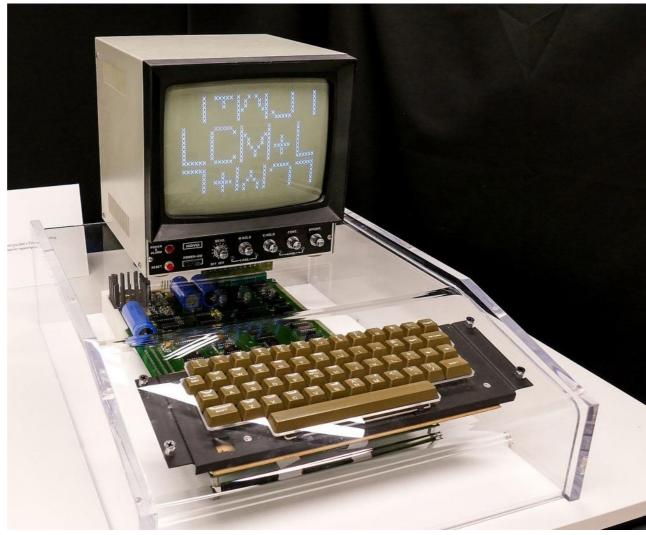










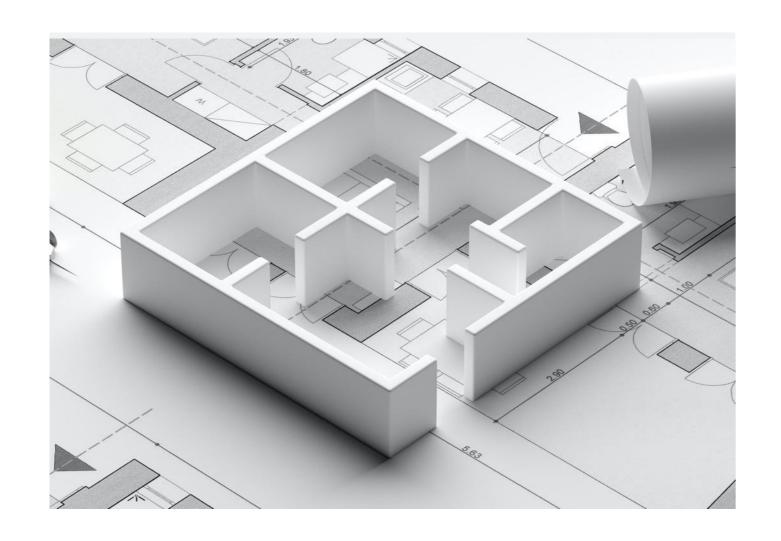


GOOD PROTOTYPES

- . Cheap
- . Quick
- . Accessible

PROTOTYPE DESIGN

IN PRODUCT DESIGN



foamboard model

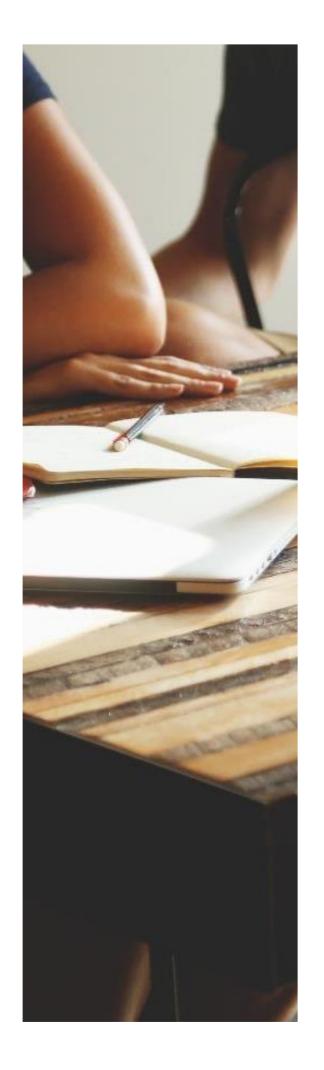


storyboard or sketch

IN LIFE DESIGN



role play









LIFE DESIGN

PROTOTYPES

A CONVERSATION

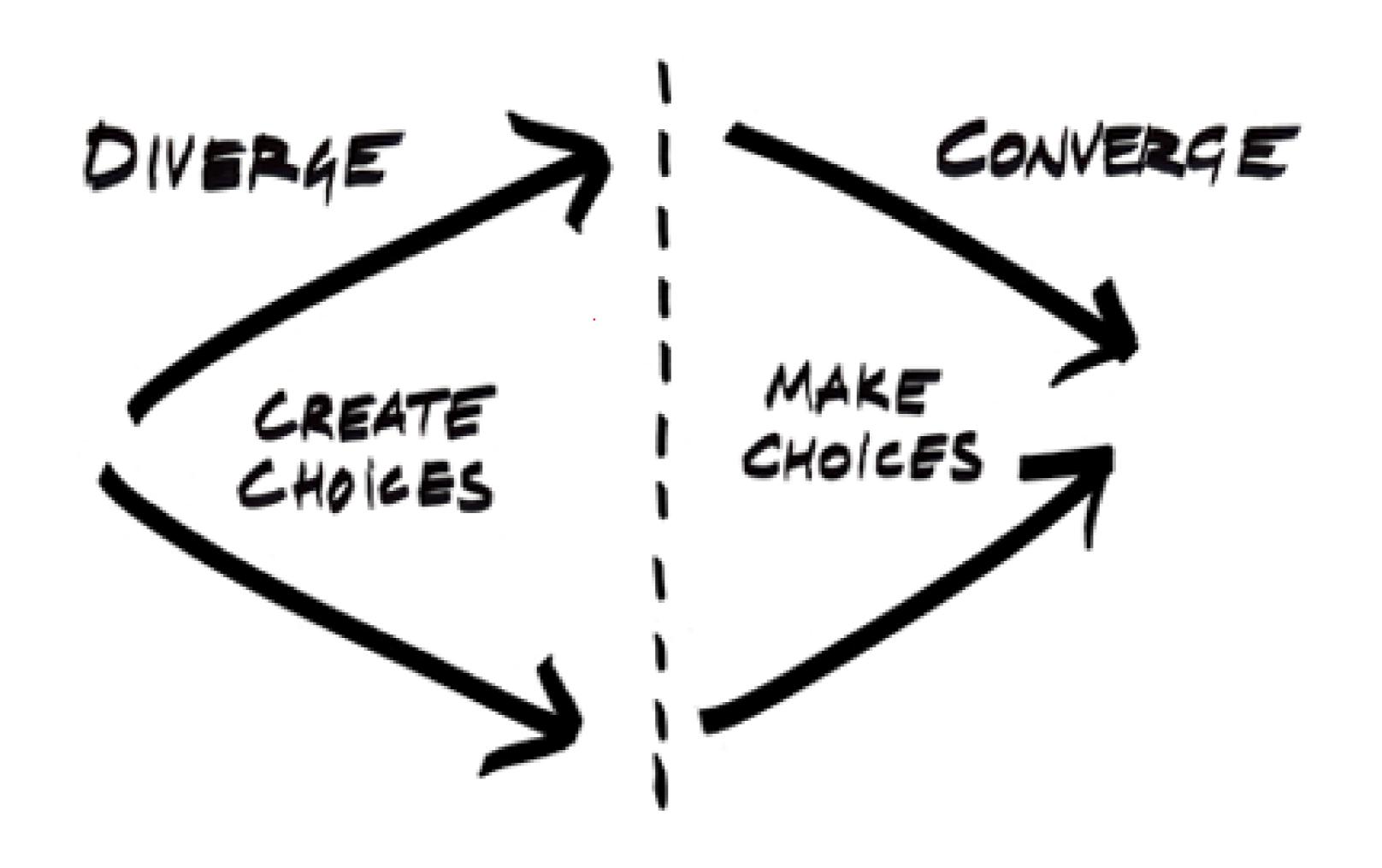
think: informational interview, casual coffee,
design interview; chat after a workshop; at the
bar, party, metro, etc.

AN EXPERIENCE

think: shadow for a day; intern for a month; sit on the truck; tap in on the sales call; substitute teach for a day; spend 72 hours indoors



DIVERGE, THEN CONVERGE





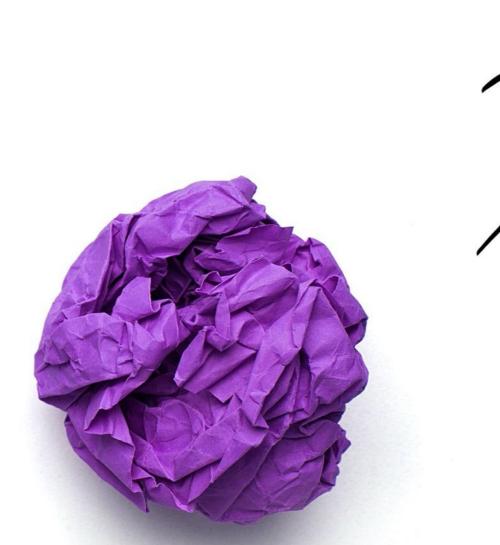




IDEATING PROTOTYPES WITH IDEA BOARDS!







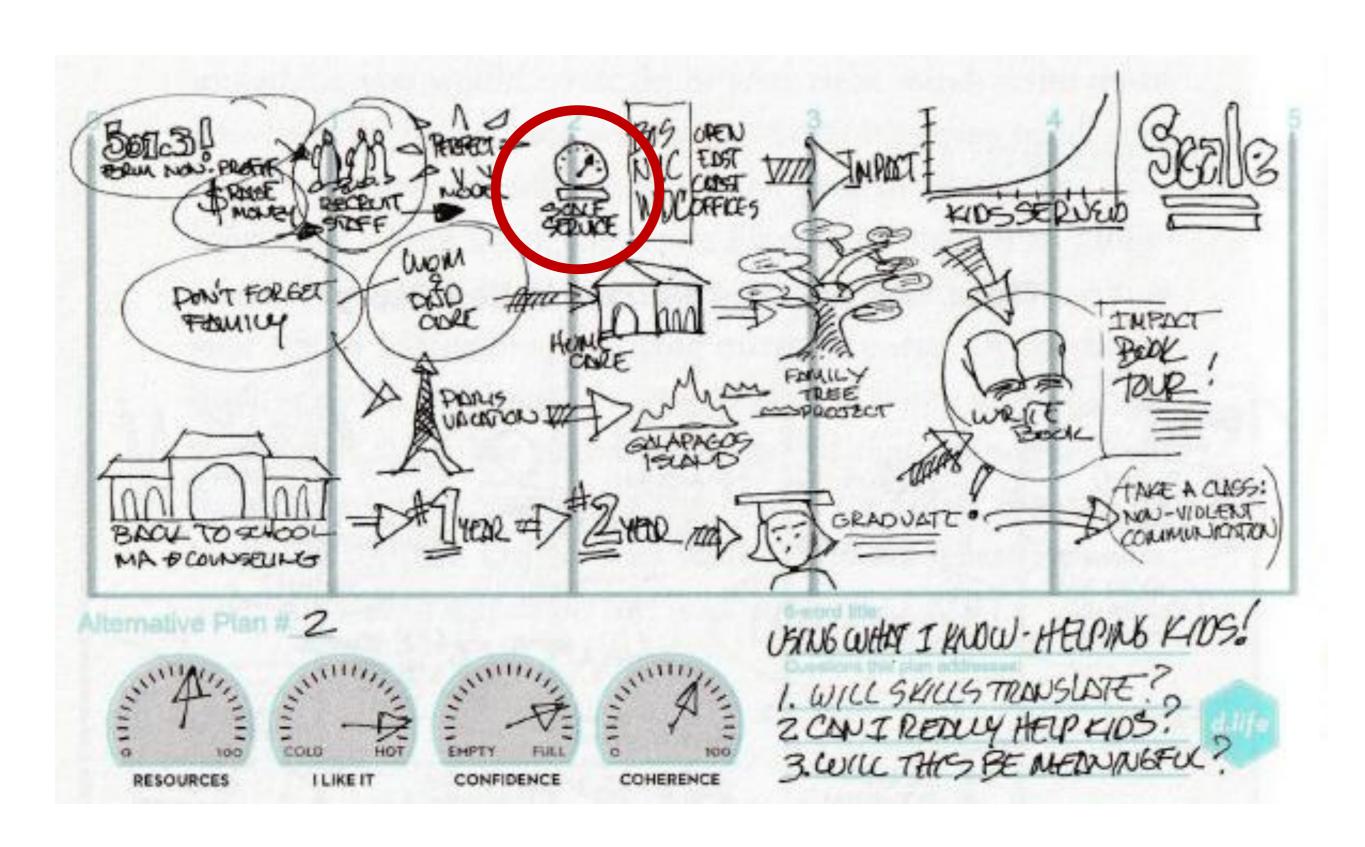


IDEATION

- FRAME a good problem (not too broad, not too narrow, open-ended)
- 2. WARM UP to move from your rational/ analytic to your synthesizing brain
- 3. IDEATE to get lots of ideas and use the brainstorming rules
- 4. SELECT ideas based on a specific criterion, and EXTRACT INSIGHTS



IDEATION: FRAME A GOOD PROBLEM



Engage your curiosity.

Note the items in your Odyssey plans that you are curious to learn more about.

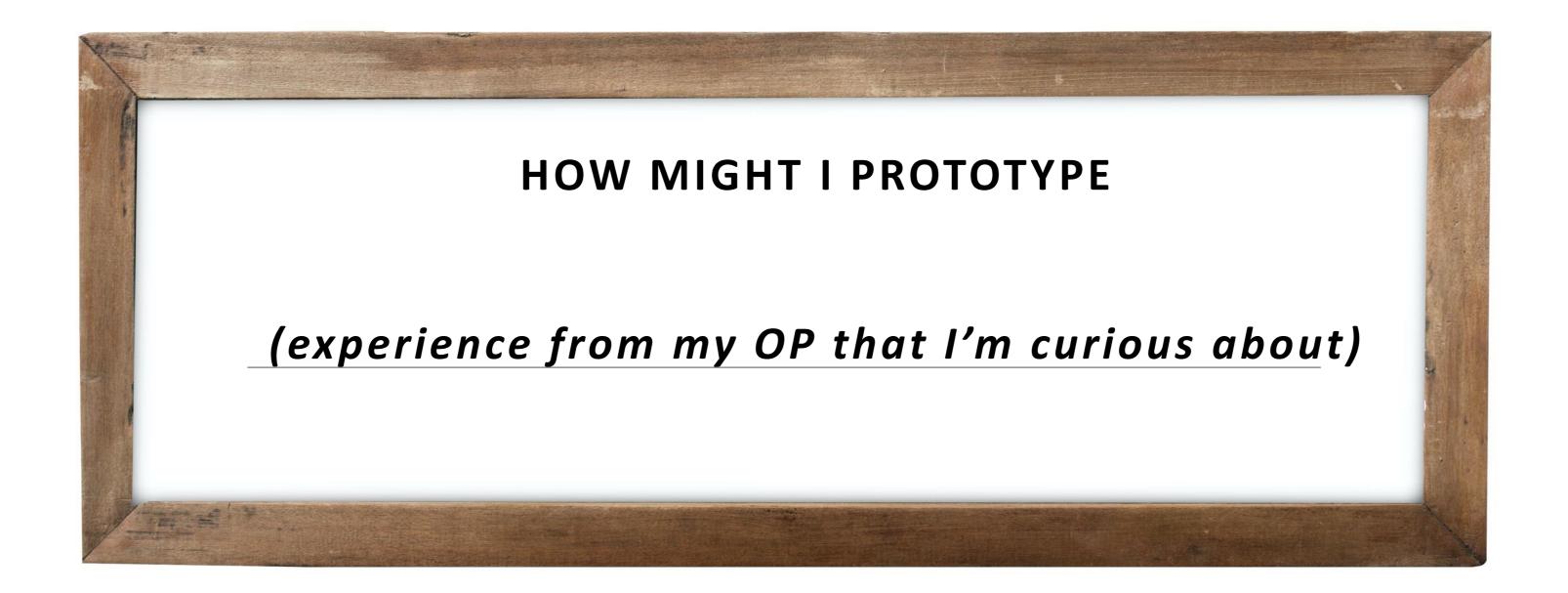
Jot down a few notes about what makes you so curious.



IDEATION: FRAME A GOOD PROBLEM

Ask a question with sufficient context to focus ideation, but leave room for wild ideas.

Use this sentence stem:







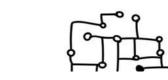
IDEATION: WARM UP YOUR SYNTHESIZING BRAIN

BEFORE WE IDEATE, WE MUST WARM UP!















LOCATE YOUR BOARD BY THE FIRST LETTER OF YOUR FIRST NAME

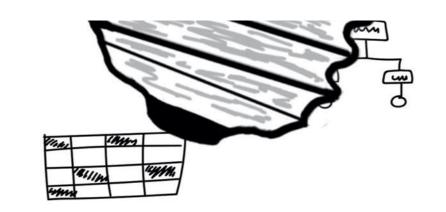
Idea Board A-C https://padlet.com/WesternU/ibmsv2nlgdqcbuuf Idea Board D-F https://padlet.com/WesternU/62jwyz2poibrcblw Idea Board G-J https://padlet.com/WesternU/gjbhvpctk3pv36e Idea Board K-M https://padlet.com/WesternU/mz0gur6nt8rhwyq1 Idea Board N-P https://padlet.com/WesternU/qnxv6pvmg2cnum53 Idea Board Q-S https://padlet.com/WesternU/pzb169i980r9pee9 Idea Board T-V https://padlet.com/WesternU/aa21zs2ixezfy6a9 Idea Board W-Z https://padlet.com/WesternU/s2st046r6k1axdav



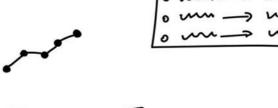
















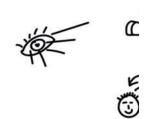




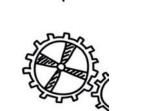




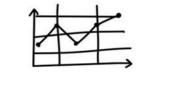


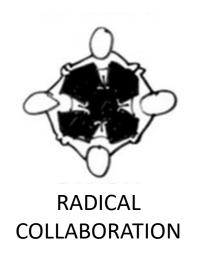










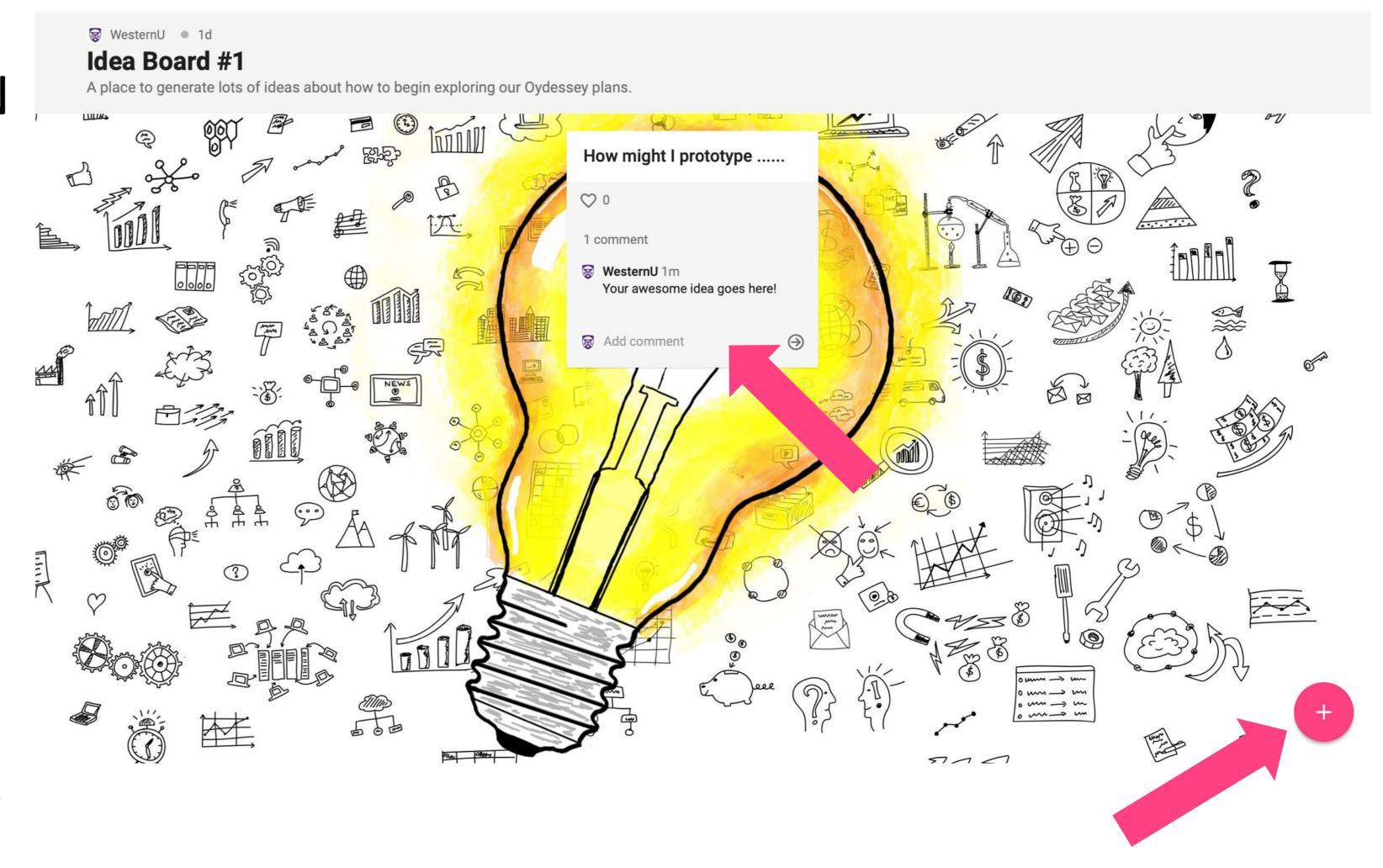


IDEATION: IDEATE WITH IDEA BOARDS

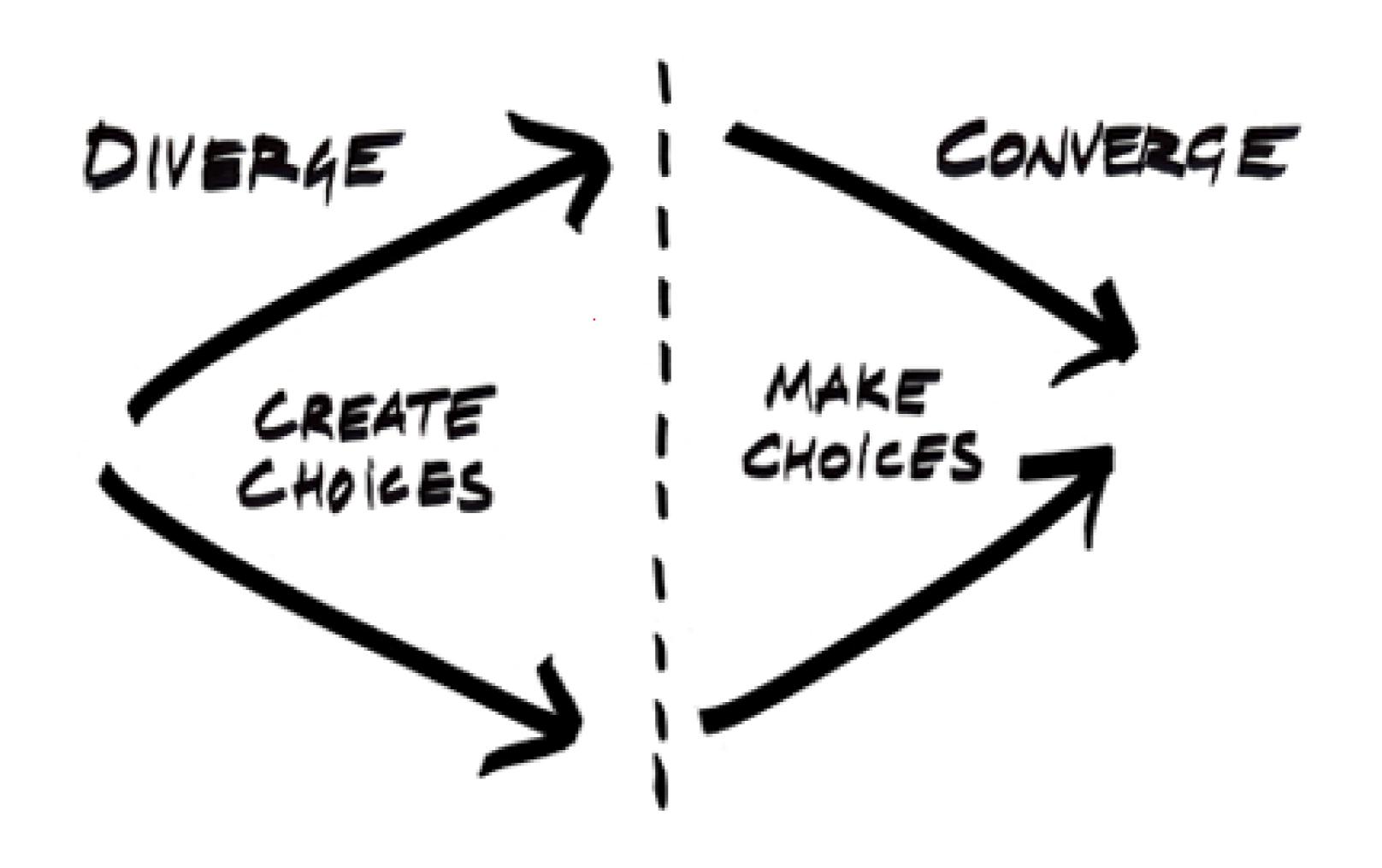
ADD YOUR QUESTION

+ OFFER PROTOTYPE IDEAS

- Defer judgment.
- Go for volume.
- Encourage wild ideas.
- Build on the ideas of others.



DIVERGE, THEN CONVERGE





IDEATION: SELECT IDEAS

Select the idea that's the lowest hanging fruit

(easy to implement)





IDEATION: SELECT IDEAS



Select the idea you find most delightful (regardless of feasibility)

IDEATION: EXTRACT INSIGHTS



YOUR MOST DELIGHTFUL IDEA

WHY DO YOU FIND THIS IDEA DELIGHTFUL? WHAT IS THIS IDEA REALLY ABOUT?

- O HOW MIGHT YOU EXPLORE THE DELIGHTFUL PARTS? WHAT ARE THE ATTRIBUTES OF THE IDEA?
- WHAT INSIGHTS CAN YOU EXTRACT FROM THIS DELIGHTFUL IDEA?
- WHAT ARE SOME POSSIBLE NEXT STEPS? IS THERE A MODIFICATION THAT WOULD BE EASIER TO PULL OFF?





- Use your curiosity to help you frame your questions.
- Find someone living in your future; sneak up on it.
- Generating ideas is a skill.
- Practice helps.
- Key outcome: getting actionable insights.
- To design your best and most interesting life, you want as many ideas as possible.

BEFORE NEXT TIME



READ

The Advantages of Closing Doors



PLAN

One Prototype
Conversation or
Experience



READ

The Quest for the Best

OPTIONAL READ: Meaning is Healthier than Happiness

THILL O'S