



Innovation Workshop

Divergent Thinking

Day 1: Wednesday, June 29 • Day 2: Friday, July 1, 2016
10 a.m.–12 p.m. • Building 26, Room 161

Workshop Overview:

The foundation of performance improvement is innovation, the source of innovation is creativity, and the spark of creativity is Divergent Thinking. Creativity should not be confined to industries such as fashion, design, or the performing arts; nor should it be confined to specific periods of time or individuals or groups. Creativity should be a daily occurrence in our technical work. The purpose of this workshop is to assist project teams in breaking away from the status quo decision making process by embedding divergent thinking in to all aspects of our work. By embracing divergent thinking we will become more creative, find new ways to be innovate, and improve overall performance.

Developmental Outcomes:

Outcomes (*intangible and longer-term impacts*)

- **Leverage** existing knowledge more strategically across projects
- **Develop** a deeper understanding of own cognitive biases and heuristics
- **Improve** performance and influence success
- **Think** differently about solving problems
- **Enjoy** engaging or finding your creative talents

Outputs (*tangible short-term results*)

- **Assessment** of the organizations divergent thinking agility
- **Confidence** to engage divergent thinking to improve decision making

About the Facilitator:

Mark Boyes is a PhD candidate at RMIT University in Melbourne, Australia where he is researching how we can improve outcomes by embedding divergent thinking into project team decision making using creative interventions. Mark is a seasoned leader with over 20 years' experience in senior management roles, advisory board positions, executive committees and hands on operational roles. Mark's technical experience is broad, having designed information systems in legal, compliance, gaming, pharmaceuticals, retail, FMCG, hotels, finance, surveillance and supply chain industries.



Workshop—Day 1:

Agenda

1. Introduction
2. Creative Intervention #1
3. Creative Intervention #2
4. Group Discussion

Workshop—Day 2:

Agenda

1. Introduction/Recap
2. Visualize (See the world differently)
3. Creative Intervention #3
4. Group Discussion

To register for these workshops please contact
 ● **Lindsay MacLeod** at Lindsay.b.macleod@nasa.gov no later than **June 27, 2016**.

For more details please visit: <https://ses.gsfc.nasa.gov/>

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