

Making Creativity Work at Work

How to Keep Ideas Flowing and Flowing



Introduction

Creativity is inside of everyone. We are all born with the creativity potential just waiting to be unleashed. This program is designed with simple-to-use ideation techniques, and helps the participants to liberate their inert creativity.

The tools and techniques employ systematic approaches that can be applied consistently anytime and anywhere whenever creativity is called for.

Program Objectives / Learning Outcome:

At the end of the program, participants will learn to:

- Master the tools and techniques that enhance their personal creativity.
- Consistently generate and abundance of new ideas at work.
- Inspire creativity for self and as a team.
- Become more spontaneous, more creative and more imaginative.

Target Audience

- Managers, supervisors and employees who are required to apply a structured creative thinking in developing new ways of working, new products or new processes.
- Supervisors and team leaders who need to inspire creativity in their team and in their work place.

Profile of Program Facilitator & Coach



Kyle Hor has a strong background of more than 20 years in R&D and IT management, working with high-tech MNCs in both Canada and Singapore. Kyle has worked with Hewlett Packard, Motorola, Northern Telecom and Philips.

He has held senior management positions overseeing development labs at a global level with interaction across Asia Pacific, North America and Europe. Prior to full-time consultancy, Kyle was a director, managing a development lab with a Fortune 100 company.

As a director managing an organization, Kyle provides leadership with strategic directions, managing gray areas and coaching management staff. As a program manager, Kyle is adept in applying systematic and disciplined approaches to program management while simultaneously managing the gray areas of programs – such as risk management and resource leveling and conflict management. As an R&D practitioner, Kyle initiated numerous strategic ideas and innovative products in the electronics and software industry, has written several papers, and filed several patents. He has two inventions to his name.

Kyle's passion is coaching, mentoring and growing people to think systematically and creatively, implementing processes and achieving a much higher degree of innovation and value creation. Areas of expertise include creativity, innovation, thinking out of the box, project and program management, systems thinking, software development and quality management.

Kyle is an advanced toastmaster and had held office as Area Governor and Assistant Division Governor with Toastmasters International, a movement dedicated to helping professionals improve their communication and leadership skills. He graduated with Honors Degree in Electrical Engineering in 1984, holds a Masters in Industrial Engineering, and is pursuing his doctorate in Innovation and Quality.

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Program Outline

Module 1: The Creative Mind

- 1) Breaking the (un)Creative Myth
- 2) Creativity Blocks and Blockbusters
- 3) Unlocking Creativity with 2 Brains

Module 2: The Tight Corner Syndrome[®]

- 1) Stimulating Creativity with Challenges
- 2) Removing the Precious
- 3) Squeezing it Right

Module 3: Directed Expansion[®]

- 1) The Power of Focus
- 2) The Expansion Goal
- 3) Digging Deep
- 4) Drawing Broad

Module 4: Creativity for Workgroups

- 1) Scenario Enaction
- 2) Extreme Brainstorming
- 3) Sliding Circle Mode

Companion Programs:

Recommended follow up programs

- Riding on the Waves of Creativity
- Beyond Creativity

Program Duration:

2 days for 16 pax maximum per class



Program Methodology

We include **humor and colorful stories** from our corporate management career as well as personal life to lighten the mood.

Interactive Workout

Participants will get to talk about the current challenges that they are facing, what have they done and how did they do it to manage their current challenges via **a variety of energizing activities with intensive and fun interactions!**

They will identify their own situations from case studies developed specifically within their own company context

Break up into smaller teams to brainstorm on solutions and come to a consensus on how they will manage those situations.

The facilitator will give live demonstrations of techniques with a clear process and framework using handy toolkits based on different case scenarios and people of different personality

Closing the Feedback Loop through Engagement (Action Planning & Role-play) Application Practice

Participants will then put what they have picked up into actions through actual case planning & role-play practices. During the role-play, feedback will be given through self, peer, and facilitator critique

Application of Concepts

Towards the end of the workshop, participants will be facilitated to develop their own individualized S.M.A.R.T action plan for them to implement learning back at work (OPTIONAL)