

The need for innovation. Core innovation lenses: attitudes, activities, conversations, rhythm and examples. Business, Technology and Experience goals. Working with Technology and Business constraints. Assessing one's Innovation Readiness. Innovation Truths and Innovation Myths. Cross-discipline research. Targeting Social Impact. Women Innovators in Technology. Innovation games. Asking skillful questions. Lateral thinking. Cultivating Curiosity. Effective brainstorming. Expanding and Contracting phases. Refining existing ideas. Innovation in methodologies and techniques. How to have collaborative conversations. Design and User Experience led innovation. Sketching vs Prototyping. Working with end users. Project Management and organizational agility to support innovation. Developing an "Innovation Studio".

TEXT BOOKS / REFERENCES:

1. Scott Berkun, *"The Myths of Innovation"*, O'Reilly Media Inc., 2010.
2. Keith Sawyer, *"Zig Zag: The Surprising Path to Greater Creativity"*, John Wiley & Sons, 2013.