

Social Innovation & Pitch Prep

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NOVA SCHOOL OF BUSINESS & ECONOMICS

A COMMON

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[ What is Innovation? ]
L Innovation Typology
I Design Thinking ]
L Pilch Prep & Delivery ]
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The Culture Exposure Series*

Week 9

o Book: The Power of Less - Tabaca

The Culture Exposure Seriesx

- @ Book: The Power of Less Tabata
 @ Movie: The fabulous destiny of Amelie Poulain

The Culture Exposure Seriesx

- o Book: The Power of Less Tabala
- Movie: The fabulous destiny of Amelie Poulain
 Youtube Channel: Eva Zu Beck

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- o Painting: Banksy

The Culture Exposure Series*

- o Book: The Power of Less Tabala
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- o Youkube Channel: Eva Zu Beck
- o Musician: David Bowie
- o Painting: Banksy
- o Country: Costa Rica

I Mhat is Innovation?

[Immov]

What is Inhovation?



I Impovation Typology



How con we inhovate

o Closed



How con we innovate

- 6 CLOSEd
- o Same copan



How con we innovate

- o Closed
- o Semilopen
- o Open



Open Innovation

o Concreation (Bike Helmet)



Open Innovation

- o Co-creation (Bike Helmet)
- o User Innovation (SKS)



Open Innovation

- o Co-creation (Bike Helmet)
- o User Innovation (SKS)
- o Design Thinking



Enabling Social Innovation

o Design tool for creative ideating & problem-solving



- Design tool for creative ideating & problem-solving Human-centric, collaborative, action-oriented



- Design tool for creative ideating & problem-solving Human-centric, collaborative, action-oriented
- o Uses empathy (deep understanding of user need)

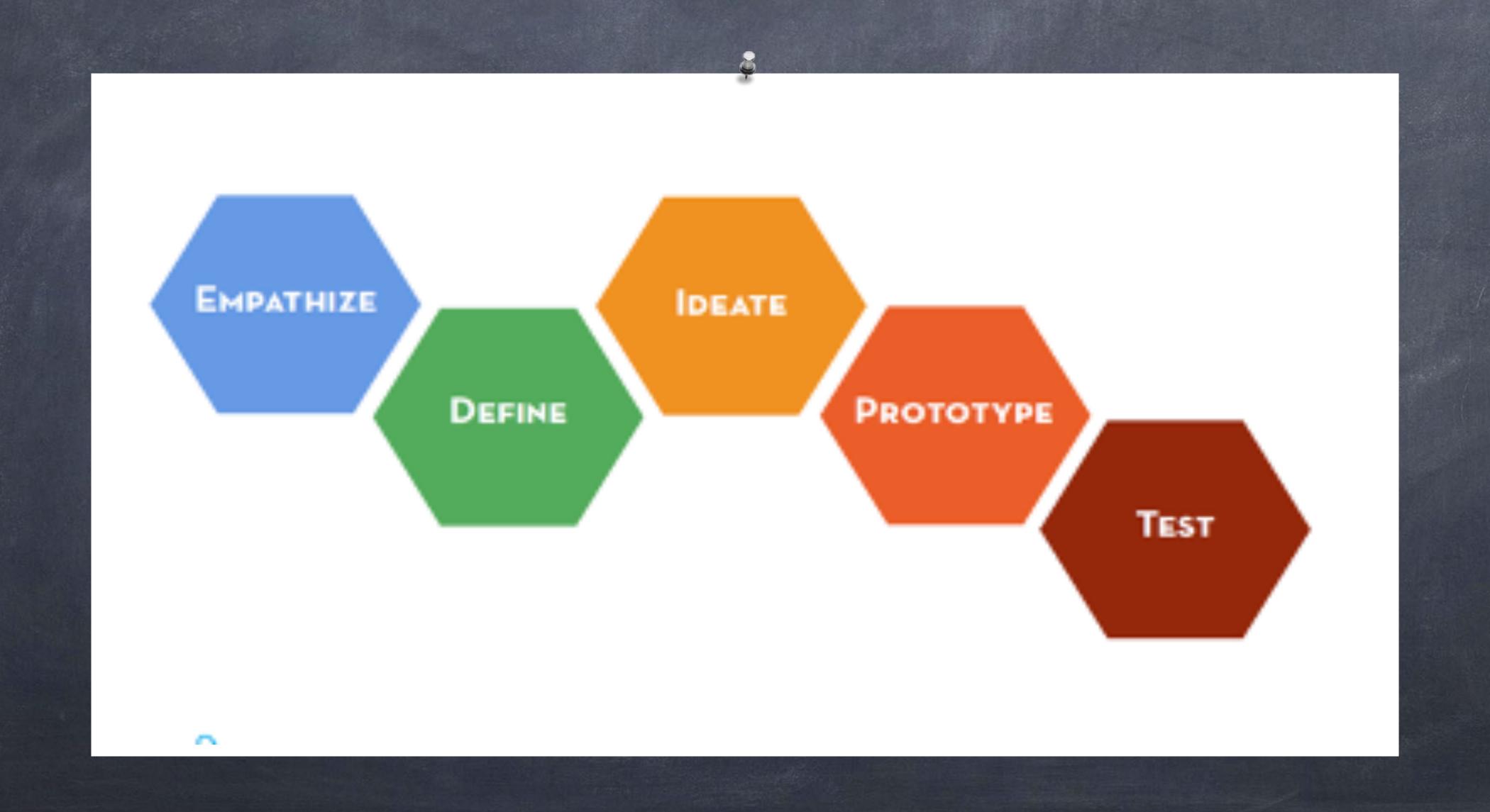


- o Design tool for creative ideating & problem-solving
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 o Testing prototype of new product/service on users



- o Design tool for creative ideating & problem-solving
- o Human-centric, collaborative, action-oriented
- Uses empathy (deep understanding of user need)
 Testing prototype of new product/service on users
 Develop sustainable business models

Design Thinking Phases





Exploration - create new ideas vs. choose existing alternatives



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Empathy - deep understanding of user needs & behavior



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Rapid prototyping - bias towards action; doing vs. thinking



Exploration - create new ideas vs. choose existing alternatives

Empathy - deep understanding of user needs & behavior

Rapid prototyping - bias towards action; doing vs. thinking

Collaboration - co-creation with users and stakeholders

Thinking]

Design Thinking Problems

o Designing innovative products/services



Design Thinking Problems

- Designing innovative products/services
 Creating better business systems & networks



Design Thinking Problems

- o Designing innovative products/services
- e Creating better business systems & networks
- o Tackle complex social problems & create societal change

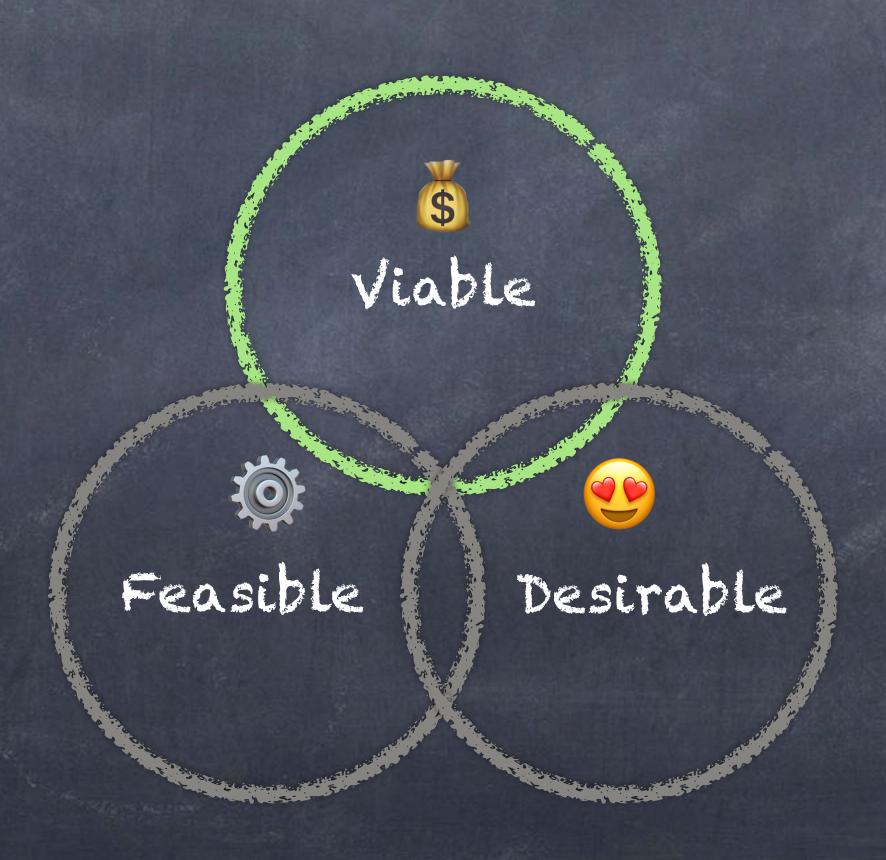
Aims of Design Thinking



Aims of Design Thinking



Aims of Design Thinking



BEFORE WE SLOTE

Learning management with architecture

BEFORE WE SCOTE



[Design Thinking]

COMME ECOM

Social Entrepreneurship & Design Thinking

6 min/group max

1 min/student min

No rules (with 1 exception) to the pitch deck

COMMILACOELAC

What is a Pitch Deck?

COMMENTALLOCEINO

From clear lo engage lo entertain...

COMMILIATEDELACI

From clear to engage to entertain...

o Polalo Parcel

COMMENTALICATION

From clear to engage to entertain...

- o Potato Parcel
- o Dollar Shave Club

COMMENTALICATION

Overall

o know your audience & be cultural sensitive

COMMINICALLACI

- Know your audience & be cultural sensitive
 Creative & impactful opening

COMMILACOLLAC

- Know your audience & be cultural sensitive
 Creative & impactful opening
- o Be entertaining (get their attention)

COMMINECAELAC

- o know your audience & be cultural sensitive
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- @ Be positive (believe in your product/service

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- @ Remember we engage in 3 ways (samples?)
 @ Be clear & quick (no overtime)

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- o Engagement questions (start, finish?)

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- o Not too much text in stides (use infographics)

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COMMINATION

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- o Engagement questions (start, finish?)
- o Not too much text in stides (use intographics)
- o No reading papers!

 o Be humble & truthful with critics

COMMENTALICATION

Verbal

o Engage with your voice (highs & Lows)

COMMINACACIONA

Verbal

- e Engage with your voice (highs & lows)
 Hand picked words & phrases

COMMINACOEMO

Verbal

- Engage with your voice (highs & lows)

 Hand picked words & phrases

 Good pronunciation

COMMINACOEMA

Verbal

- e Engage with your voice (highs & Lows)
 Hand picked words & phrases
- o Crood pronunciation
- o Face

COMMILLOCENO

Non-Verbal

o Take charge of your stage

COMMINICALLOCEINO

Non-Verbal

- Take charge of your stage

 Eye contact (scan & make contact)

COMMINECALLACI

Non-Verbal

- Take charge of your stage

 Eye contact (scan & make contact)

 Vour body movement

COMMINATION

Non-Verbal

- o Take charge of your stage

 o Eye contact (scan & make contact)
- o Your body movement
- o Your hand gestures (some tips)



SCOTH CLLING

And then what happens..?

And then what happens..?

o The story of the founder? Of the project? Inspiration?



SECTIVE LENC

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- o The story of the founder? Of the project? Inspiration?
- o Creates an emotional layer



SECTION OF THE PROPERTY OF THE

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- e Creates an emotional layer
- o Boosts attention until the end (of the story)



CON COLLINS

And then what happens...?

- o The story of the founder? Of the project? Inspiration?
- o Creates an emotional layer
- o Boosts attention until the end (of the story)
- o When done well can facilitate understanding

rersonabosed

Initiator

rersona based

Initiator

Influencer

rersona based

Initiator

INFLUENCET

Decider

rersona pased

Initiator

INFLUENCET

Decider

Purchaser

rersona pased

Initiator

Influencer

Decider

Purchaser

Calcheeper

rersona based

Initiator

Influencer

Decider

Purchaser

Crale Receptor

User

DO MOE FORE

And finally...

DO MOE FORDER

And finally...

Practice, practice & practice



[Wrap Up]

AC MYOU

o What is Innovation?

AC MYON ON ONE

- o What is Immovation?
- o Types of Innovation?

A CATOL DE

- o What is Immovation?
- o Types of Innovation?
- o Design Thinking

Two Last Enthas...

- 1. If you wanna know more re design thinking
- 2. Have a Look at this design thinking workshop



Cucsicons S. Comments

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