

MindCamp 2019
3 WHYz DUDEz
Collaborative Combustion



Wayne Childers



Lee Kitchen

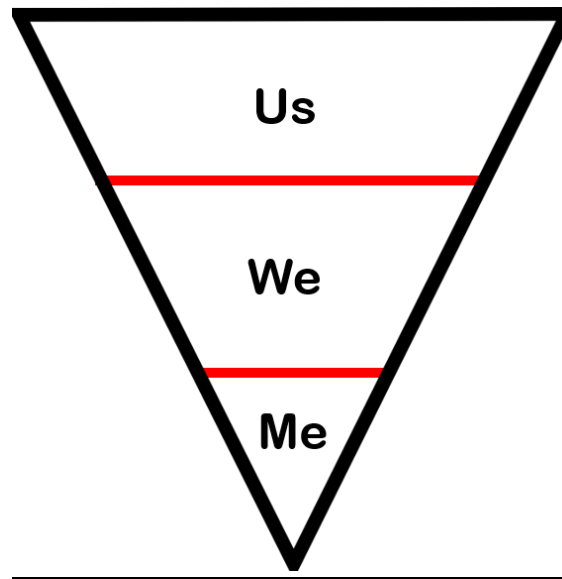


Mark Dodsworth

Our promise: Lessons learned from creative frontier

- **A Cool Collaboration Model**
- **Key Collaboration Principles**
- **Creative Tools / Activities**

Collaboration Model



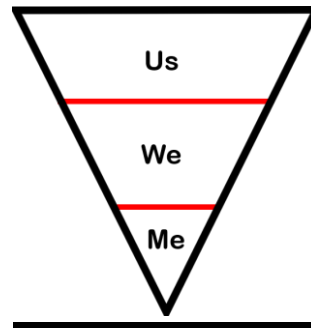
Questions contact:

Wayne - wayne@experienceahha.com

Lee - leebeekitchen@gmail.com

Mark - mdodsworth22@gmail.com

Collaboration Model



Me

The starting place for any effort. What do I need / want and how am I willing to contribute?

How do my thoughts impact my actions?

Where am I now and where do I want to go?

Am I choosing Donuts or the line?

Acknowledging my gifts (listing your experience, knowledge, insights and ideas that you bring.

Clarifying my ask??

We

Moving past 'me', you enter US...as a plurality. You need to form new roles and gain clarity on how you will work together. What do you WANT and NOT WANT out of this venture / experience / collaboration.

Sharing our gifts - What can we each bring to the table?

Exploring possibilities together.

Us

The large collective...moving beyond your immediate self or collaborative partner.

Thinking big in regards to impact-how might we create a positive ripple effect?

4 Collaboration Principles

● **Make Accept/Offers** 👍

Offer: Any action which advances the idea by building off each other

Making and accepting offers is the hallmark of any collaboration effort (or IMPROV!) It's about engaging, asking, receiving and building to create more than the sum of your parts. "Yes, AND" is the perfect phrase to use when making and accepting offers!

● **Surprise/Delight -**

Any experience that creates something unexpected, shows a purpose or thought fullness. Helps breakthrough the noise and creates relationship.

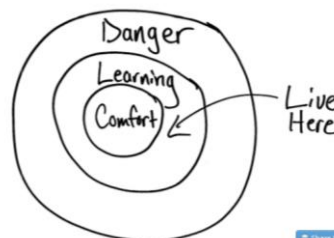


A hierarchy exists starting with surface delights (functional, reliable, etc) and can move quickly into deeper delights that trigger endorphins, create memory or link with emotion.

● **Take Risk**

Saying 'yes' is not always convenient. (But, it's worth it.)

Get outside of your comfort zone to learn something new...



Source: Barrett Brooks

● **Share Air/Scare**

Share the Air means to give space to others and their ideas to flourish. It can't be just about 'you' or you will never move past "me". Sharing the space allows you to share the risk -not shouldering the risk for everything but passing it around to others. Sharing can be anything from concrete physical objects or something abstract like feelings and emotions



4 Creative Tools / Activities

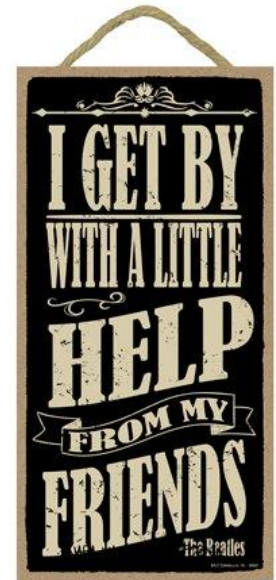
1) A Little Help From My Friends

In this engaging activity, participants get the opportunity to help each other with small challenges they are facing, while at the same time learning the importance of asking questions along the way, allowing time for active listening and getting input and ideas from an unbiased perspective.

Steps include the following:

Partner up, pick a person A and person B

1. Person A begins by taking two minutes to tell person B a challenge they are facing (one they are willing to share and one that is low-risk in nature, e.g. I am out of coffee at home vs I want to solve world peace.) *IMPORTANT:* Person B is not allowed to speak the entire time person A is explaining their challenge
2. Person B's turn - they get to ask person A questions for two minutes. During this time, person A can only respond to the questions
3. Now it's person B's turn - they get to respond to person A with solutions to their challenge. As many as they can suggest in two minutes. During this time, person A *cannot speak*, only nod their head and say "hmmmm"
4. Debrief: It's difficult to begin challenges without asking questions first, before a solution can be created. By digging deeper into the details behind the challenge, one is able to formulate more helpful solutions to that challenge.



2) Bumper Sticker Story Improvisation Game

A fun, collaborative energizer that uses funny pop-culture references as stimulus for a great story.

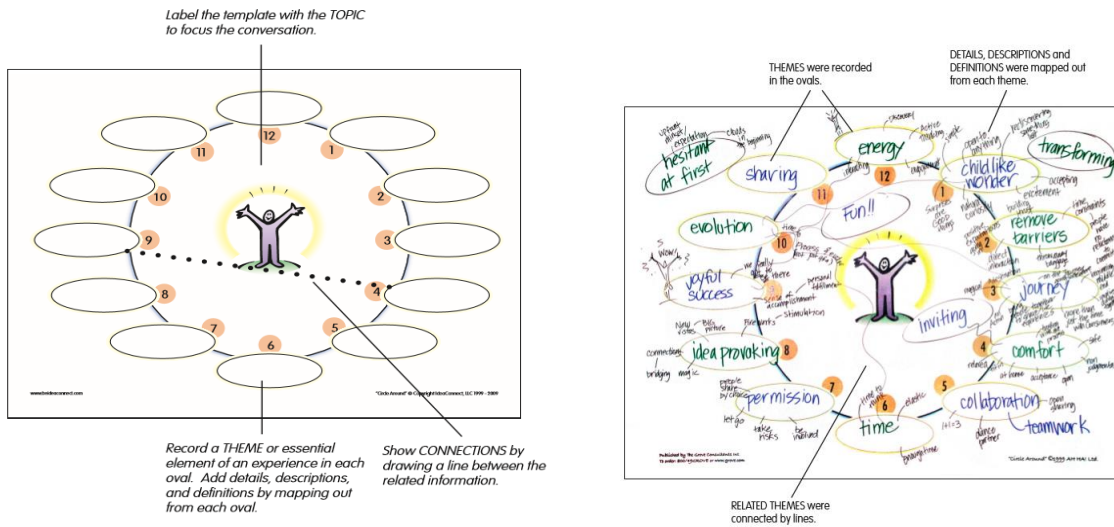


Steps include:

- Tear small sheets of letter paper up and hand out to at least 8 participants (the more the better, and usually funnier too)
- Ask participants to write down ONE of the following on the pieces of paper:
 - A phrase their mom or dad used to say to them when they were growing up (e.g. “don’t forget to wash behind your ears” or “Misery makes memories!”)
 - A phrase or anecdote they have seen on a bumper sticker (e.g. My Other Car is the Enterprise or Dazed and Confused and Prone to Wandering)
 - A catch line from a popular movie (e.g. Do or Do Not, There is No Try or We’re Gonna Need a Bigger Boat or Frankly My Dear, I Don’t Give a Damn)
 -
- Mix up the papers and hand out randomly to participants, so everyone has one (but don’t look)
- Begin to tell a story such as “A funny thing happened to me on the way to Mindcamp” and as you tell the story, randomly include your phrase into the story (without previously looking at any of the quotes!!)
- The next participant does the same thing until all participants have gone, read their phrases and ultimately contributed to a pretty weird story

Debrief and ask - What did they experience? Notice? Find tough or easy? How can this apply to our Work / Project / Challenge?

3) Circle Around



Use Circle Around to to brainstorm ideas or Identify themes / key attributes of any experience

This template provides a framework for gathering the themes coming out of an immersion experience, a storytelling session or a brainstorming activity. Record the key themes in the ovals and then add more details

STEPS


Preparation Prior to the Session - Label the template with the topic.

During the Session

1. Introduce the template and share the instructions.
2. Identify and record themes: Invite participants to share themes and common elements they heard and saw. Use bright colors that can be easily read from anywhere in the room.
3. Map the themes: Ask participants to describe and define each theme. "Tell me more about this. What does it mean to you?" Invite participants to build on each other's insights and observations. Encourage different perspectives and opinions.
4. Connect the themes: note connections and close relationships between themes, draw a line to connect the respective ovals. Ask, "What connects these themes? How are they related?"
5. Choose the most important: choose the themes that are most important to their personal experience and explore further.

You can download this and more visual tools at : <https://bit.ly/2ymOuGA>

More information and a QR code on the last page of this set of handouts.


俳句

haiku

4)

 *PLUS*

Haiku" is a traditional form of Japanese poetry. A **Haiku** poem consists of 3 lines. The first and last lines of a **Haiku** have 5 syllables and the middle line has 7 syllables. The lines rarely rhyme. Haiku plus is a creative tool to expand thinking and allow for creation. It's a great 'energizer' or fast way to report back new ideas in a group setting.

Haiku PLUS

Line 1 – 5 syllables

Line 2 – 7 syllables

Line 3 – 5 syllables

Line 4 – Free Form – No RULES (sound, motion, dance, emotion, image, etc)

Ex: Co Lab or A tion

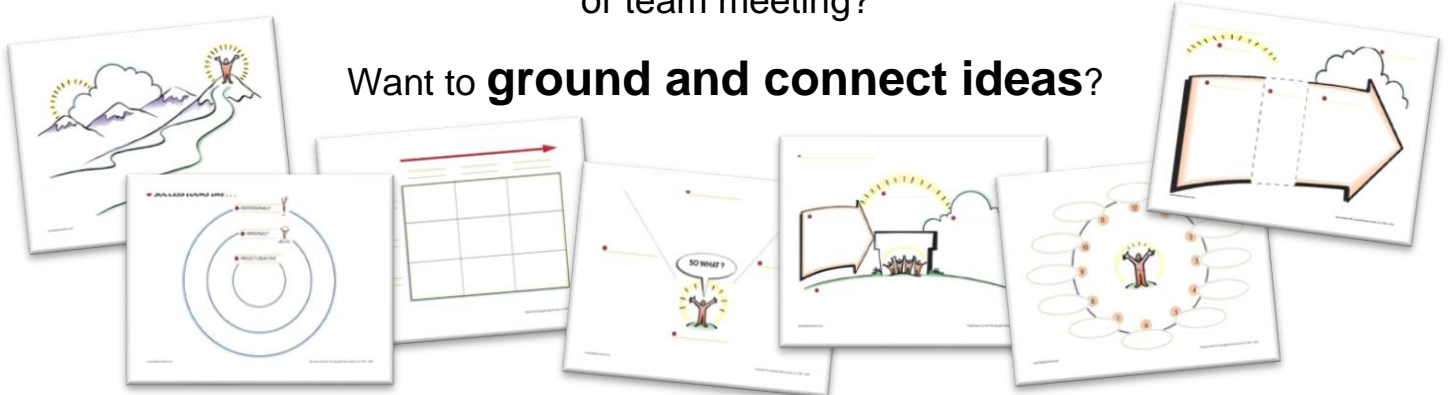
Deep River Flowing

Lite the way forever

(sound - va va va vooooosh)

FREE Visual Thinking Tools

Looking for **creative ways to inspire** your next innovation session or team meeting?



Want to **ground and connect ideas**?

Want FREE tools to organize and **capture all those sticky notes**?

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