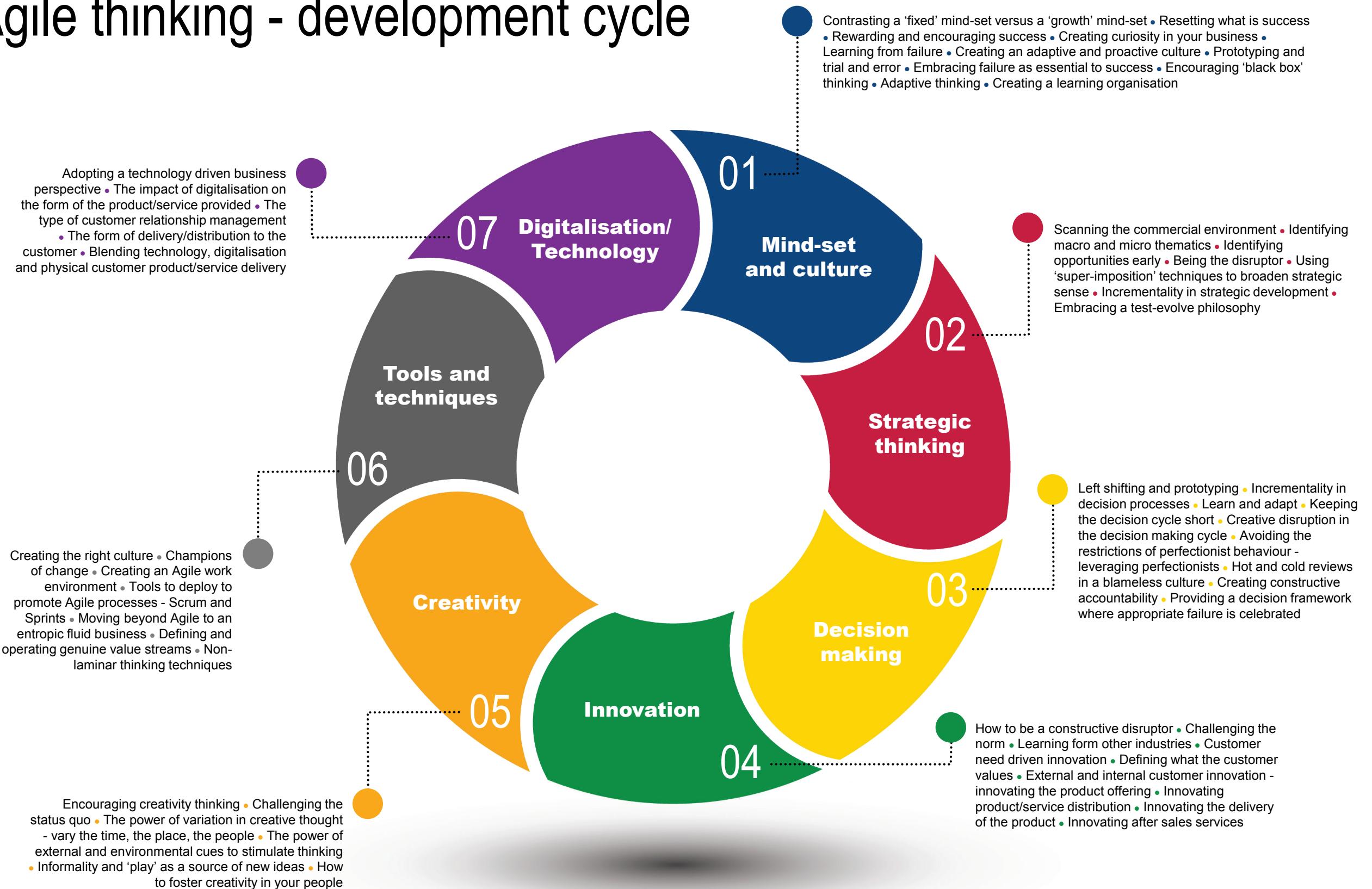


Agile thinking - development cycle



Agile thinking - our approach and learning outcomes

Technology is the main disruptor in business currently, it is both a threat and an opportunity. Our simulations allow delegates to explore how digitalisation and technology can enhance the customer experience.

Learning outcomes include:
How does technology impact the customer experience? • How to embrace technology and digital distribution • Creating a mindset of 'we are a technology business first'

Agile is not a method, it is a way of thinking. Our simulation activities apply the core tools that help embed agile thinking.

Delegates will learn to apply:
A whole product focus • Lean thinking in process and product design and delivery
• Value stream over business lines identification • Prototyping and 'chunking'
• Left shifting and quality management in customer projects

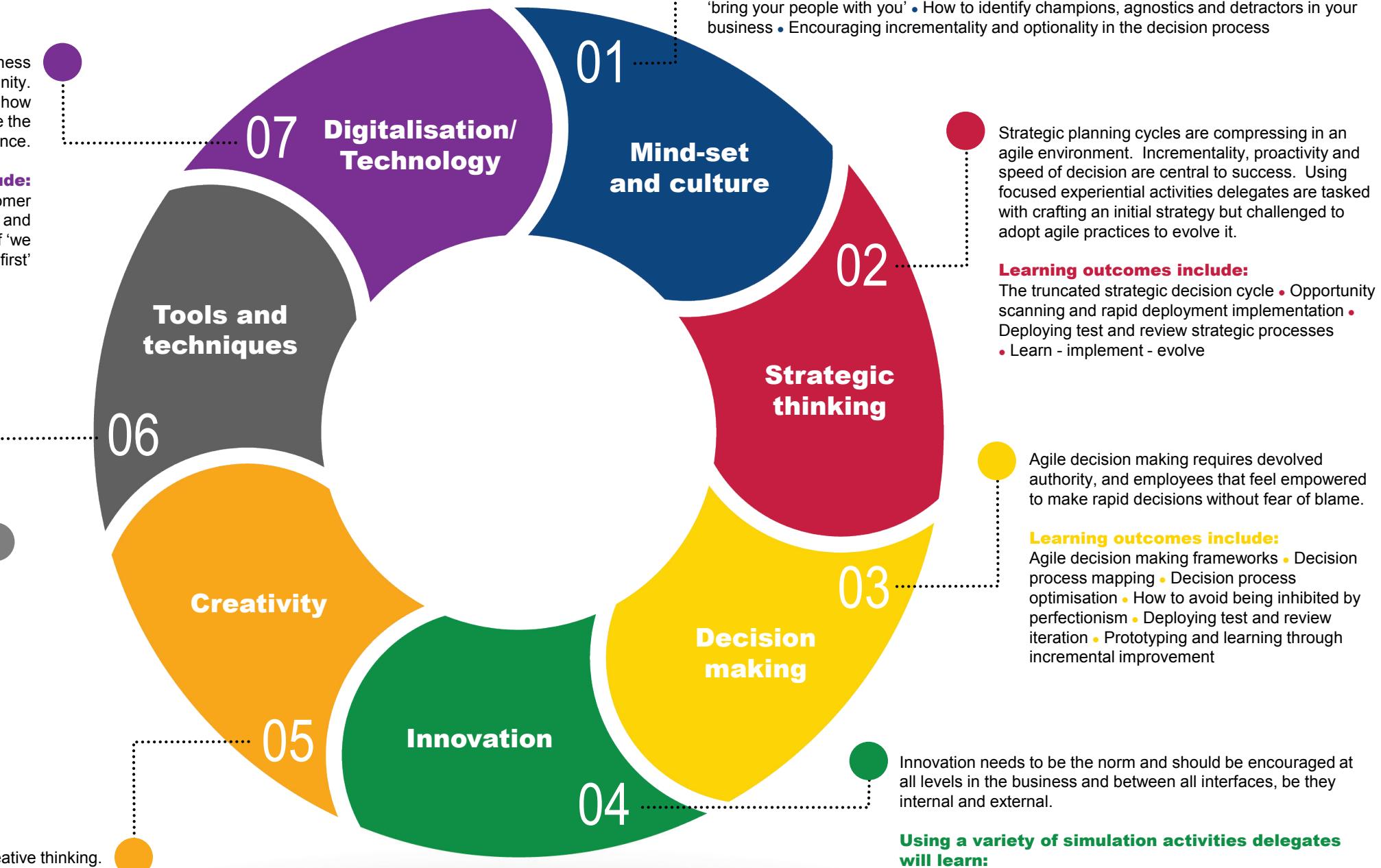
Often the route to innovation is through creative thinking.
Creative thinking needs to be nurtured and cultivated.

Delegates will learn using simulation activities:
About the tools that can be deployed to stimulate creative thought • How to provide an environment that promotes creativity • How to recognise and reward creative thinking • How to be creative

Cultivating an agile business is an organisational state of collective mind. Your culture has to embrace and positively encourage and reward agile processes. Our simulations use carefully crafted experiential activities to highlight the power of an agile mind-set.

Learning outcomes include:

Understanding the need for change in your business - why change is critical • What are the characteristics of learning and agile organisation? • How to model desired behaviours to 'bring your people with you' • How to identify champions, agnostics and detractors in your business • Encouraging incrementality and optionality in the decision process



Agile thinking - our experiential approach through simulations and activities

