

## 1. Course Code

2272

## 2. Course Title

S1e:Practice of Creativity Development

## 3. Teacher

SUMITANI, Toshiki

## 4. Term

Fall 3

## 5. Course Requirements (Courses / Knowledge prerequisite for this course)

Tankyu Practice

## 6. Course Overview and Objectives

It is critical to come up with creative solutions to social/business issues. In this course students will learn and practice various methods to enhance creative thinking with real cases and group works.

Topics will include:

- The Innovator's DNA: 5 skills to be innovative
- Various creative methodologies
- Service Design Thinking

## 7. Course Outline

- 1 Have an overview of skills to be creative, in relation to Tankyu Practice.
- 2 Practice Questioning Skills
- 3 Practice Observing Skills
- 4 Practice Experimenting skills and learn about Networking
- 5 Servicedesign Workshop1: Practice Observing
- 6 Servicedesign Workshop2: Develop Insight
- 7 Servicedesign Workshop3: Design Service Concept
- 8 Servicedesign Workshop4: Design Service with Experience Map
- 9 Practice Associating skills
- 10 Analyse Innovation cases with Tankyu Chart
- 11 Set group theme and analyse the issues
- 12 Develop creative solutions
- 13 Prepare creative presentations
- 14 Conduct group presentation
- 15 Reflect on practice
- 16

## 8. Textbooks (Required Books for this course)

The Innovator's DNA: Mastering the Five Skills of Disruptive Innovators  
Jeff Dyer , Hal Gregersen , Clayton M. Christensen  
Harvard Business School Pr

## 9. Reference Books (optional books for further study)

This is Service Design Thinking: Basics, Tools, Cases  
Mark Sickdorn, Jakob Schneider  
Wiley;

## 10. Course Goals (Attainment Targets)

- (1) Understand and practice various creative methodologies, and become able to
- (2) Understand the characteristics of innovators and become able to practice some of them to be more creative.
- (3)
- (4)
- (5)
- (6)
- (7)
- (8)

## 11. Correspondence relationship between Educational goals and Course goals

Educational goals of the school		Course Goals	
High level ICT skills	Basic academic skills		
	Specialized knowledge and literacy		
Human skill (Tankyu skill)	Ability to continually improve own strengths	(2)	
	Ability to discover and resolve the problem in society	Problem setting	(1)
		Hypothesis planning	(1)
		Hypothesis testing	(1)
	Fundamental Competencies for Working Persons	Practice	(1)
		Ability to step forward	(2)
Ability to think through		(2)	
	Ability to work in a team	(2)	
Professional ethics			

## 12. Evaluation

Goals	Evaluation method & point allocation					
	examination	Quiz	Reports	Presentation	Deliverables	Other
(1)			○	○	○	
(2)			○		○	
(3)						
(4)						
(5)						
(6)						
Allocation						
(8)						
Allocation			30	30	40	

## 13. Evaluation Criteria

Examination	
Quiz	
Reports	Write "Reflection Report" after all classes, in which you describe what you practiced in classes and what you learned through the practices in your own words.
Presentation	Participate in the group presentation, where you communicate your creative solutions with creative manners, utilizing methodologies learned in the class.

Deliverables	Individual and group assignments between classes will be evaluated based on how you understand the purpose of the assignment and describe your practice clearly.
Other	

#### 14. Active Learning

Hourly percentage of active learning within the whole class time		75%
1	Active learning such as problem solving assignment using the knowledge and skills acquired in class.	All the time
2	Active learning such as group works and discussions.	All the time
3	Outcome presentations and feedbacks.	All the time
4	Students actively make decisions on how the class should be conducted.	Sometimes

#### 15. Notes

Some assignments should be carried out outside classes.  
 Materials used in class and assignments will be distributed through Moodle.  
 Assignment outputs should be delivered through Moodle.  
 Bring your network-connected PC's to the classroom.

#### 16. Course plan

(Notice) This plan is tentative and might be changed at the time of delivery

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Lesson 1: Introduction to Creativity development (lecture, 90min.)

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In this lecture, students will understand the critical elements of developing creativity to come up with innovative solutions to social/business issues.

- Creative thinking mini-case
- Degrees of freedom
- Introduction to Innovator's DNA,

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Lesson 2: Innovator's skills #1 Questioning/Observing

(lecture and group work, 90min.)

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Students will understand and practice 2 of 5 innovators' discovery skills, questioning and observing

- What is questioning?
- Case Practice: Question storming & cultivating question thinking
- Observing customers with 10 questions
- Assignment: observing customers

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### Lesson 3: Innovator's skills #2 Observing

(lecture and group work, 90min.)

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Students will understand and practice one of 5 innovators' discovery skills, observing.

- Sharing findings of observing customers
- Discussing implications of observing.

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### Lesson 4: Innovator's skills #3 Networking:/Experimenting

(lecture and group work, 90min.)

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Students will understand and practice 2 of 5 innovators' discovery skills, networking and experimenting.

- What is networking?
- Practice: expanding diversity of your network
- What is experimenting?
- Practice: developing experimenting skills
- Assignment: research for the service design part

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### Lesson 5-8:Service Design: Creating a novel service

(Special Workshop, 90min x 4.)

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In this one day workshop, students will practice "service design", a set of process/tools to come up with innovative service to issues. The focus of this workshop will be "Shering."

- Introduction to service design
- Extraction of attributes and clustering
- Identifying design opportunities
- Extracting "touchpoints"
- User Scenario: Producing experience maps -Presentaion

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### Lesson 9: Innovator's skills #4 Association

(lecture and group work, 90min.)

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Students will understand and practice one of 5 innovators' discovery skills, associating.

- What is associating?
- Case Practice: Forced association
- Case Practice: SCAMPER

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### Lesson 10: Innovation Case

(lecture and group work, 90min.)

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An innovation case of the Japanese mobile phone industry: NTT DoCoMo i-mode case will be presented. Students will discuss the role of leaders in making innovation happen.

- NTT DoCoMo i-mode Case
  - Discussing role of leaders.
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Lesson 11: Final Case #1 Defining innovation themes

(lecture and group work, 90min)

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Through lessons #11-#15, students will apply what they learned in this course to a practical case.

- Introduction to the Final Case
- Forming groups
- Defining innovation themes

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Lesson 12 : Final Case #2 Analysis and Hypothesis building

(lecture and group work, 90min)

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-Analysis of the current situation. What is the problem to be solved and what are causes?

- Building hypothesis of possible solutions
- Identifying innovation tools to use

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Lesson 13 : Final Case #3 Designing solutions

(lecture and group work, 90min)

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-Designing innovative solutions, by applying tools learned

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Lesson 14 : Final Case #4 Developing presentation

(group work, 90min)

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-Developing proposal of creative solutions

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Lesson 15 : Final Case #5: Presentation/Reflection

(group work, 90min.)

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- Presentation by group members
  - Feedback from professors
  - Assignments of the reflection report
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