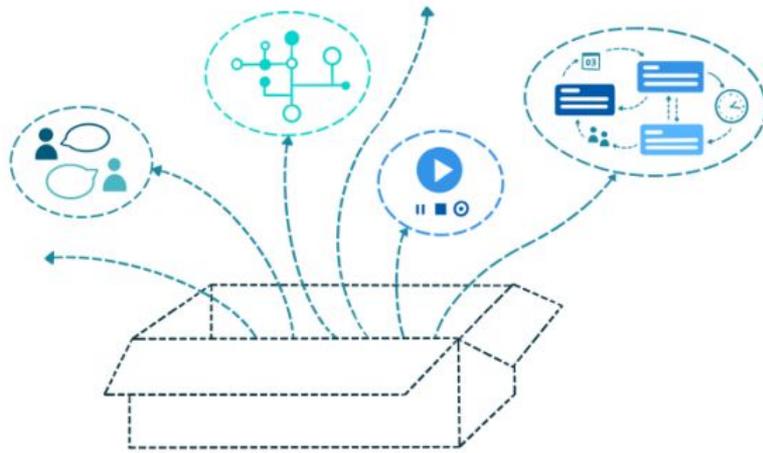


# Webinar: Creative thinking for learning designers



Please turn off your microphone  
if you are not talking

If you are having trouble  
with your audio the  
phone in details are:

AUS +61 02 8015 6011  
US: +1 669 900 6833 US  
UK: +44 203 966 3809

Meeting ID: 856 3001 7326  
Passcode: 473999



# Robin Petterd

Founder of Sprout Labs, host of the  
'Learning While Working' podcast



Sprout Labs builds digital learning platforms that enable you and your team to author, deliver and measure high impact digital learning ecosystems.



# Other content from Sprout Labs

- The Learning While Working podcast
- The blog
- eBooks
- Recordings of past webinars
- Virtual conference recordings





# What we are thinking about today

- How to spark new, engaging ideas for learning experiences
- Using design thinking and learning
- New brainstorming and thinking techniques
- Where to look for inspiration on innovative approaches to learning



# Mindset and process - not solutions

# Using the interface

Open the  
participant list

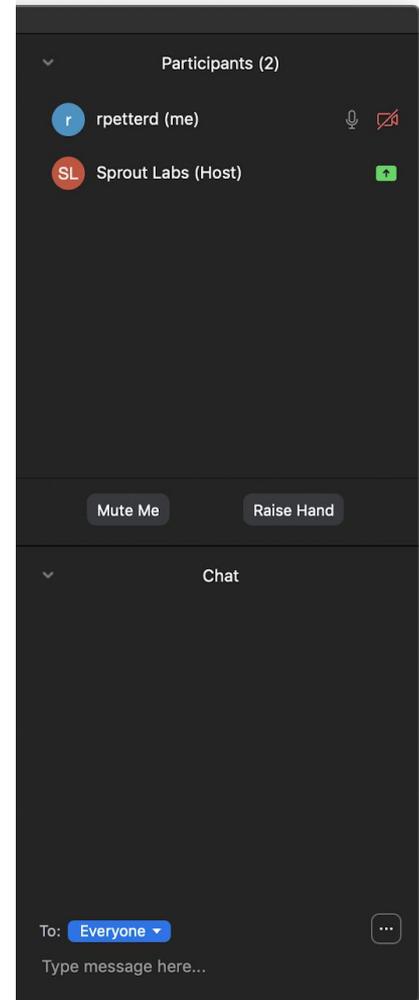


Open chat



# Using the interface

Names of participants, host  
and presenter



Send your chat messages to  
“Everyone”



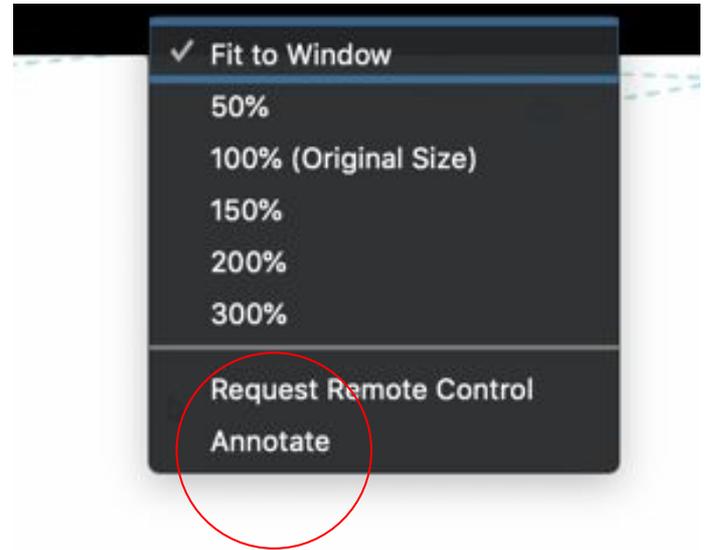
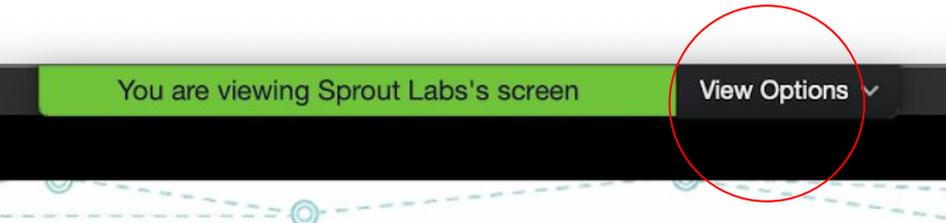


What do you want to gain from this session?

Please add your thoughts in chat

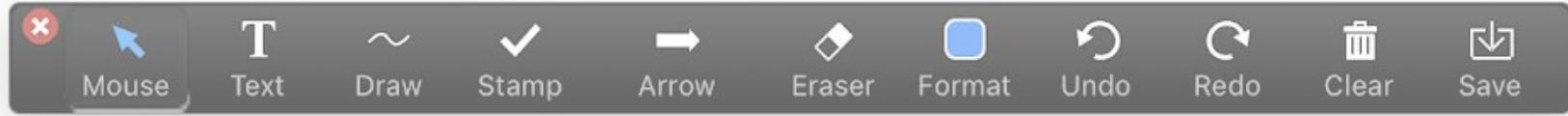
# Annotation Tools

1. Choose the view options



2. Choose the Annotate menu item

# Annotation Tools



Stamp tool

# What is your background?



I have a creative background

My background is in learning



Workplace learning often has an  
engagement problem



We copy what we have seen in the past



What does a creative learning solution look like?

Please add your thoughts in chat



It's often novel

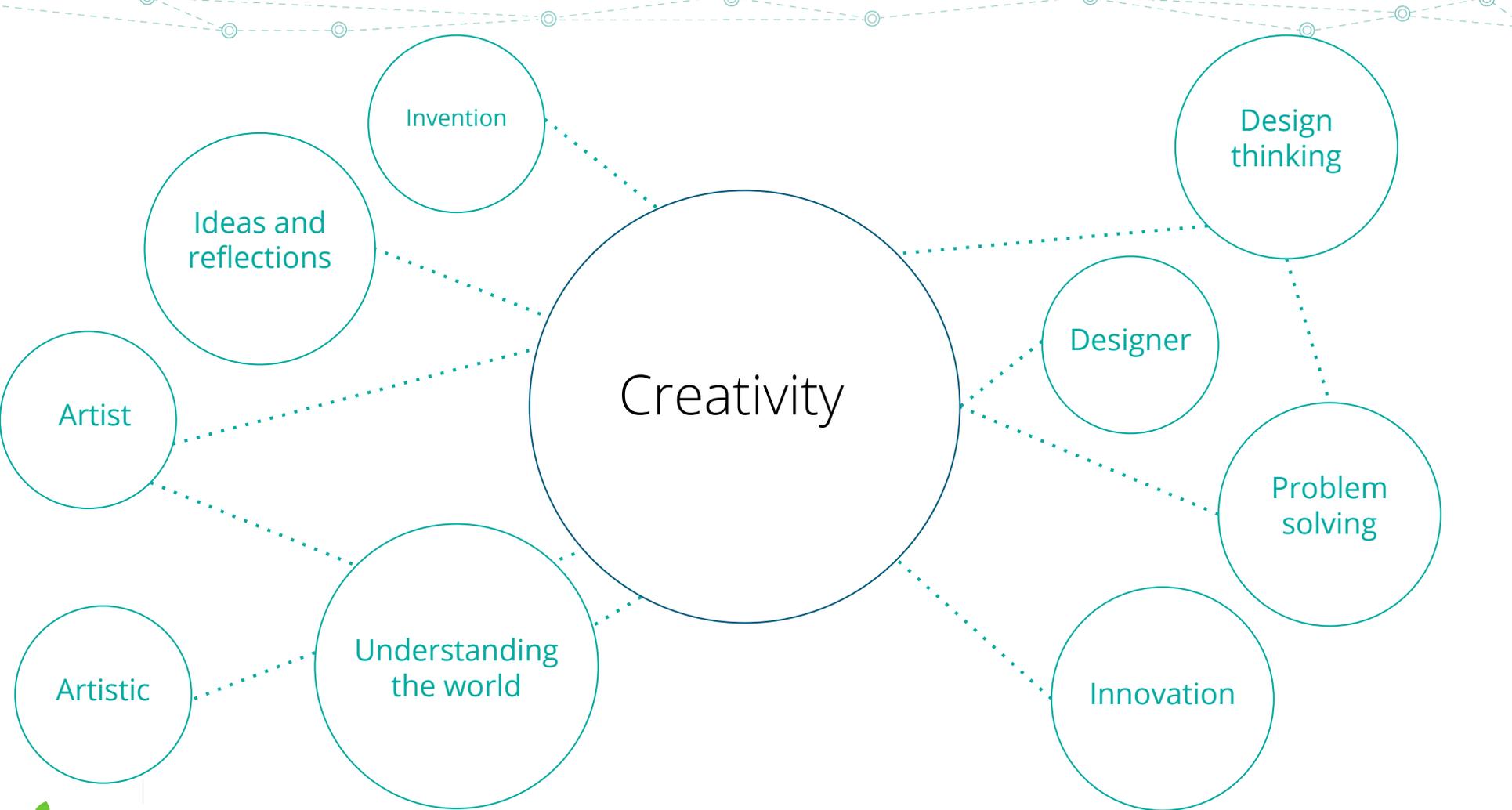


It has a concept, theme or 'hook'

Learning while working podcast: Increasing the impact of your learning videos with Danielle Wallace

# How does 'creativity' work in a marketing agency?

	Strategist	Creative director	Copywriter	Graphic designer
What they do	Defines the overall approach e.g position	Makes high-level creative decisions	Works with text	Works with design Is often the final person to work on a project
Background	Marketing or management	Often a copywriter or graphic designer	Marketing and creative writing	Graphic design
				The designer isn't the person driving the creative concept





Let's do a **"Chatfall"** - Write up your response to this question but don't press return until I say so. This means we get to see everyone's answers all at once.

**What does being creative feel like?**

What do you see as being the most common barriers to creativity in learning design?



Yourself

Your content

Your stakeholders

Your organisation's culture



How can we overcome some of those barriers?

Please add your thoughts in chat

Learning while working podcast design thinking series and eBook



# Design thinking

Provides L&D professionals with processes to overcome some of these barriers.



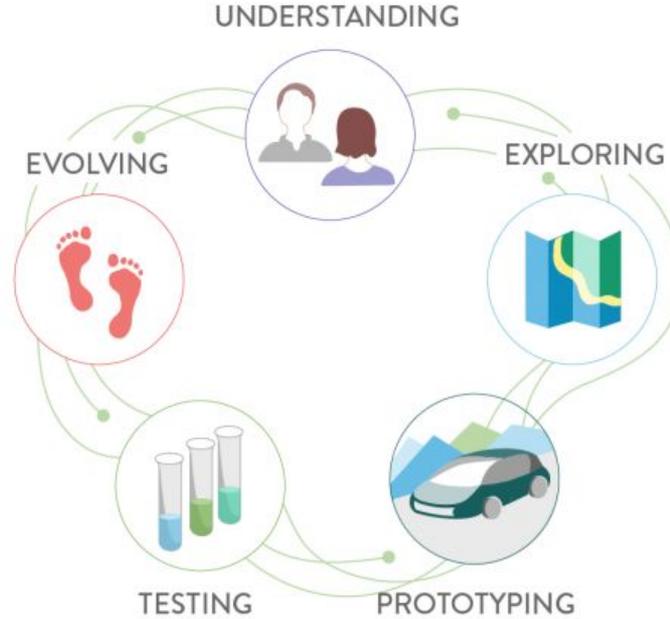
Design thinking is a process for **creative** problem solving....

“Design thinking is a **human-centered approach** to innovation that draws from the designer's toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”

**Tim Brown. IDEO**

Traditional learning and design approaches	Design thinking
Learner is seen as a stakeholder	Learner centred – the learner pathway is put at the centre
Process is premised on developing a course or other intervention	Process does not define an outcome
Good at solving well-defined problems	Solves ill-defined problems
Imports approaches from other organisations	Builds new approaches that solve problems in new ways
Cycles, e.g. beta, pilot, implementation	Iterative, with the bias towards action and prototyping
Focus on approving and reviewing content	Collaborative, solutions are co-designed
Event and content driven	Process driven
A single solution is piloted	Experimentation, testing and data define the best solution

# The design thinking process





# Design thinking - mindset

**The beginner's mind** – where you are forever learning, seeing things anew, living in the present and not in the past.

**The liquid mind** – having the ability to change perspectives and positions on ideas.

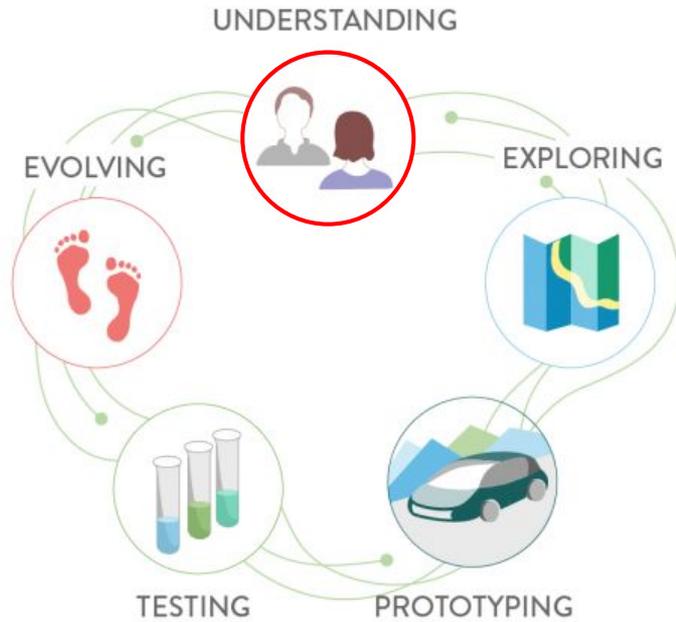
**The open mind** – being open to new perspectives, ideas, beliefs.

**The creative mind** – belief that everything is open to being questioned and anything can be changed in creative ways.

**The disciplined mind** – being mindful about how our mind works.

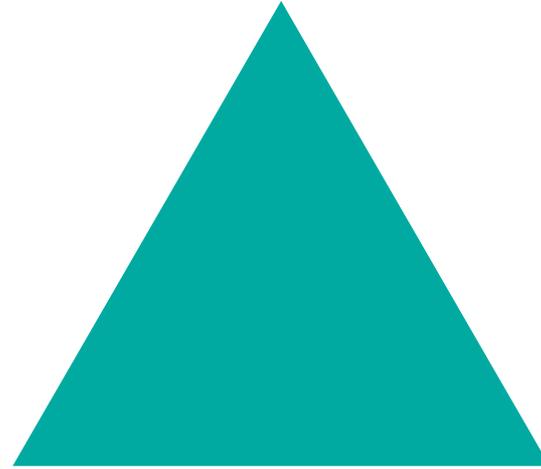
**The whole mind** – seeing the whole connected system and being aware of the full holistic scope of what you're working in.

Learning while working podcast: The mindsets needed for design thinking, with Huddle





Business  
problem



Learners

Context

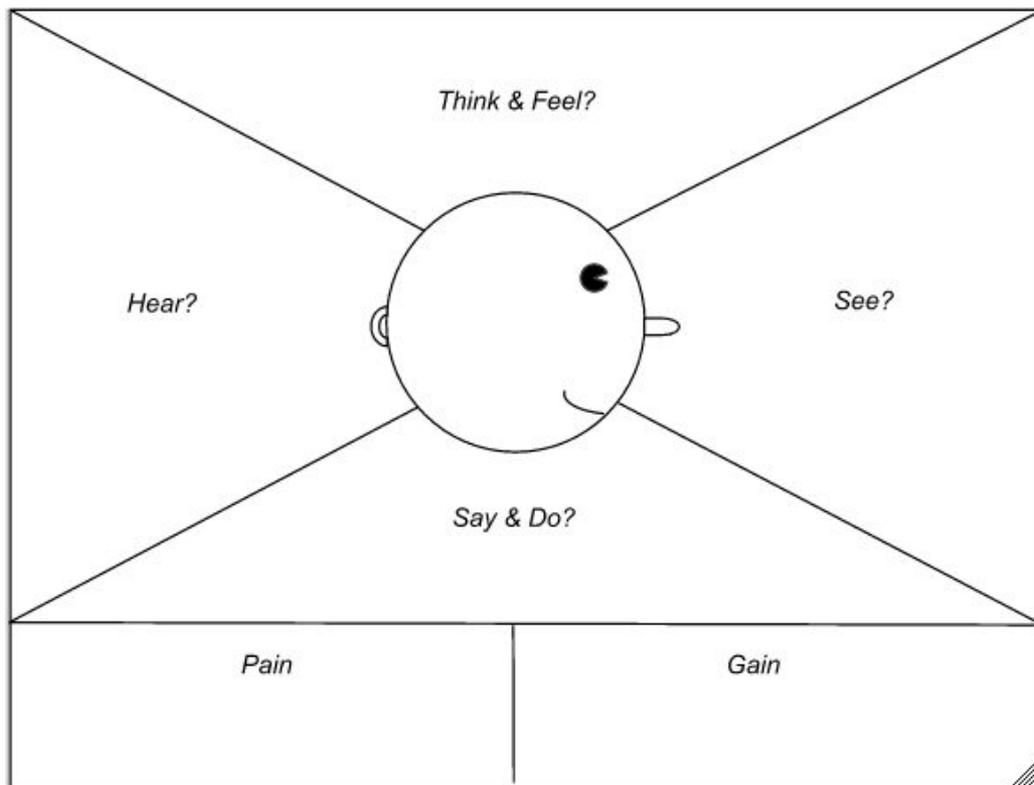


# Being in the shoes of..

It's about an emotional understanding - **empathy**



# Empathy maps

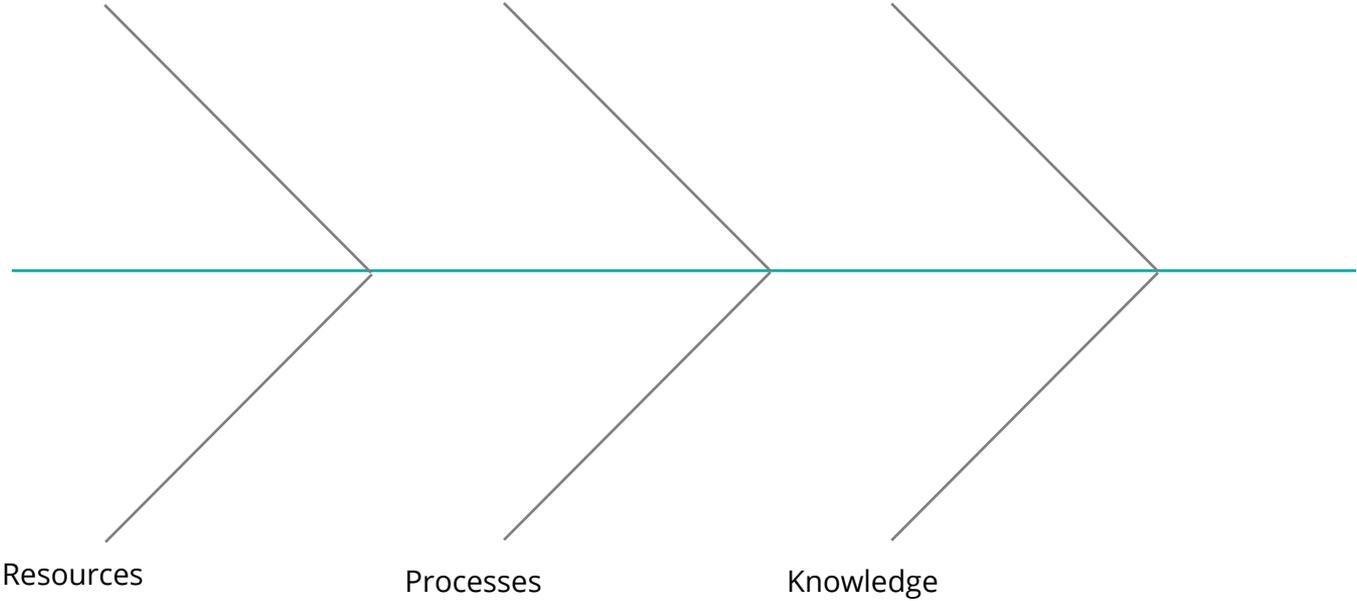




Measurement

Skills

Mindsets



Resources

Processes

Knowledge

Based on Paul Matthews approach

Learn   Look   **Ask**   Try

---

## Camera Journal

**HOW:** Ask potential users to keep a written and visual diary of their impressions, circumstances, and activities related to the product.

**WHY:** This rich, self-conducted notation technique is useful for prompting users to reveal points of view and patterns of behavior.

The IDEO team designing a travel information system distributed camera journals to families taking car trips to capture map reading and other car travel behavior.

**IDEO** [www.ideo.com](http://www.ideo.com)

**Learn**   Look   Ask   Try

---

## Cognitive Task Analysis

**HOW:** List and summarize all of a user's sensory inputs, decision points, and actions.

**WHY:** This is good for understanding users' perceptual, attentional, and informational needs and to identify bottlenecks where errors may occur.

Cognitive task analysis helped the IDEO team understand the proximity and disorientation problems that remote-vehicle operators suffered due to the design of their controls.

**IDEO** [www.ideo.com](http://www.ideo.com)

Learn   Look   **Ask**   Try

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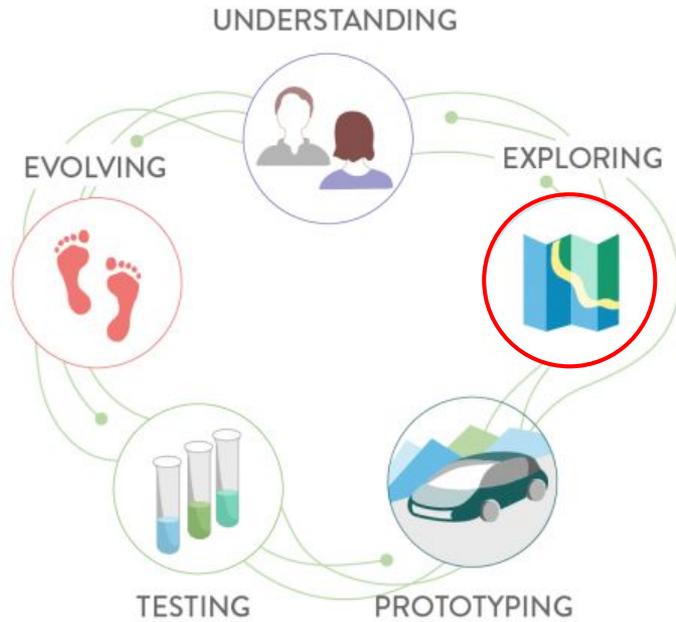
## Draw the Experience

**HOW:** Ask participants to visualize an experience through drawings and diagrams.

**WHY:** This can be a good way to debunk assumptions and reveal how people conceive of and order their experiences or activities.

By asking people to "draw your money," the IDEO team designing an online bank was able to discern people's attitudes towards their finances.

**IDEO** [www.ideo.com](http://www.ideo.com)





What are the challenges with brainstorming?

Please add your thoughts in chat



# Alternatives to brainstorming



It needs to be  
visual



## Forced connections

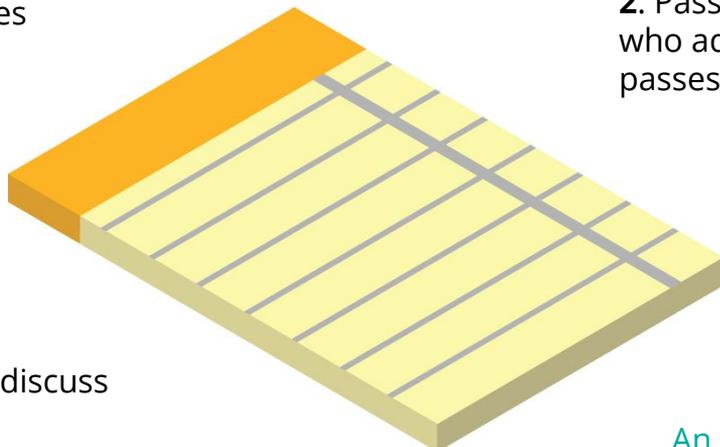
Bring different ideas together to generate new connections.





## Brain writing

**1.** Everyone writes down a idea



**2.** Pass it to the next person who adds their idea and then passes it to the next person

**3.** Share and discuss

An alternative is group sketching



## S.C.A.M.P.E.R

**Substitute** e.g. What would happen to the project if we swapped X for Y?

**Combine** e.g. What would happen to the project if we combined X and Y?

**Adapt** e.g. What changes would need to be made to adapt this project to a different context?

**Modify** e.g. What could we modify to create more value on this project?

**Put to another use** e.g. What other uses or applications might this project have?

**Eliminate** e.g. What could we remove from the project to simplify it?

**Reverse** e.g. How could we reorganize this project to make it more effective?

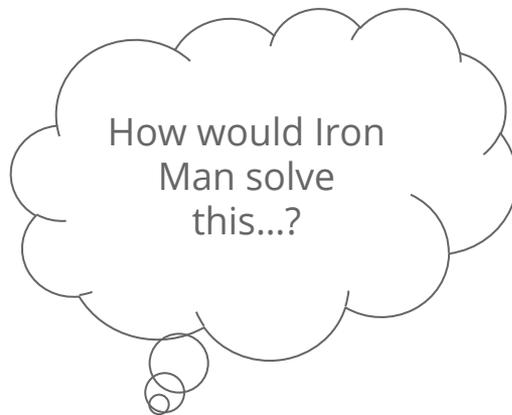


## Wishing





## Wishing





What do these approaches have in common?

Please add your thoughts in chat



Finding *inspiration*



Don't look at more learning

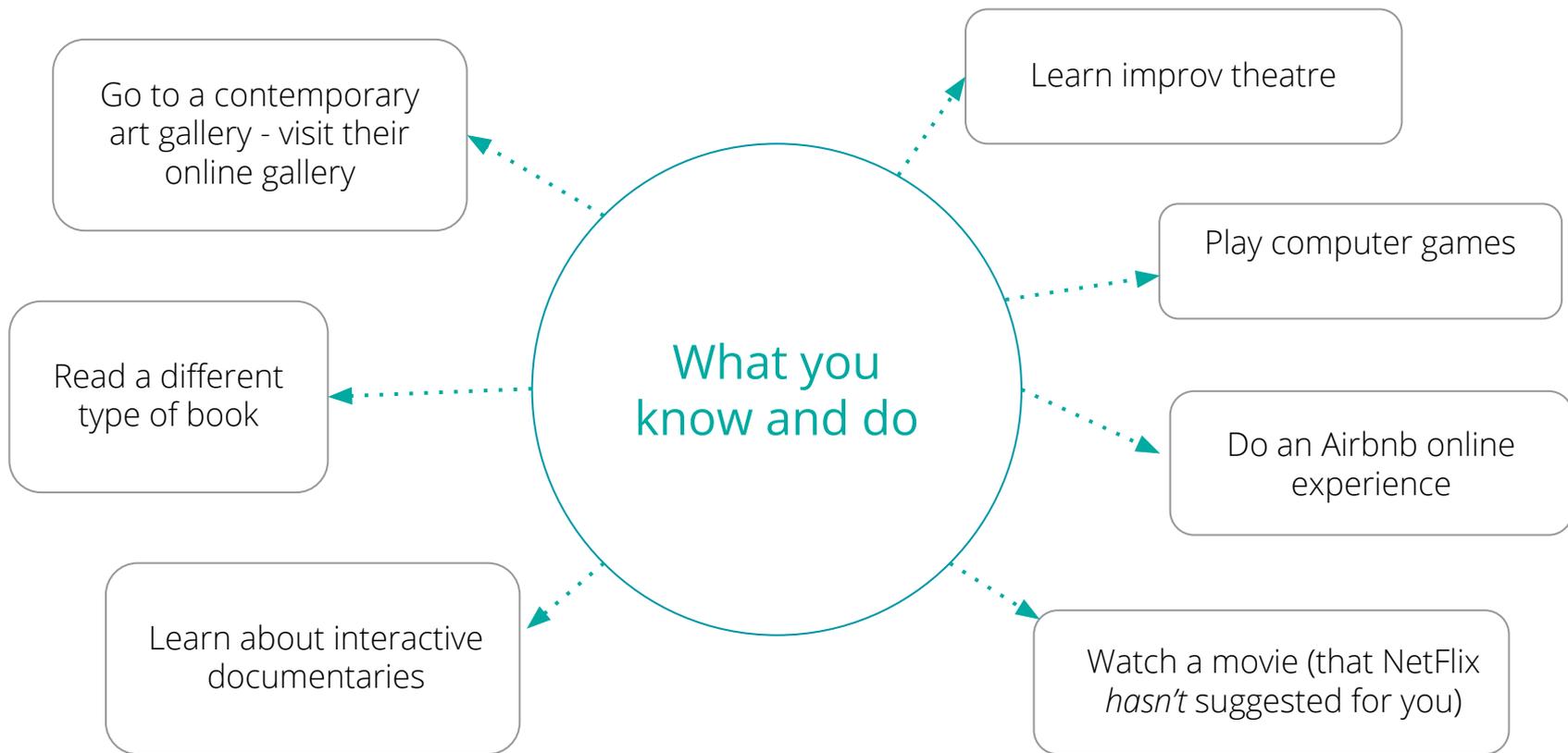


Work  
somewhere  
**different**

Talk with  
someone  
**different**

Do  
something  
**different**

Learning while working podcast: Increasing the impact of your learning videos with Danielle Wallace





What are you going to do differently after this webinar?

If you're interested in talking about ways to improve how your learning design team works, please **get in contact**.

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Dr Robin Petterd

Founder | Sprout Labs