THE DESIGNERS

JUNE 19 2017

WEARE

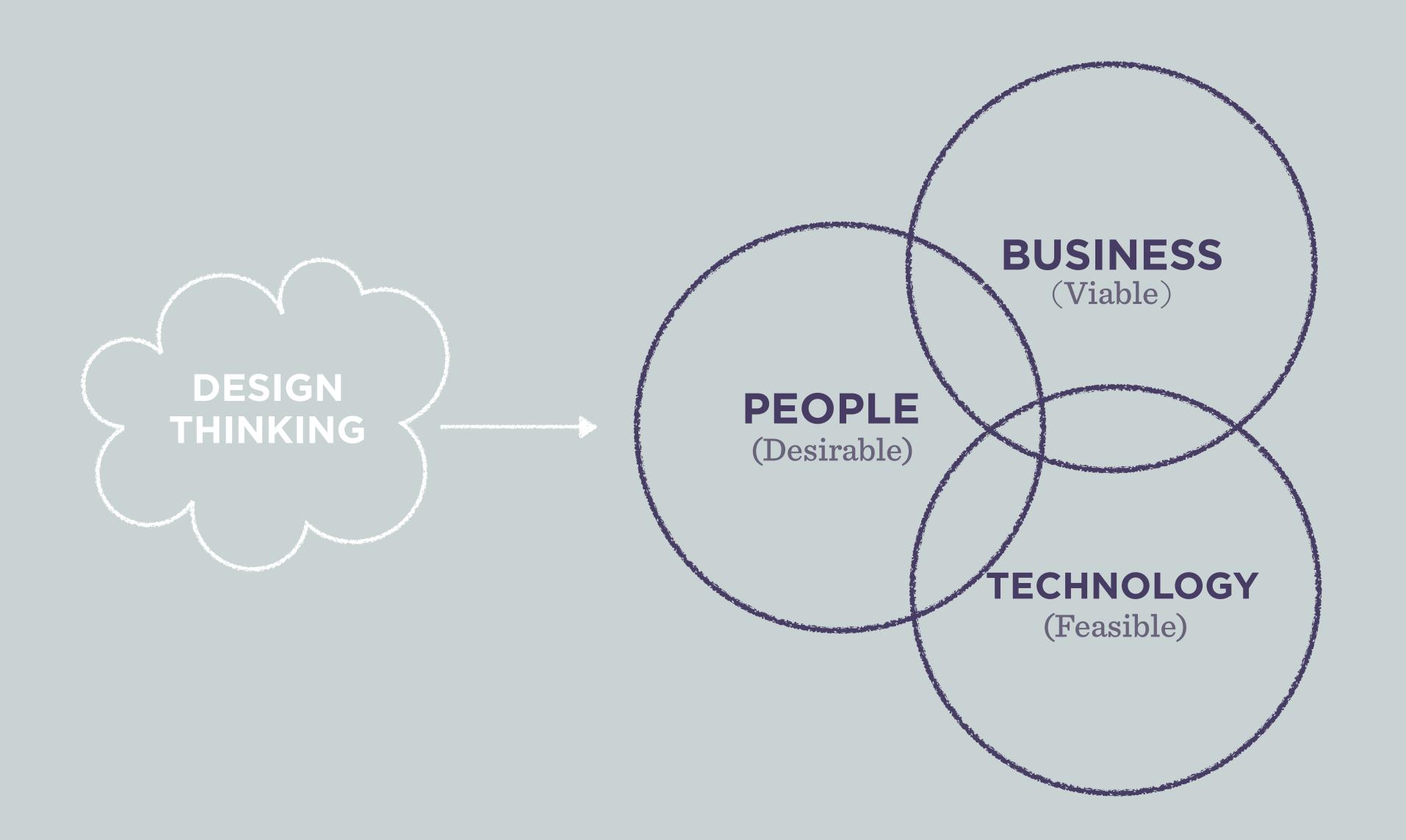
DESIGN MUSEUM

X IDEO

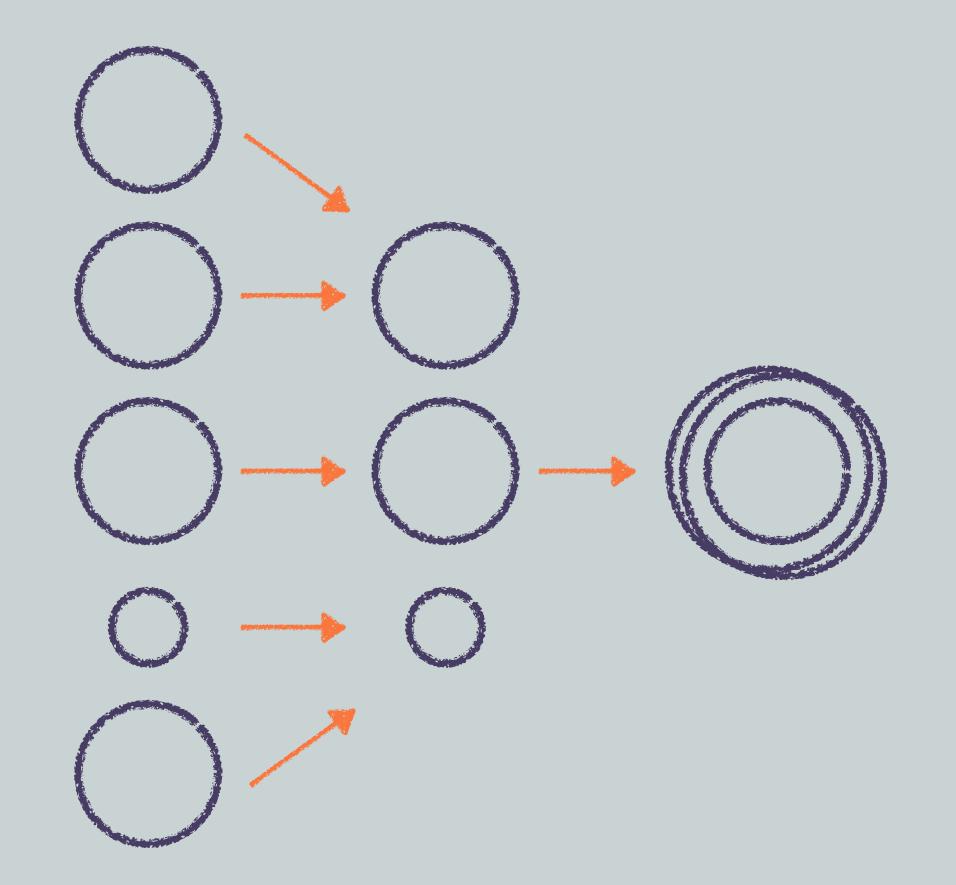
LOOKING FOR.

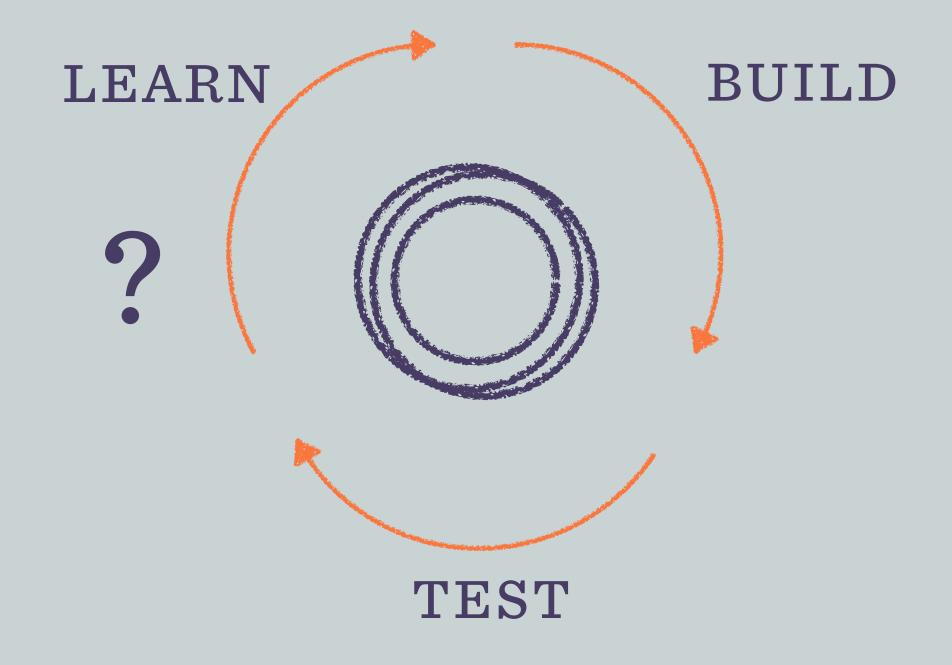












ANALYTIC APPROACH

CREATIVE APPROACH

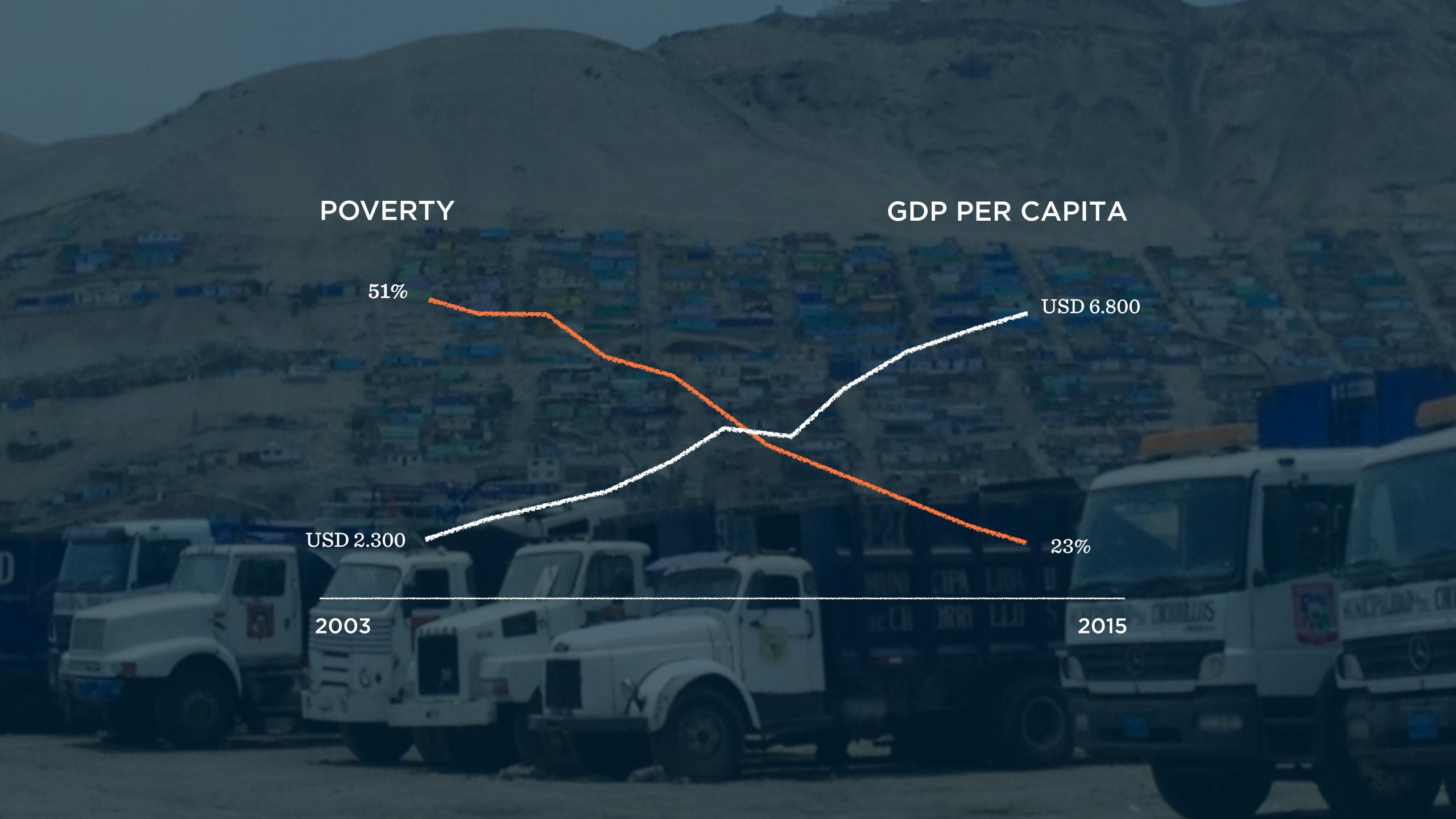










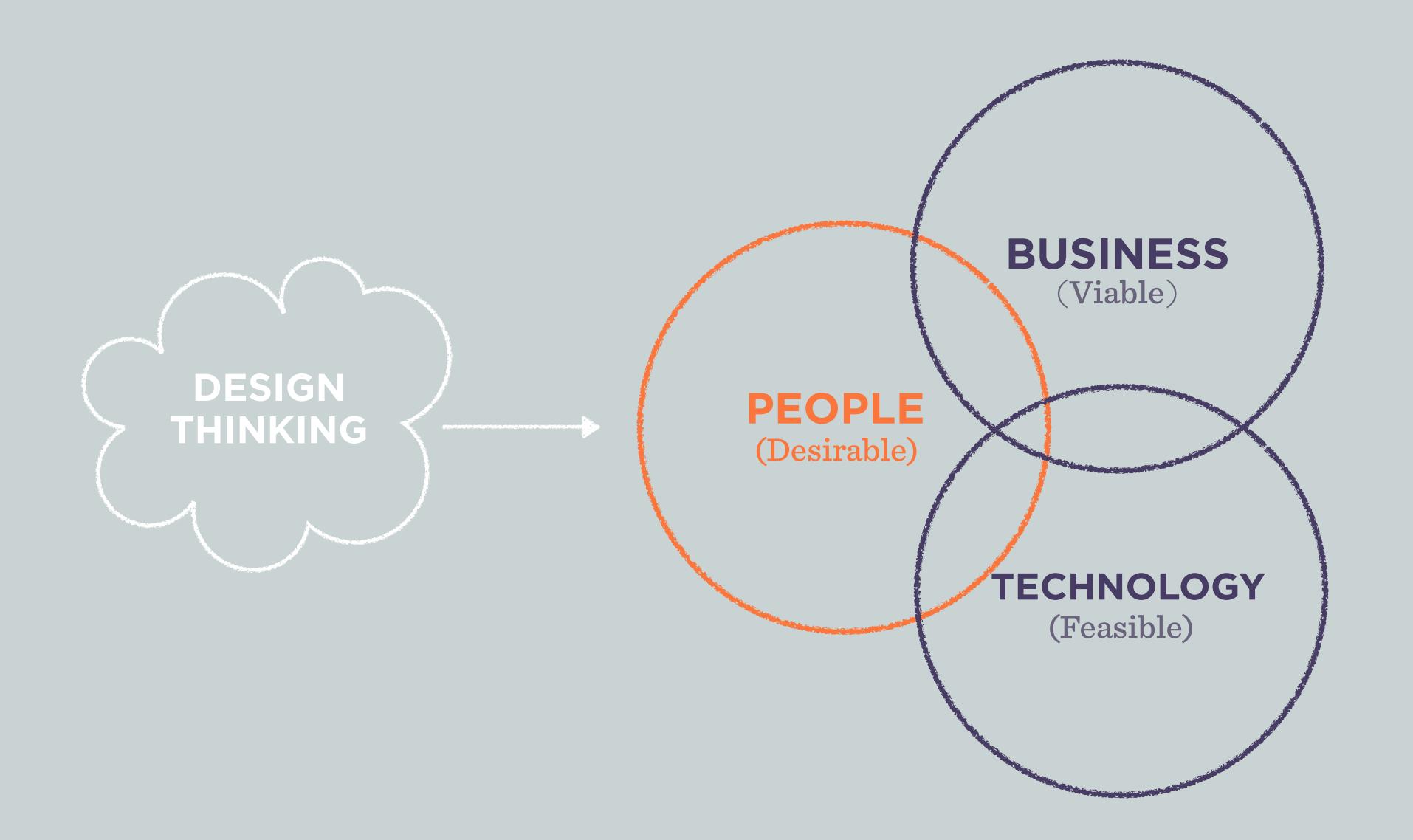


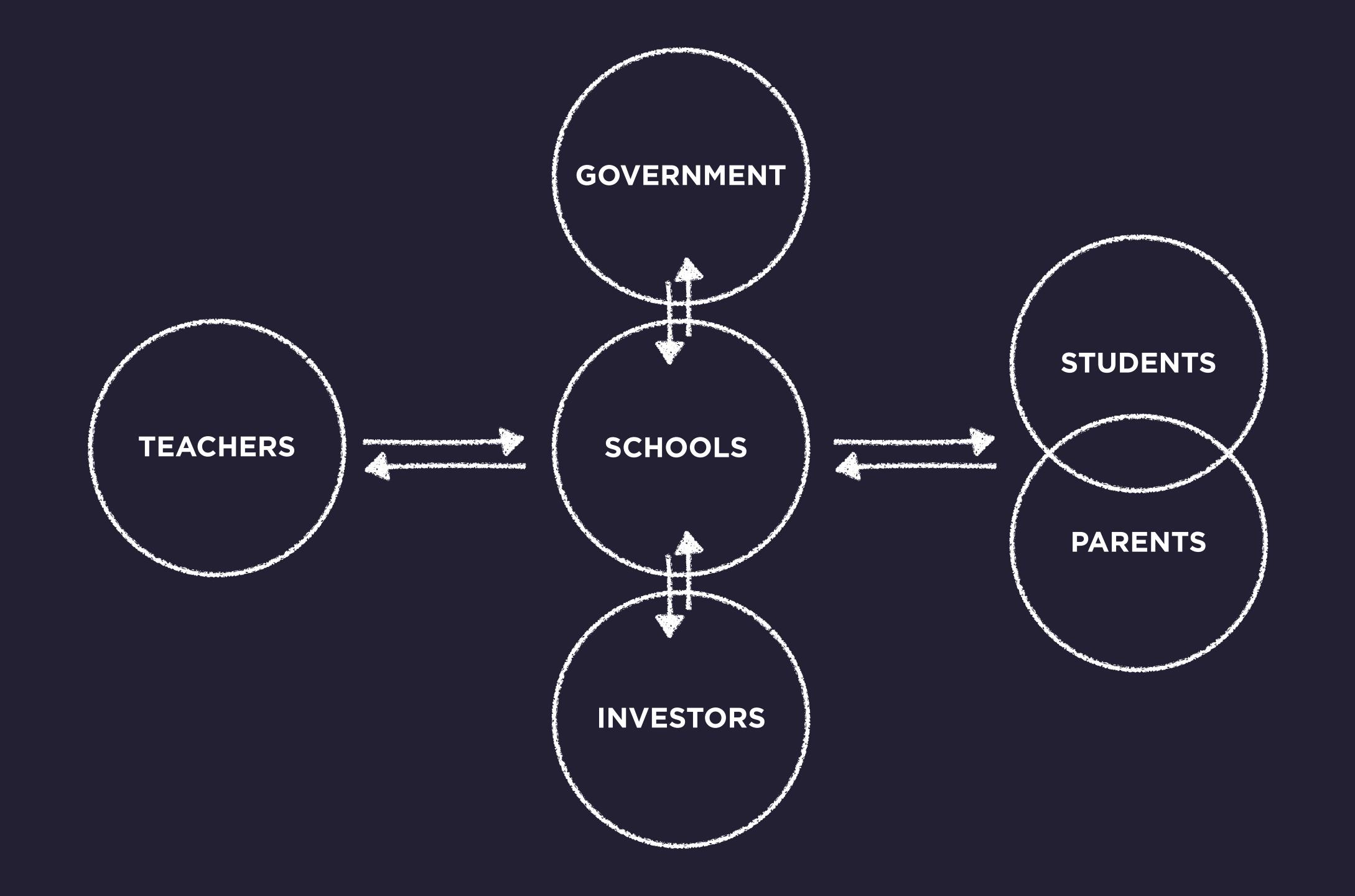


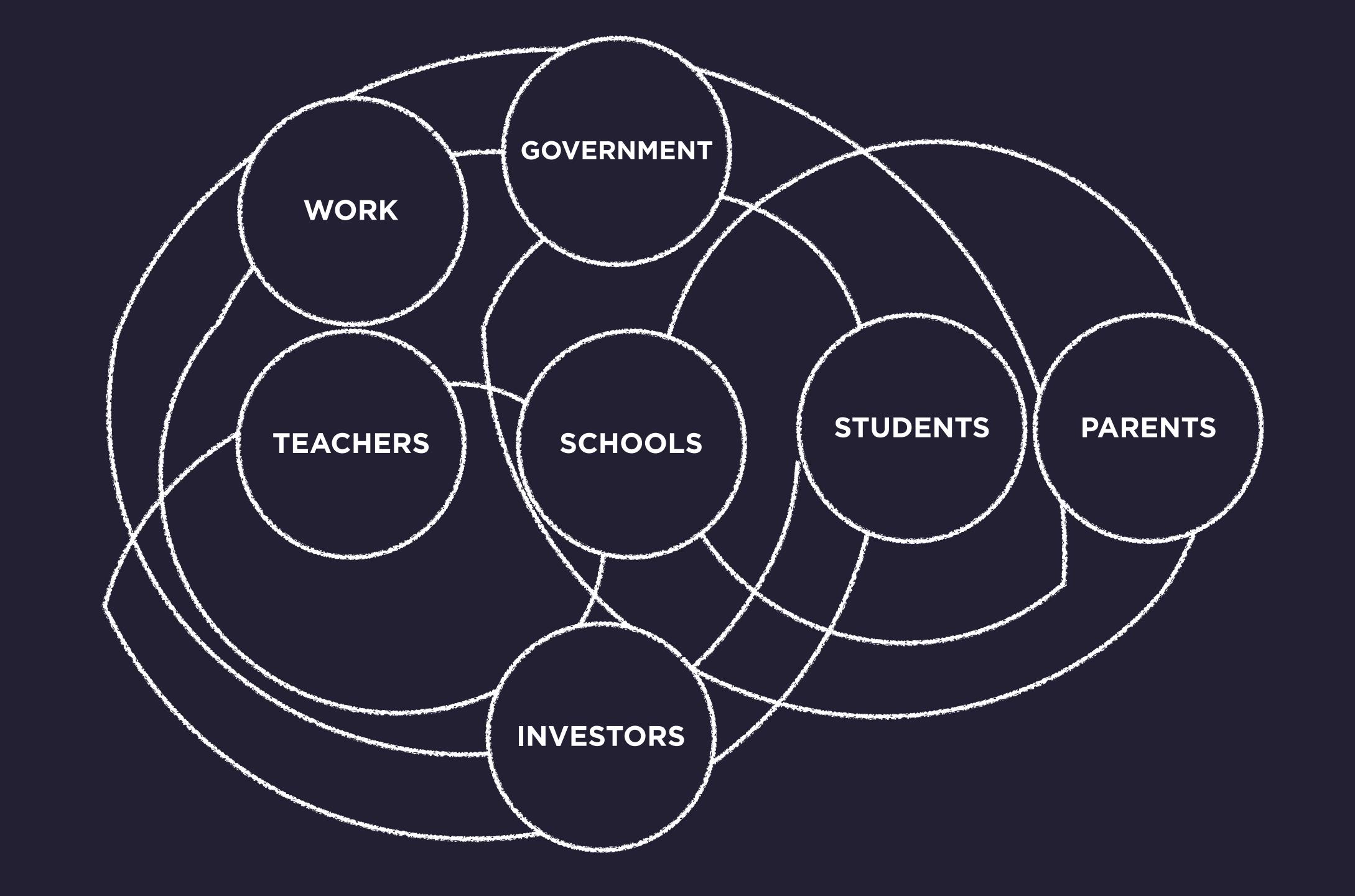






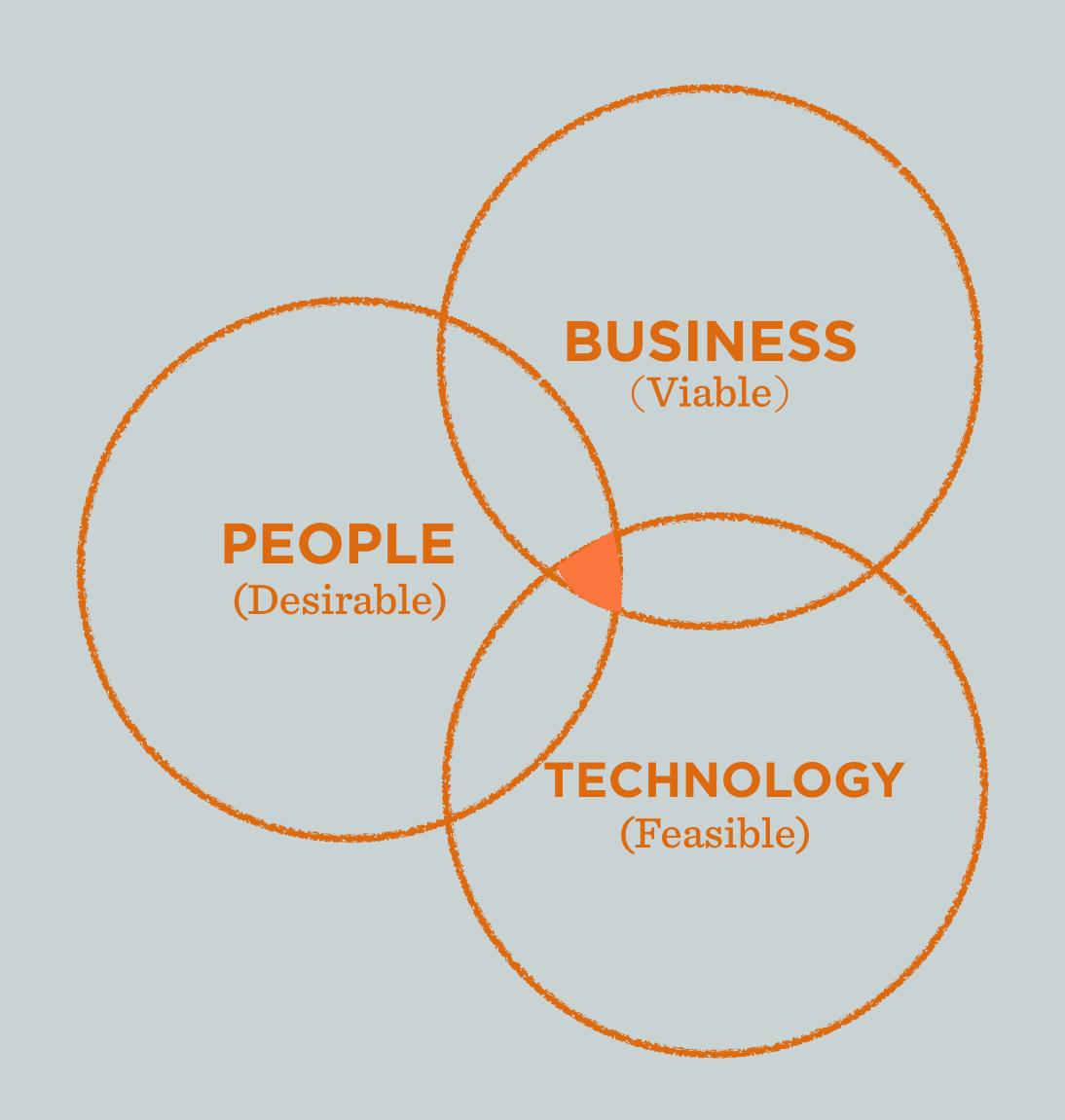














EXPERIENCE







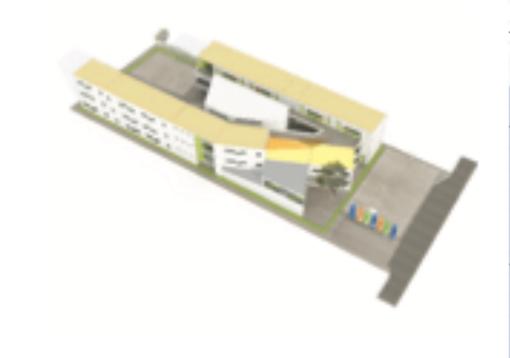
2,000-2,500 m² 700 Students LIMA



4,000-4,500 m² 1,200 - 1,500 Students LIMA



10,000 m² 1,500 Students PROVINCES









ACADEMIC ROADMAP 2014+ NOW AUG 2012 2013 Strategic alignment BUILD ACADEMIC DESIGN TEAM UPDATE TEACHER PROFILE Hire 2-3 more academic experts CREATE CURRIC. FRAMEWORK Core classes, group/solo, I.P. Core class curriculum CREATE ANNUAL PLANS Draft, get feedback, revise SCALE CORE CLASSES DEVELOP LESSON PLANS DEVELOP LESSON PLANS ITERATE ITE All classes, group/solo Classes All classes, group/solo Selected classes, group/solo SELECT TEACHERS TO DEVELOP LESSON PLANS UPDATE TRAINING TRAIN All classes All classes Khan Academy pilot PREPARE FOR PILOT PILOT: KHAN ACADEMY ITERATE SCALE DIGITAL LEARNING INCREASE DIGITAL LIBRARY Design pilot, establish metrics, get I.P. Grades 3-11, all schools Grade 6 students, select schools Increase software & subject options

ITERATE

LP.

SCALE I.P.

All grades

CENTRALIZE AND STREAMLINE INNOVA'S MOST IMPORTANT DATA

TRACK MEASURES/INDICATORS

DEVELOP I.P.

All grades

Data dashboards provide a shared, prioritized view of information critical to Innova's operations. They give a top line snap shot about school performance; this is connected to systems with deeper data on attendance, individual class reports, average grades, and each school's financials.

Interviews with Innova stakeholders (principals, teachers, and the back office team) informed the key metrics shown in these visualizations.

The aggregated dash board combines five

FINANCES

digital tools

FOR PILOTS

SELECT & TRAIN TEACHERS

Innovation Program

Selected grades

DEFINE MEASURES/INDICATORS

DEVELOP INNOVATION PROGRAM

SCHOOL MANAGEMENT

TEACHER IMPACT

STUDENT PERFORMANCE

PARENT SATISFACTION





TEACHER GROWTH PATHS

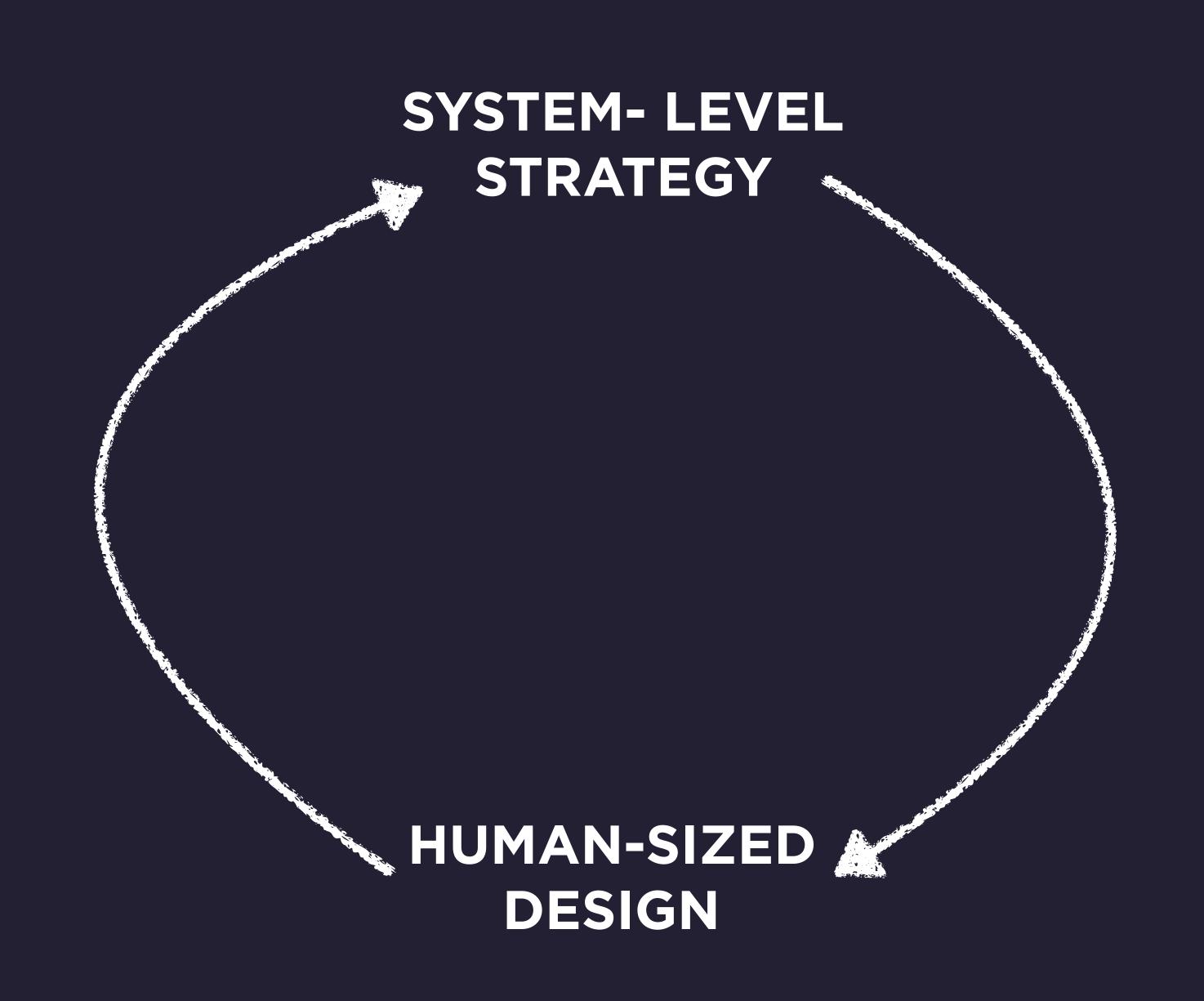
GROWING TEACHERS AS INNOVA GROWS

Over time, your teachers will become familiar and adept at their role in front of the classroom. Some will aspire to become future school leaders. Others will seek different avenues for growth.

As Innova grows, it must design ways to retain the knowledge these experienced teachers have developed—and to use it to continuously learn and grow as a system. Experienced teachers can grow into many roles, including:

- // Curriculum developers
- // Mentors/trainers
- // Master teachers
- // Regional support
- // School leaders





THE FUTURE OF INNOVA IOOLS

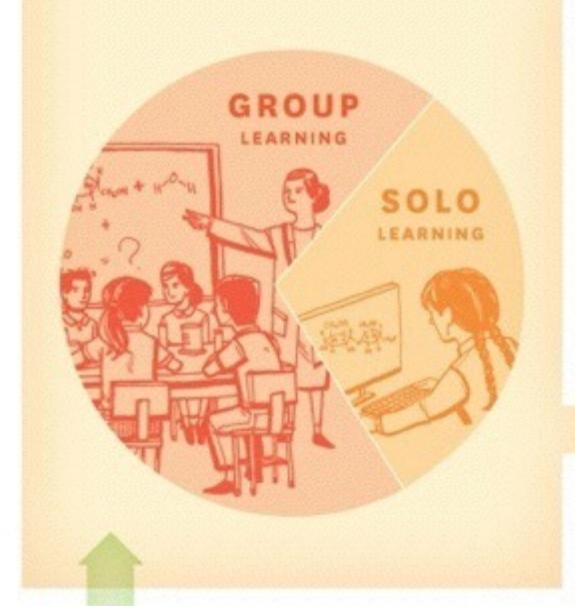
IMPAUT

INNOVA SCHOOLS AFFORDABLE+SCALABLE+EXCELLENT

A NEW LEARNING MODEL

GROUP & SOLO

The core of the new model blends learning in two complementary modes: teacher-led group sessions and independent, technology-enabled solo sessions.



THE SCHOOL EXPERIENCE



TEACHER RESOURCE CENTER



Centralized curriculum development with a lesson database and interactive platforms.

DATA DASHBOARD



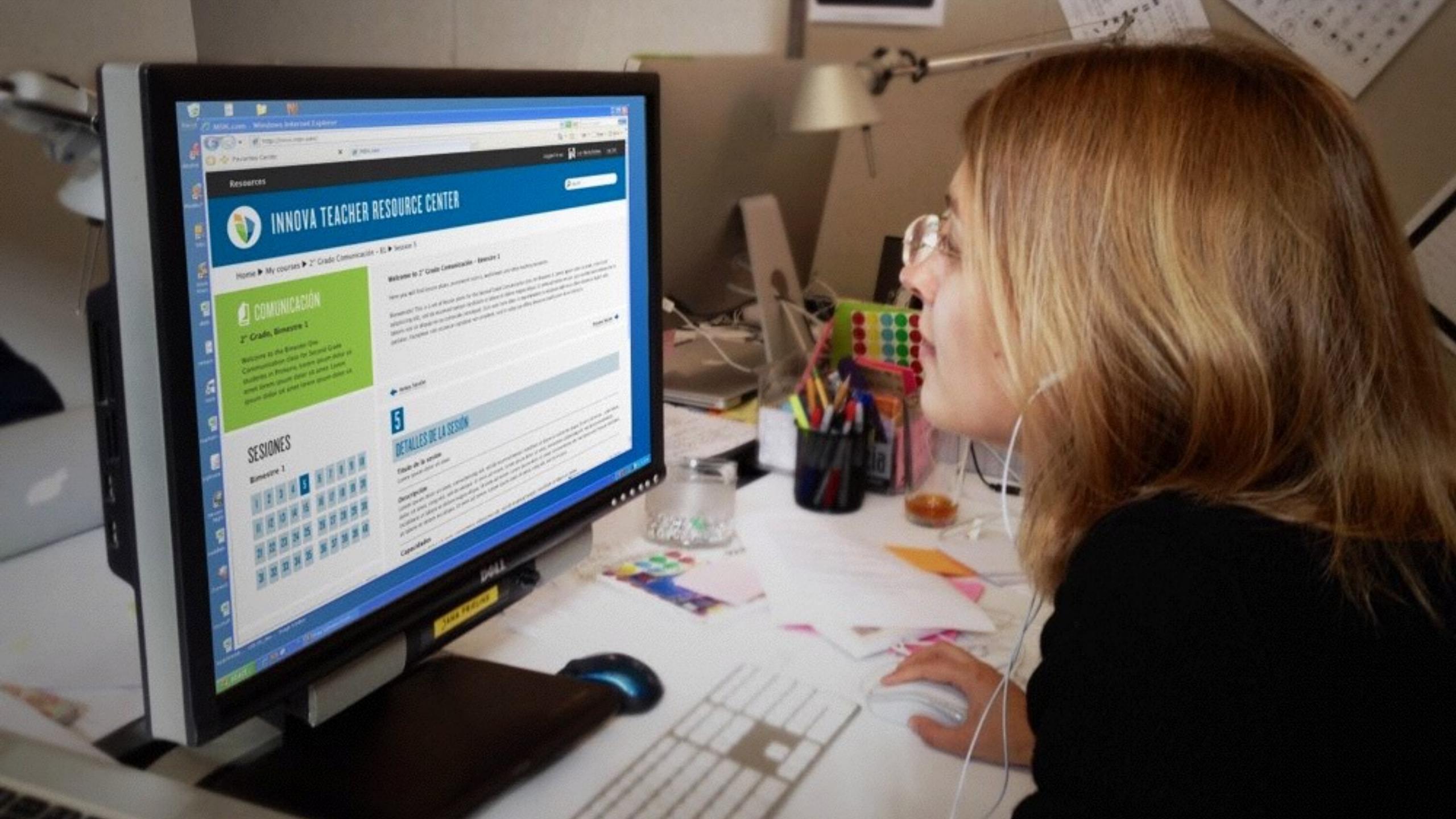
An online system helps Innova track a variety of key business and performance metrics.



- Capital Costs
- Student Revenue
- Operational Planning
- · Schedule Optimization
- · Tech Infrastructure
- · Teachers & Training

· Land & Campus Planning · Knowledge Sharing

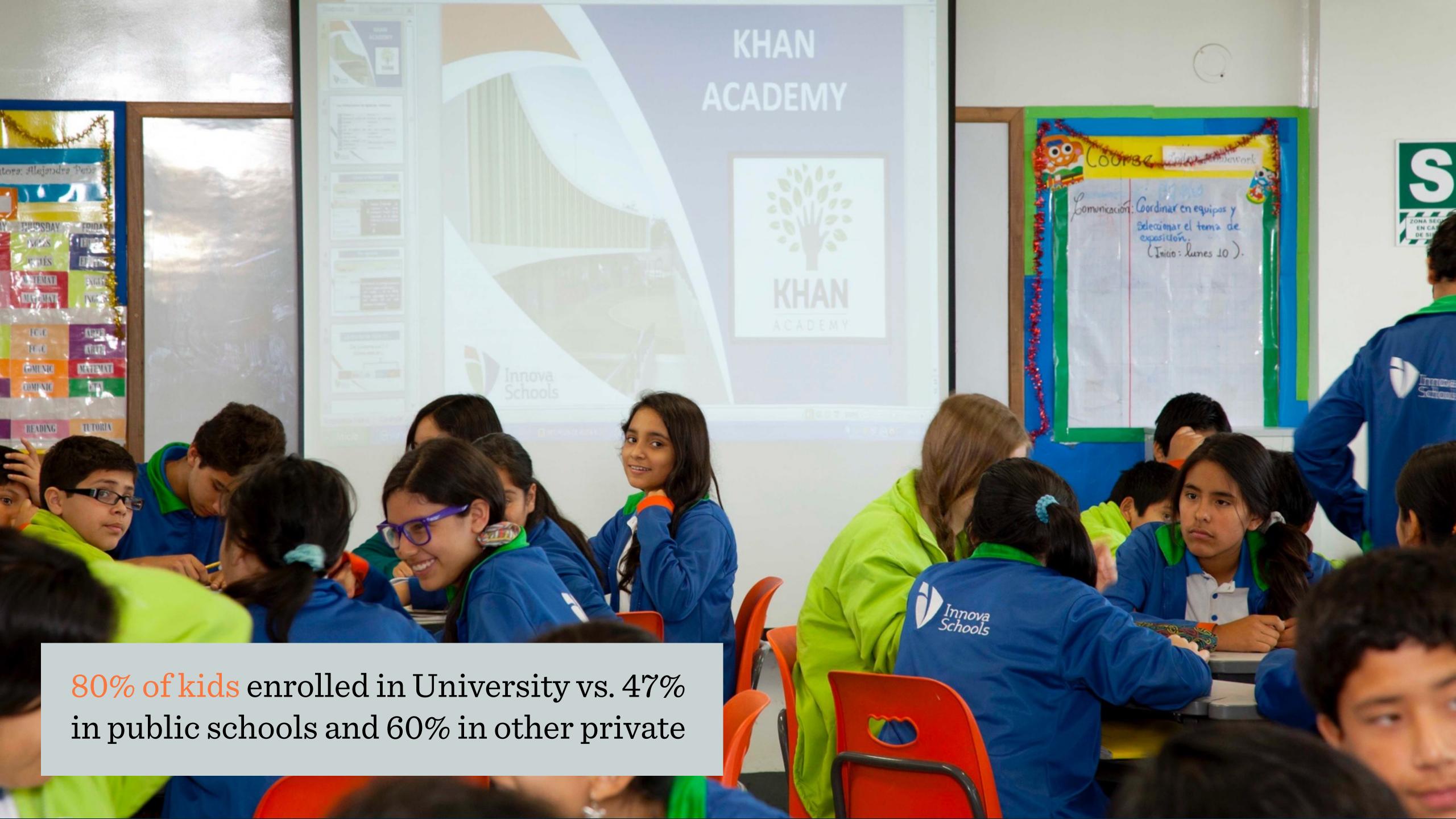




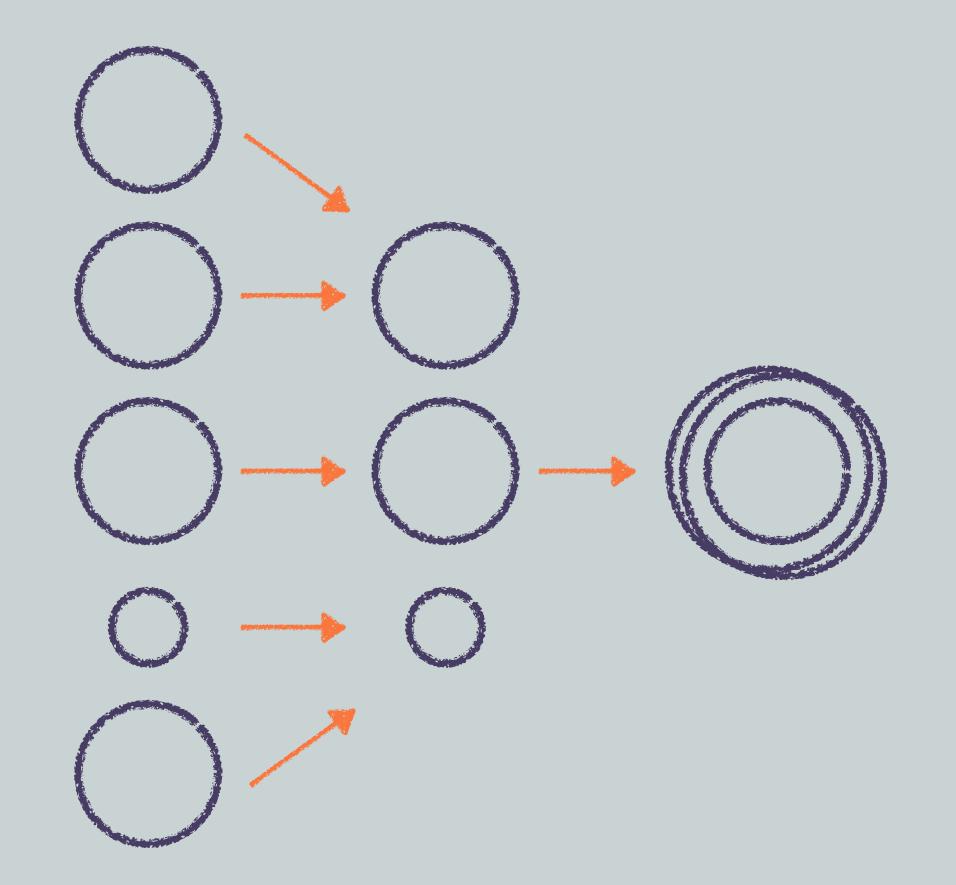


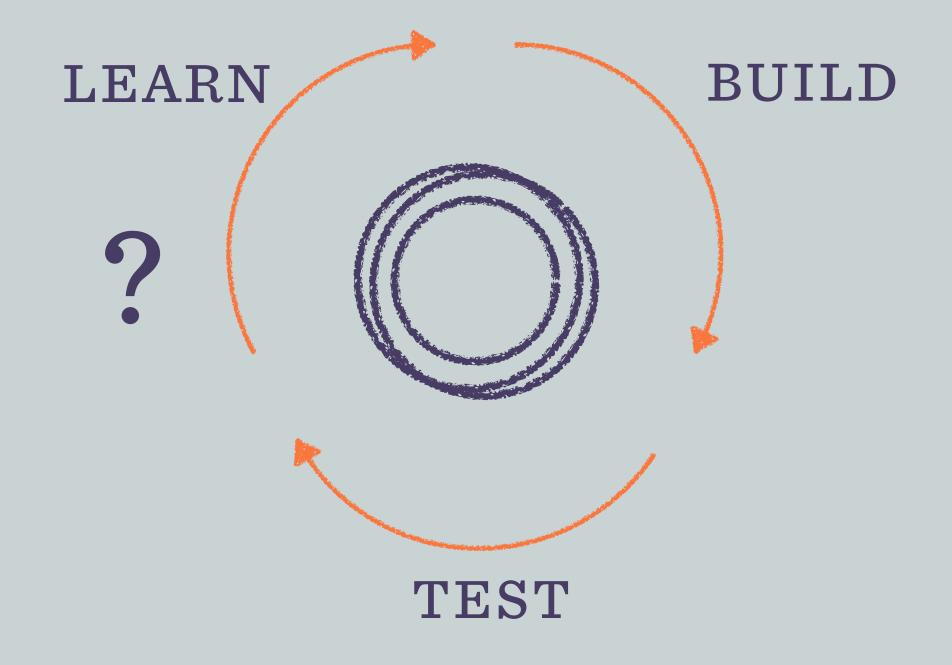












ANALYTIC APPROACH

CREATIVE APPROACH





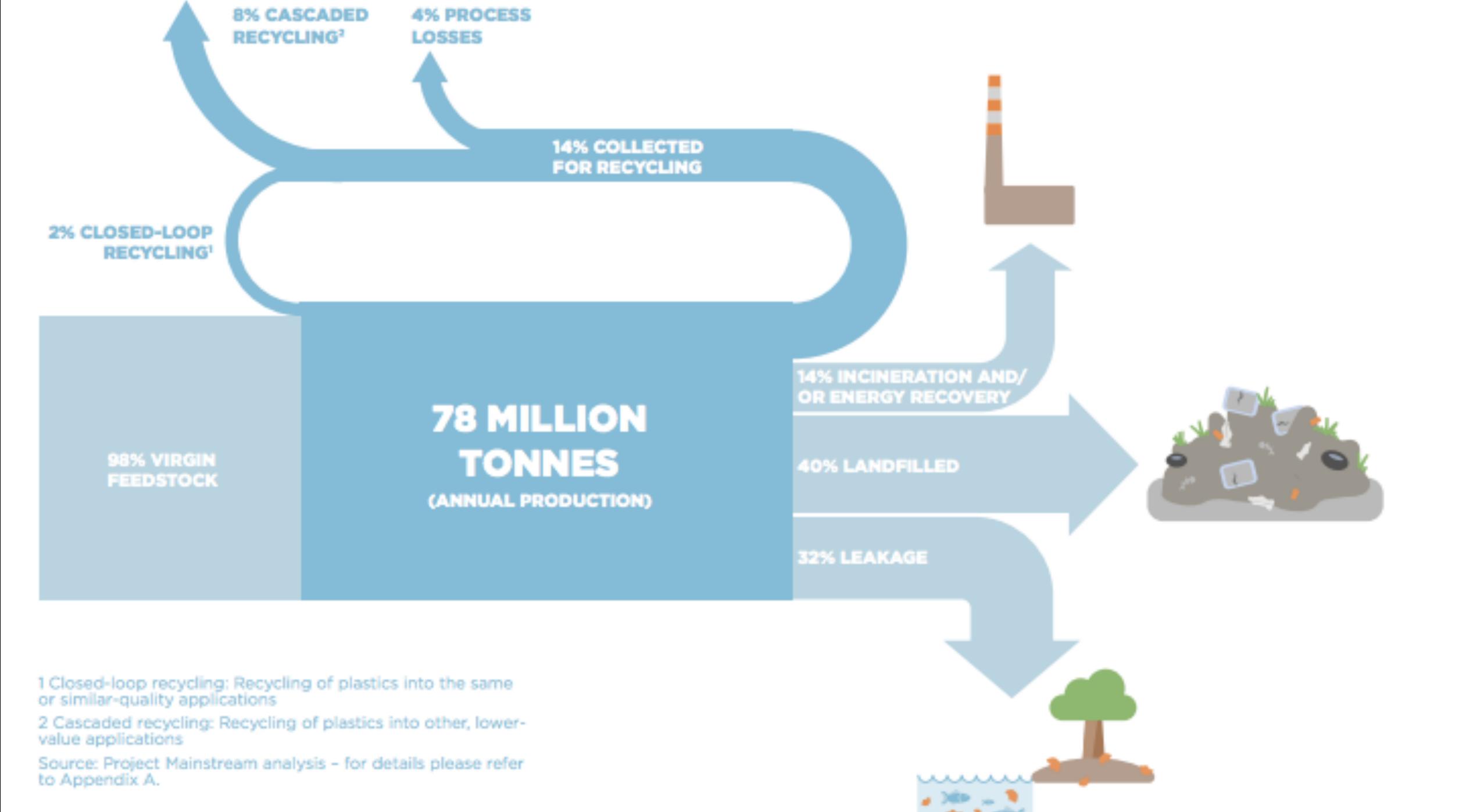
THE DESIGNERS

WEARE

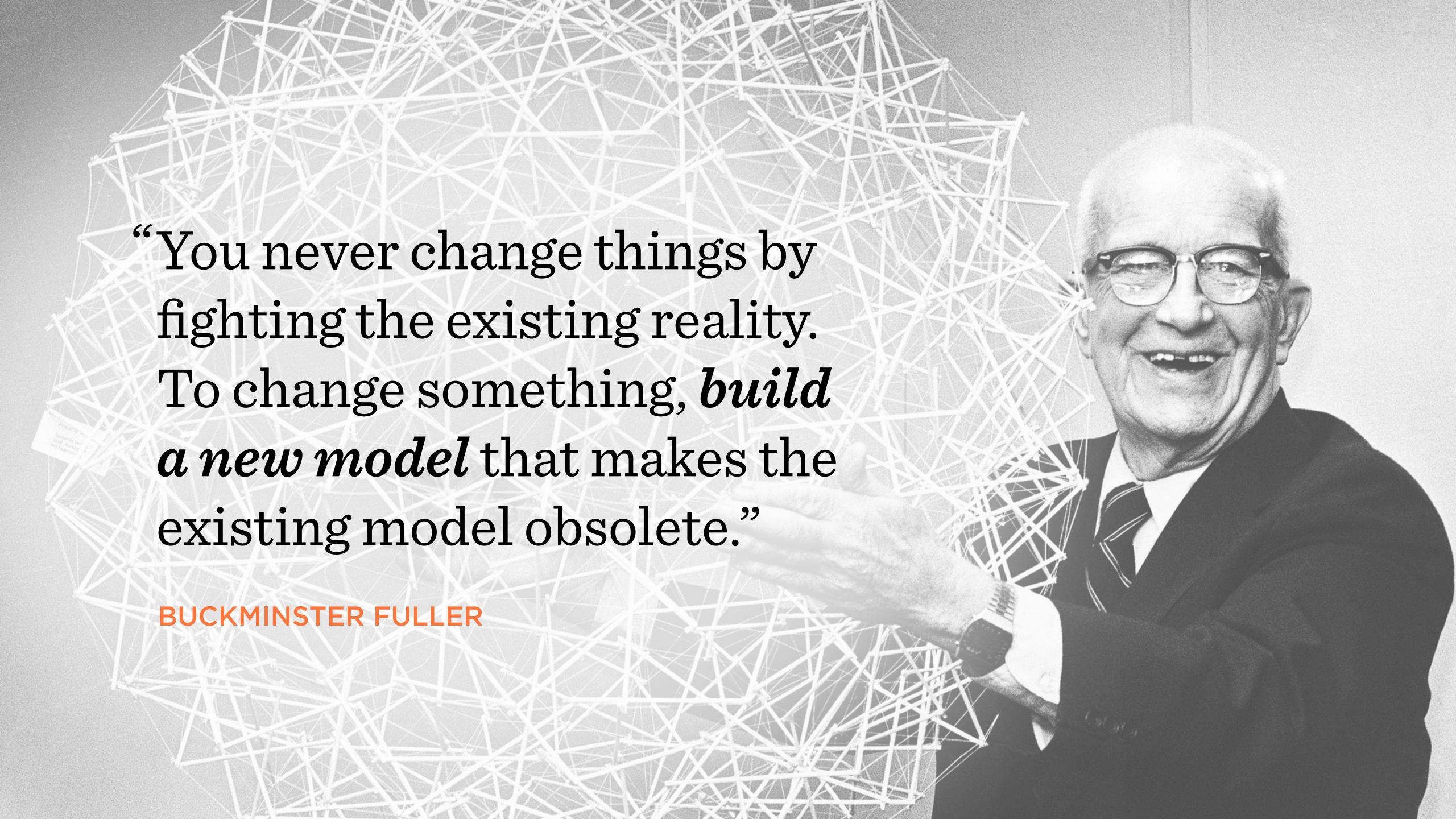
LOOKING FOR.

WILL BE DESIGNING FOR SYSTEMIC CHALLENGES





SYSTEMIC CHALLENGES are CREATIVE CHALLENGES





INTRO METHODS MINDSETS

The next big thing in design is circular.

A RADICAL, RESTORATIVE, REGENERATIVE APPROACH TO BUSINESS A new mindset for business is emerging. It's worth around a trillion dollars, will drive innovation in tomorrow's companies, and reshape every part of our lives.

But making the shift isn't easy.

That's why we created this guide: to help innovators create more elegant, effective, creative solutions for the circular economy. Solutions that are invaluable for people, give businesses a competitive advantage, and are regenerative for our world.

INTRO

METHODS

MINDSETS

Practise these new perspectives.



Widen your view of usercentredness

When designing for the circular economy, it's about researching and understanding the needs of all users or usages of the materials within the system.

2

Reimagine viability

In the circular economy, growing your slice of the pie may mean growing the pie. Designing reusable materials will create new value by enabling your own as well as other businesses to reuse those materials.

3

Design for evolution

We used to design "finished" products. Now, we should think of everything we design like software - products and services that can constantly evolve, based on the data we get through feedback. Design is never done.



Build a strong narrative

In the circular economy, designers more than ever have to change the mindsets of those around them. By developing compelling stories and proofof-concept, we can widen our sphere of influence.

HMW learn to design with a systemic mindset?

HMW learn to design with a systemic mindset?

HMW teach tomorrow's students to design not just a product but the supporting systems that will allow it to continue to evolve beyond its 'first use case'?

WILL BE DESIGN ENTREPRENEURS

"He should start to develop a more nuanced understanding of the commercial aspects of project outputs, I understand that design needs to start with the customer, but commercial justification is a critical part of driving forward and executing on project deliverables within any large corporate business."

EXPERIENCE







Portal

About LBS

Programmes

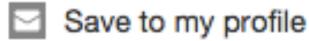
Faculty and Research

The LBS Experience News & Events

Home > Programmes > Executive Education courses > By topic > Strategy > Developing Strategy for Value Creation







Developing Strategy for Value Creation

By topic

Strategy

Executing Strategy for Results

Get the tools, break the rules and make a difference

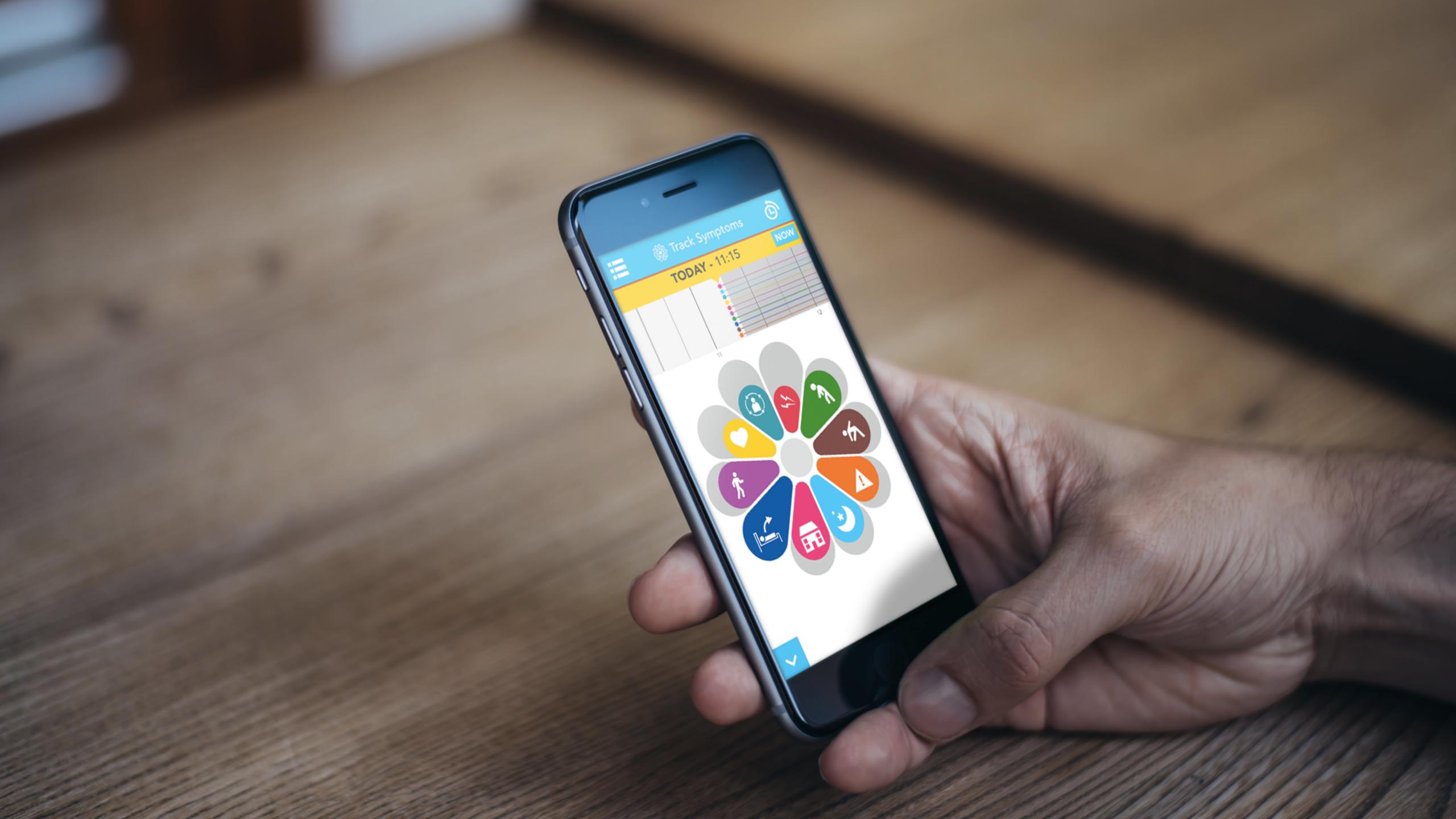
Bridge the gap between strategy and innovation, and give your organisation the competitive edge. Discover ground-

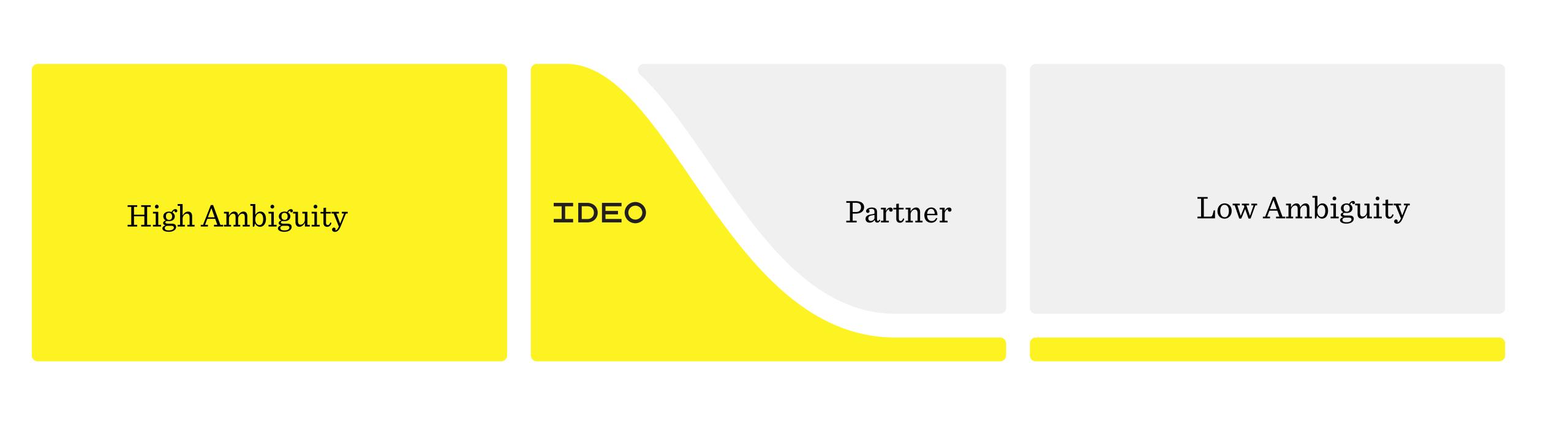
Key details

Duration: 5.5 days Next start: 02 Jul 2017

Fees: £7,900 Location: London HMW develop an entrepreneurial mindset in design students?

WILL MANAGE A FLEXIBLE TOOLKIT







HMW encourage design school teams to experiment with different toolkits?

HMW encourage design school teams to experiment with different toolkits?

HMW evaluate design students for their capability to collaborate with non-designers?

WILL DESIGN PARTICIPATION PLATFORMS





HMW change the measure of success towards participation, not perfection?





