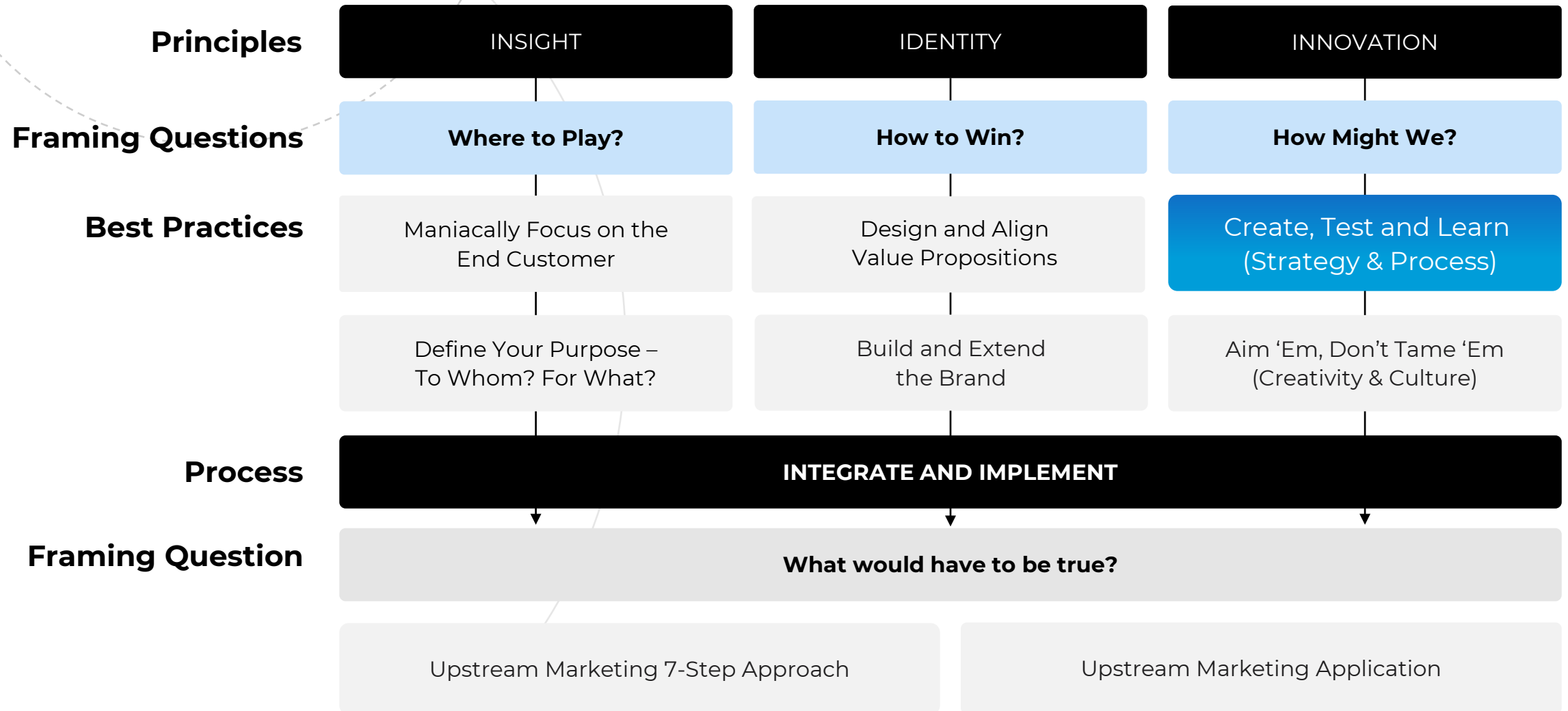


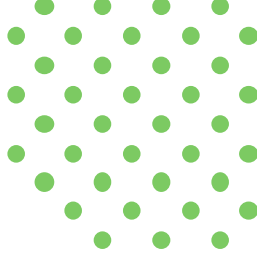


# CREATE, TEST, AND LEARN

(STRATEGY & PROCESS)

# Create, Test and Learn (Strategy & Process)





# Successful Innovation Requires Two Things:

**Create, Test and Learn  
(Strategy & Process)**

**Aim 'Em, Don't Tame 'Em  
(Creativity & Culture)**

- Describes the need for structure and iteration
- Uses a planned, systematic approach infused with experimentation

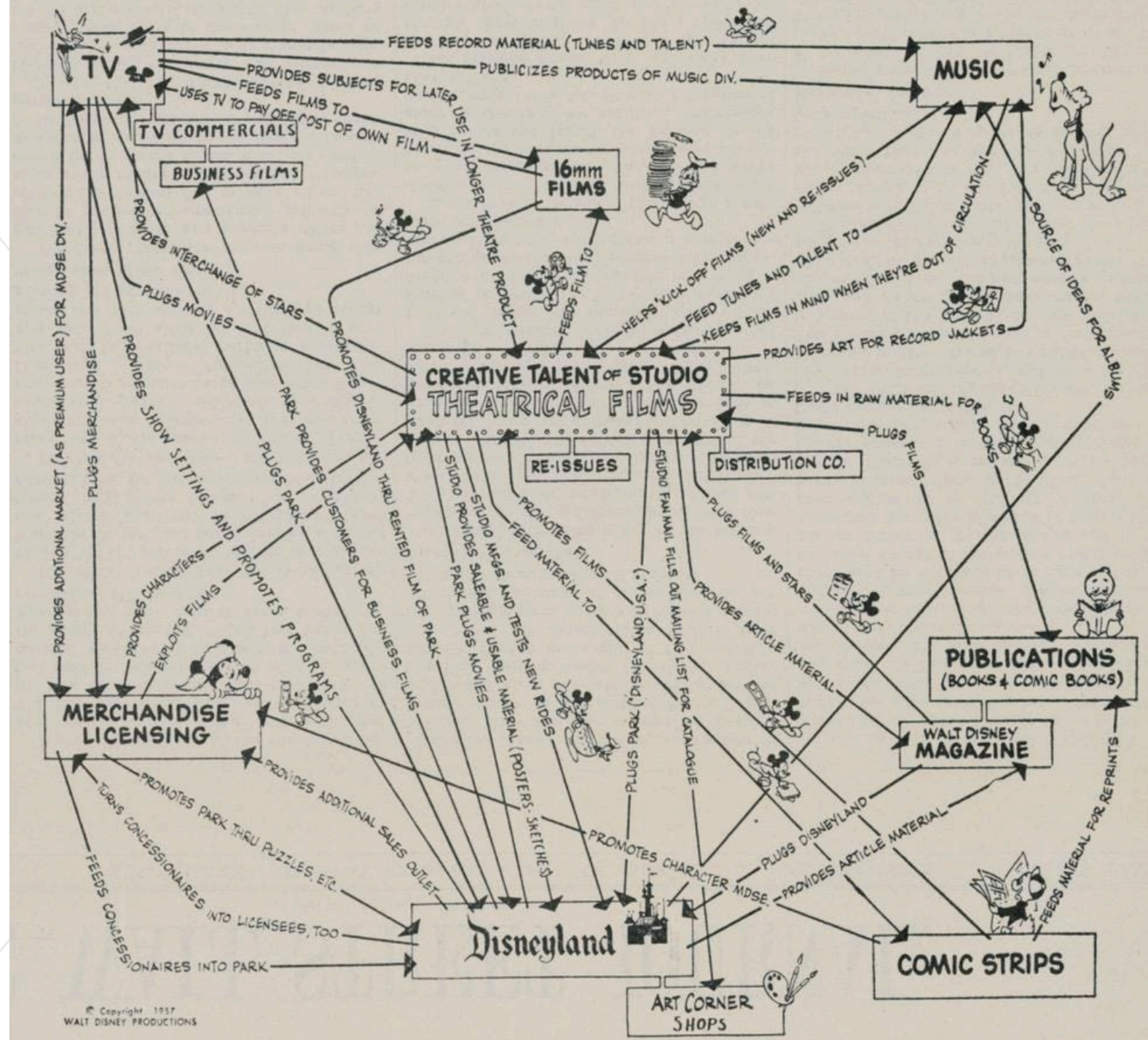
- Stresses the social side of upstream marketing
- The right people and a stimulating, supportive environment are vital



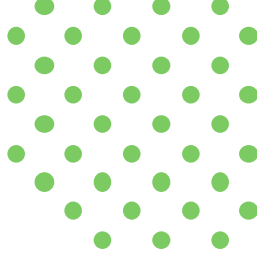
Strategy and Culture Feed One Another

“I only hope that we don't lose sight of one thing – that it was all started by a mouse”

- Walt Disney



# Walt Disney Company

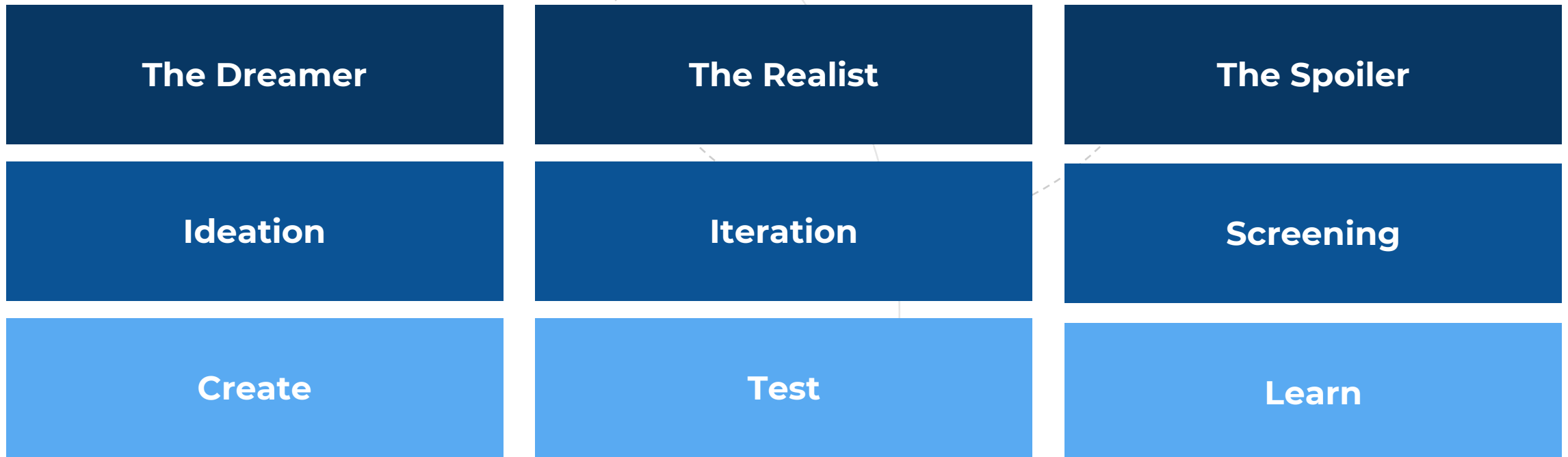


<b>To Whom and For What? (Portfolio Gaps)</b>	<b>How to Win? (New Products/Offerings)</b>
Teens (thrill seekers)	Tower of Terror/Guardians of the Galaxy, Star Wars Attractions
Cruisers (experience seekers)	Disney Cruise Lines
Seniors, spouses (R & R focused)	Golf resorts, Downtown Disney
Corporations (professional development)	Disney Institute, convention hotels

# How Disney Innovates

“There were actually three different Wals: the **dreamer, realist, and the spoiler**. You never knew which was coming into you meeting”

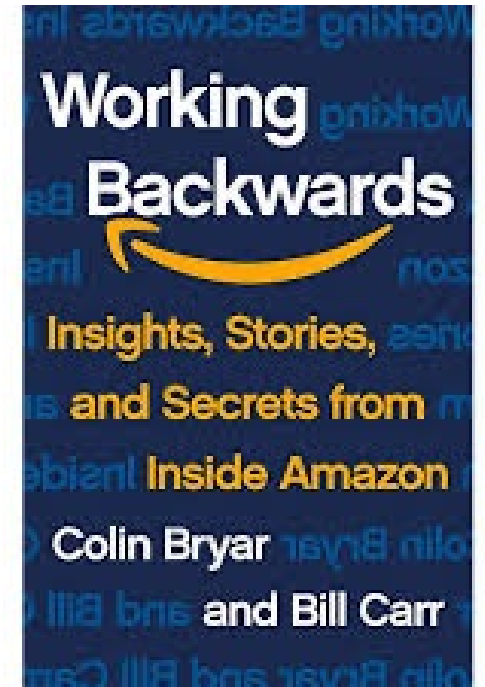
- **Ollie Johnson, Disney animator**

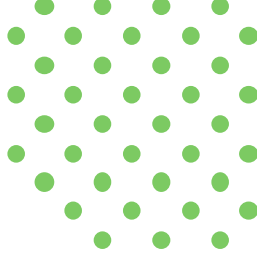


# How Amazon Innovates

Amazon's playbook is to launch a product quickly by **working backward**

- The process starts with the end consumer
- Product managers write an “internal press release”
- It announces the finished product and key benefits
- Iteration occurs until critical benefits are confirmed
- The process begins with the end in sight





# Common Innovation Practices

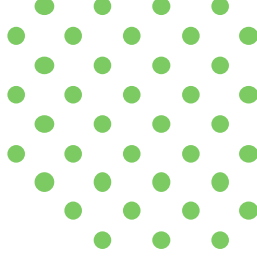
1. Focus innovation on strategic opportunity areas
2. Generate ideas through creative problem solving
3. Develop and optimize concepts iteratively
4. Determine “What would have to be true?” for success
5. Use a portfolio and pipeline approach to manage innovation



# Focus innovation on strategic opportunity areas

Moving from “I have an idea” and the “fuzzy front” end to a focus on strategic opportunity areas

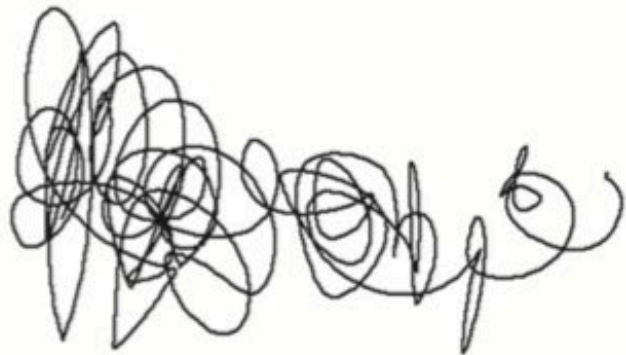
## Using Insight, Identity, and Innovation to Inform Upstream Marketing



FROM



TO



Fuzzy Front End

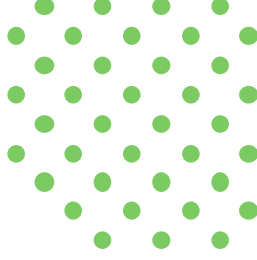
Insight  
Where to Play?

Identity  
How to Win?

Innovation  
How Might We?

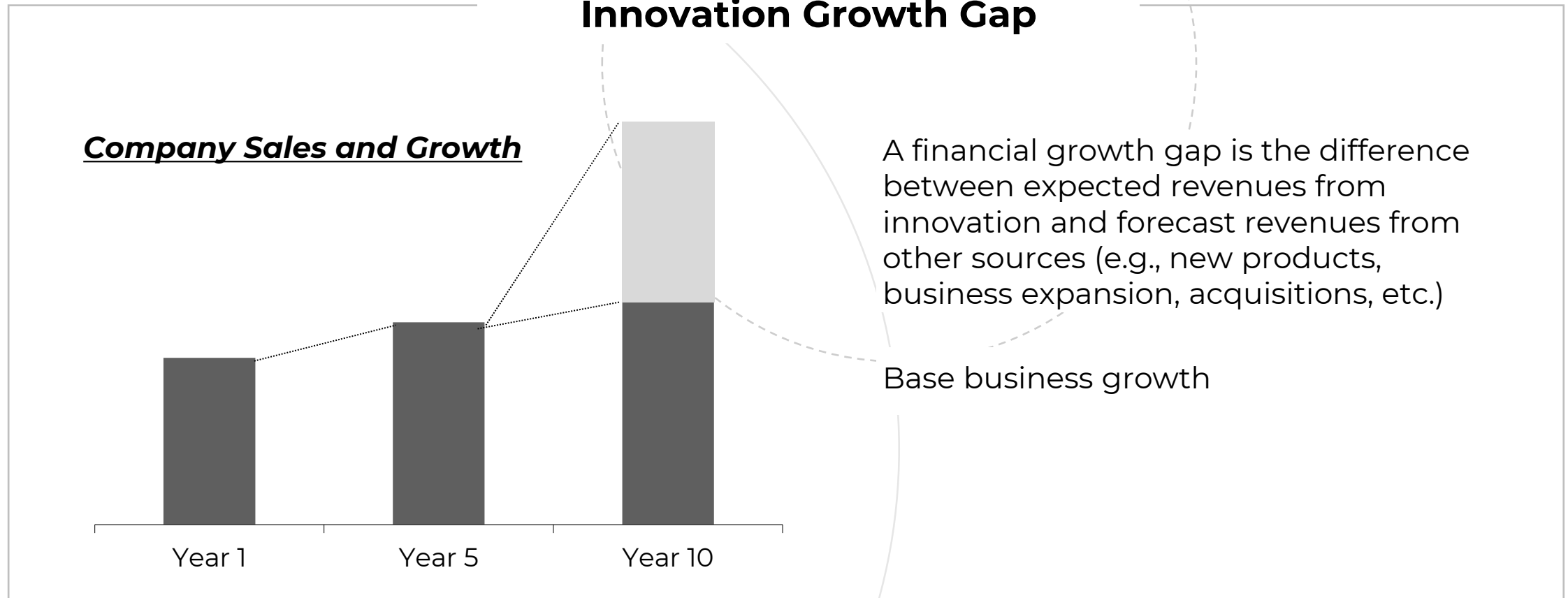
Three innovation strategy components

- Financial growth gap
- Strategic opportunity areas
- What would have to be true?

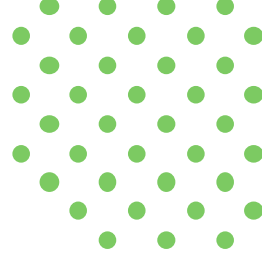


# Focus innovation on strategic opportunity areas

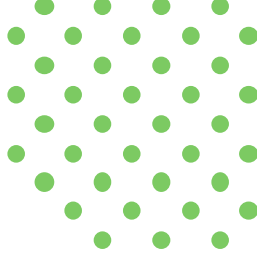
The financial growth gap informs where to focus innovation – small, medium and large size ideas



# Generate ideas through creative problem solving



Sample Ideation Agenda					
<b>Objective: To develop a range of benefit-based solutions to solve a particular problem/opportunity</b>					
<b>Part 1:</b>	<p><b>Define the problem, including “how might we” statements</b></p> <ul style="list-style-type: none"> <li>• Translate customer pain points and jobs to be done into how-might-we questions</li> <li>• Rephrase problems into opportunities to encourage a free-flowing exchange of ideas</li> </ul>				
<b>Part 2:</b>	<b>Diverge – Focused Ideation Exercises</b>				
	Brainwalking	Great Inventors	Picture Prompts	Benefit Hooks	Metaphorical Baiting
<b>Converge – Prepare Core Idea Templates (see attached)</b>					
<b>Part 3:</b>	<p><b>Prioritize (dot-vote) the winners</b></p>				



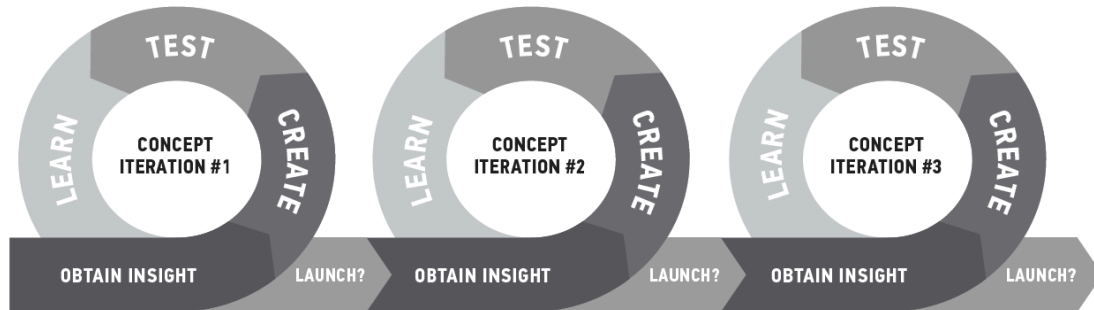
# Generate ideas through creative problem solving

## Core Idea: How Might We?

<b>Headline/Core Benefit</b>		<u>Illustration/Sketch</u>
<b>Target Problem/ Needs Addressed</b>		
<b>Idea Description/ Proof Points/ Reasons to Believe</b> •		
<b>What would have to be true?</b> ✓ What's needed to make this happen?		

# Develop and optimize concepts iteratively

After ideation, put high-potential ideas into concept form to obtain feedback and iterate concepts



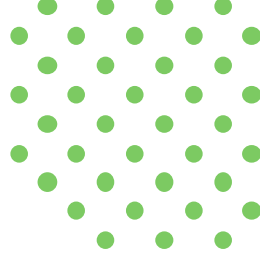
What to optimize varies with timing ranging from several days to months or longer

Use customer feedback to shape the answer, not just validate it afterward.

## Benefits of Concept Iteration:

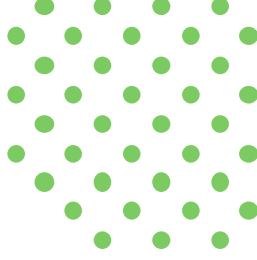
1. More and better solutions emerge in exposing multiple ideas
2. Customer can readily list problems vs. identify solutions
3. Concepts in unfinished form invite interest – people like to smooth out rough edges
4. Concepts are cost effective than finished products

# Develop and optimize concepts iteratively



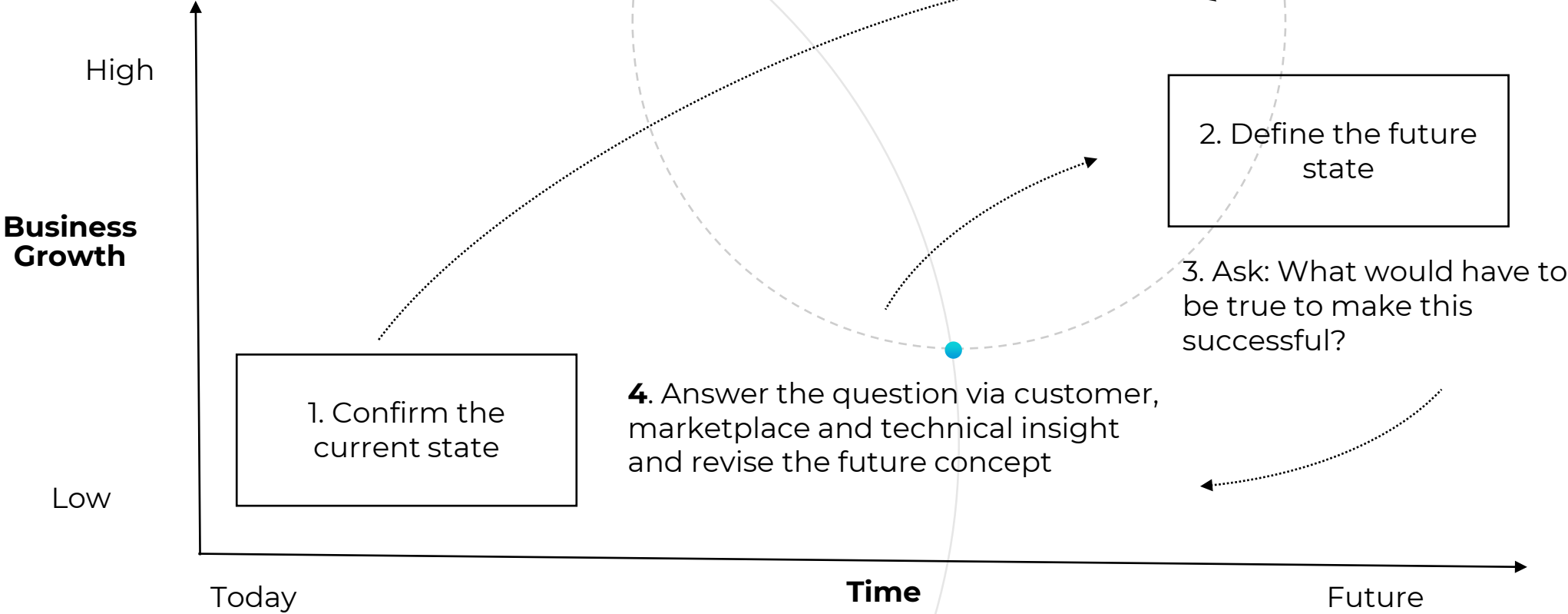
## Alternative Concept Testing Propositions

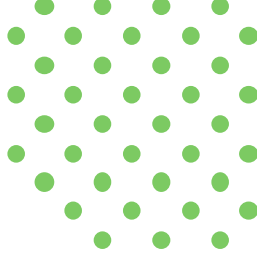
Type	Whiteboard Concepts	Visual Concepts	Physical Prototype	Minimum Viable Products
<b>What is it?</b>	Verbal descriptions, either paper- or computer screen-based	Mock websites to simulate end products in context	Physical models to bring the idea to life in a tangible way	Final “bare bones” products (with one or two main functions)
<b>When to use?</b>	One-on-one research settings	Website /online settings	Feedback on physical, 3-D models	Proof of concept and next-level refinements
<b>Cost to Create</b>	Low	Low	Medium to High	Medium to High



# Determine “What would have to be true?” for success

**Ask and Answer: What would have to be true to be successful?**





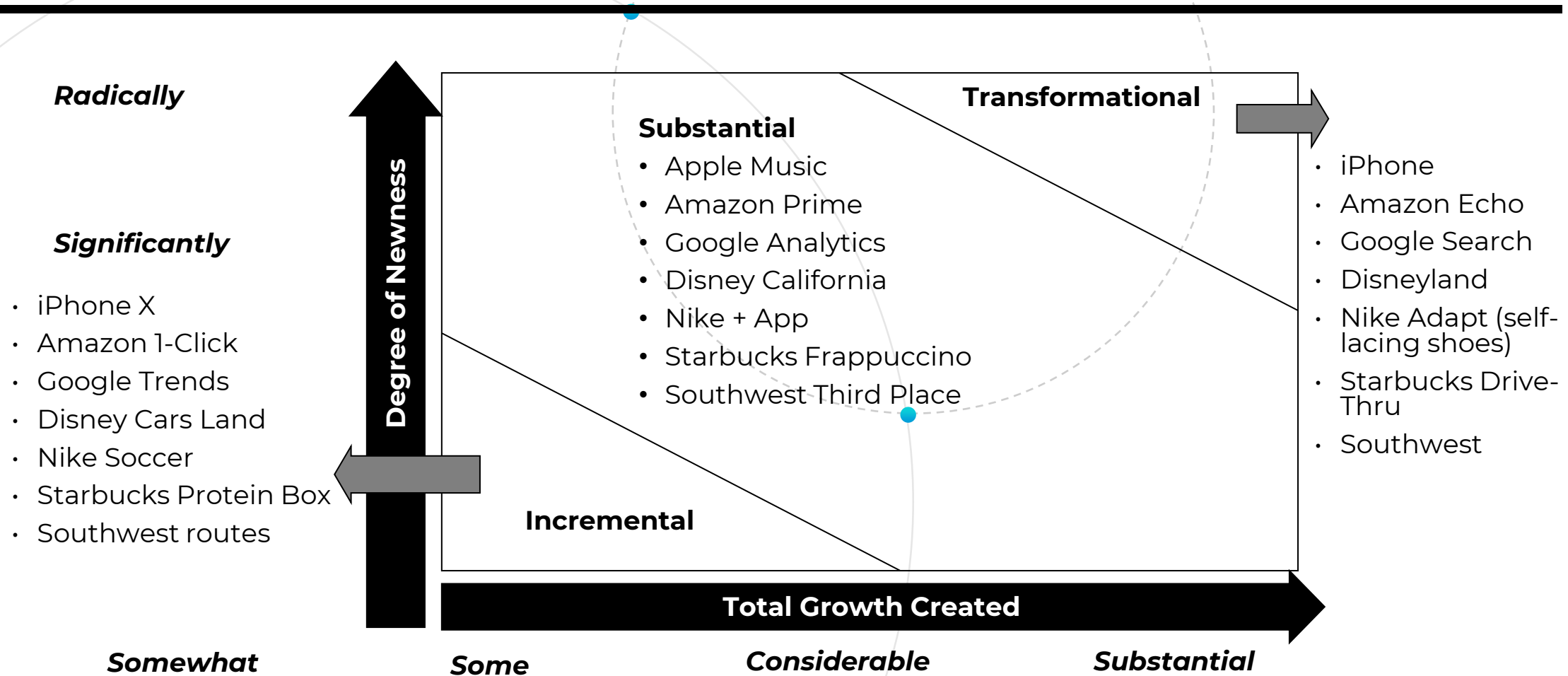
# Determine “What would have to be true?” for success

What would have to be true?					
Screen	Sample Criteria	A	B	C	D...
Strategic	Fit with company mission, vision, strategy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Customer	Customer need intensity (relevance) Uniqueness (differentiation)				
Financial	Relative size of opportunity (metrics TBD)				
Operational	Degree of business complexity; operational fit and leverage				



# Use a portfolio and pipeline approach to manage innovation

## Innovation Portfolio Planning



# Create, Test, And Learn (Strategy & Process)

## Questions to Consider

Is there an innovation strategy that aligns with the corporate strategy and promotes a continuous stream of new products?

Does a confirmed list of strategic opportunity areas exist to focus the organization?

Is there internal commitment to experimentation and concept iteration as ways to achieve growth?

