

A few class reminders:

- Please fill out the survey if you have not already done so http://www.surveymonkey.com/s/3BPMKHF
- All lecture material from yesterday has been posted to: http://aiti.mit.edu/materials/ghana-summer-2013/
- How did last nights homework go?

 By tomorrow 5pm you will be expected to have submitted 2 ides to Darwinator.

Please try and be here on time

Darwinator – Ideas Tournament

Summer 2013

Accelerating Information Technology Innovation

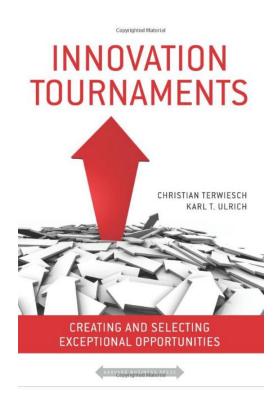




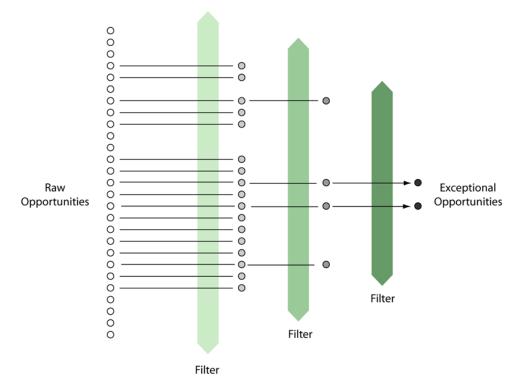




What is an ideas tournament?



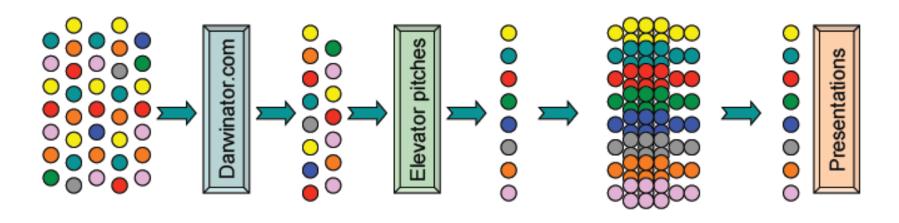
From Opportunities to Innovation
The Innovation Tournament Helps to Find the Exceptional Opportunities



Method for generate new and innovative ideas. Proven to be more effective than standard brainstorming. See text Innovation Tournaments (Harvard Press) by professors at both Wharton School of Business and MIT



1) Our PDD Process: Double Down-select and Develop



~100 market opportunities (2 per student)

Explore ~30 best opportunities

Form ~7 teams

Present Products

Review and rate opportunities

Explore ~30 best opportunities

Explore markets Develop concepts Create prototypes Reflect on Process

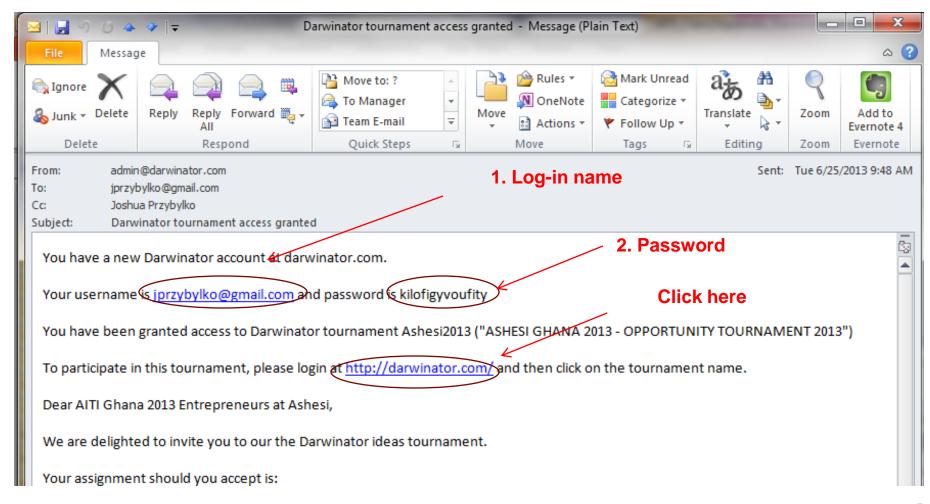
Wednesday lunch 26th/June Wednesday night 26th/June All day Thursday 27th/June Friday 17th Friday Afternoon 17th

3.5 weeks

Thursday 25th Friday 26th

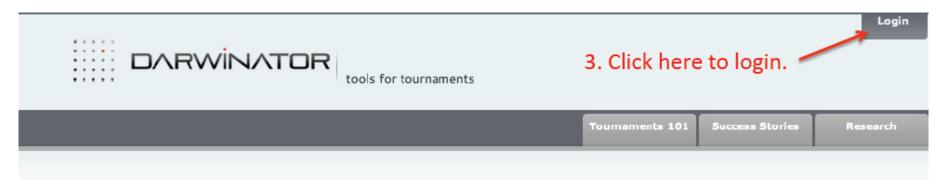


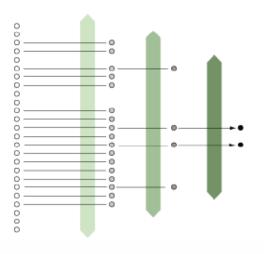
By now you should have been emailed a link to Darwinator – please log-in





Go to the website and click Login in the top right hand corner





What is the Darwinator?

A web-based tool that helps you create and select exceptional opportunities.

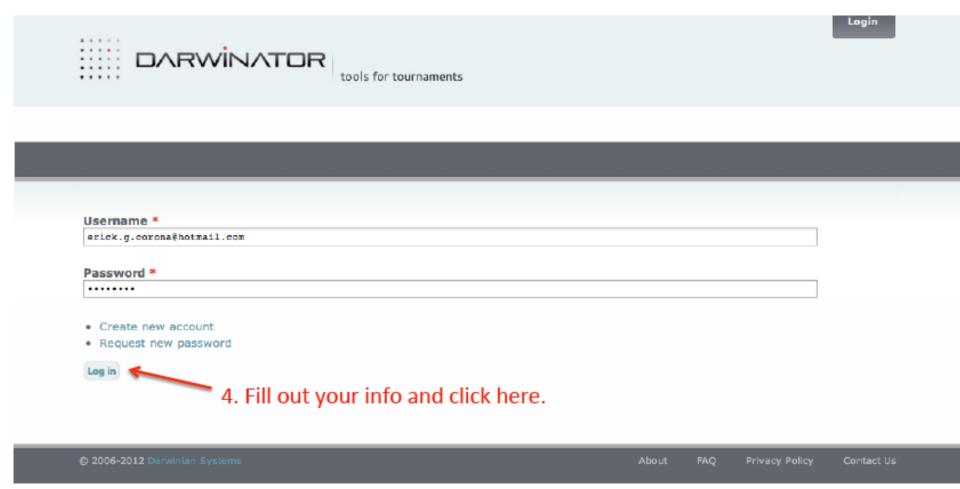
Great for idea management, recruitment and many other challenges.

Register to use the Darwinator

We may need to be able to communicate with you via email, so please create a new account. You can read our our privacy policy if you wish.

Username *	
E-mail address *	







5. Click on the Tournament

Your Tournaments



ASHESI GHANA 2013 - OPPORTUNITY TOURNAMENT 2013

Submit and evaluate new product opportunities. Top ideas will be explored in class.

Current phase: Submission

This is your tournament, so you can Edit or Delete it.



6. Use this tab to submit opportunities.

MyDarwin Intro Submit Discuss Evaluate Report

Tournament: Ashesi2013



Tournament Summary

Submit and evaluate new product opportunities. Top ideas will be explored in class.

Tournament Description

Submit two project opportunities for new products -- consisting of a brief, descriptive project title (2-4 words) and a short description of the market opportunity by 5pm on Wednesday 26-Jun. Your description should include the following: description of the market need, shortcomings of existing competitive products, and definition of the target market and perhaps its size. Starting on Thursday, you should then review and rate a minimum of 30 of the project opportunities posted by your peers, by 9am on Thursday 27-Jun. Top opportunities will be explored by small groups during the day on Thursday. Groups will present their research on Friday. The most promising opportunities will be selected for AITI project teams to develop.

Intellectual Property policy

Note: All project ideas and discussions are to be considered open opportunities for the class. We have no non-disclosure agreements in

ASHESI GHANA 2013 -OPPORTUNITY TOURNAMENT 2013

Participation Parameters

Current Status

Submitting

Submissions:

min 2, max unlimited

Discussion:

View discussions one-by-one

Evaluation:

- min 30, max unlimited
- View evaluations one-by-one

The main page has some general information about the ideas tournament



7. Click create a new submission MyDarwin Subp Tournament: ASHESI GHANA 2013 - OPPORTUNITY TOURNAMENT 2013 (Code: Ashesi2013) Create a new submission **Your Existing Submissions** You have no existing submissions for this tournament.



New Submission

Home water monitoring

8. Type in the info describing your idea.

Descri	ption	*

Title *

While many companies are rushing to develop devices to monitor home energy consumption, there is still not a convenient way for people to monitor and understand the amount of water they use. It is estimated that most people use between 80 and 100 gallons of water per day, with much of that wasted during tooth brushing and showering.

Currently, the only way to know your water consumption is to use your main house water meter, which shows only aggregate usage (and is often located in an inconvenient location) and provides no information to people in apartment complexes with shared water mains. The target market for a home water monitor that is similar to home energy monitor would be all U.S. households with an income of over \$75,000 (about 30,000,000 households).

Adding Attachments

Use the following buttons to create new attachments for this submission.



9. If you want to provide an image to help explain your thoughts click here.

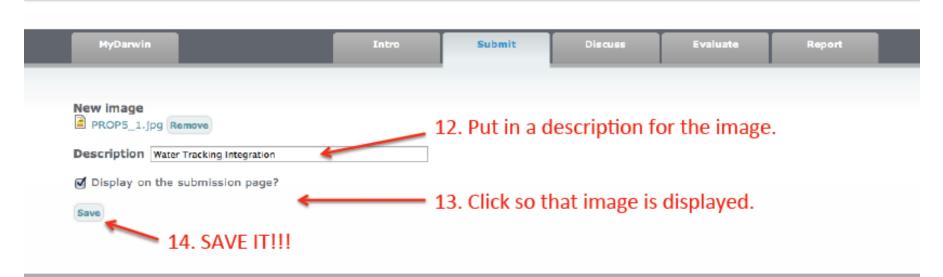
Add another submission after this one

Add this submission

Ideas are anonyms. Whilst everyone will be able to see all the ideas – no one (including me) will not be able to tell who wrote each idea. Silly ideas are welcome!

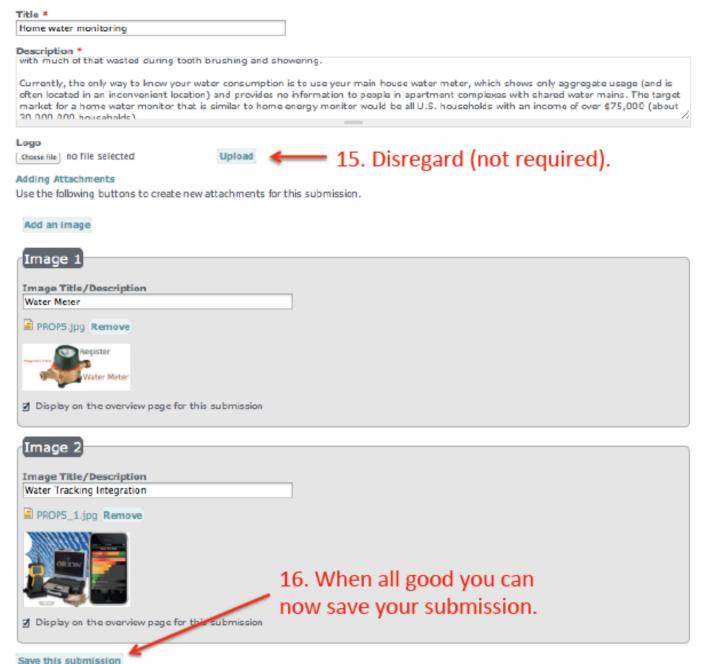






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17. Once you have completed the assignment you should have 2 ideas. You have until 11 AM on Wed to revise your work.



Virtual Baby&Kid Sitter

Date submitted: 2013-01-29 00:39:20

Author: ecorona Description

Illustrative Example

In the busy world we live it is hard to keep an eye on your children all the time. Wouldn't it be great if a device could tell me if they are coming close to an area I know is a NO-NO? Think about the Rumba virtual walls but for kids; if a kid goes near them the person(s) in charge receive an alert informing them that their kid's curiosity might be too much to handle. And the system doesn't have to be limited to small children. What about teenagers!!! What if a parent could have a means of being alerted if their kids are approaching an area, leaving school when they are not supposed to, and potentially up to no good. According to a quick search online, preventable injuries are the number one killer of children ages 14 and under in the U.S. Each year one out of every four children is hurt seriously enough to require medical attention. These injuries cost society \$175 billion annually. Ninety percent of these injuries could be prevented if families took the simple steps necessary to protect their children. One last thought: couldn't a similar system be utilized to keep sex offenders away from children and teenagers? If such devices had cross-talk capability wouldn't it possible for the device to issue an alarm if a close encounter were to happen?

ROOMBA+CHILD_CONTROL+LOCATION INFO





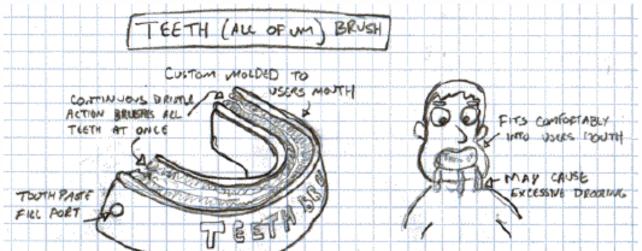
Hand-Free Toothbrush

Date submitted: 2013-01-29 13:18:55

Author: You Description Illustrative Example

How about taking battery powered toothbrushes to the next level? Market size is significant as everybody "should" brush their teeth 3 times a day. If anything, battery powered brushes - some worth upwards of \$120 - have proven that there is an appetite for such products.

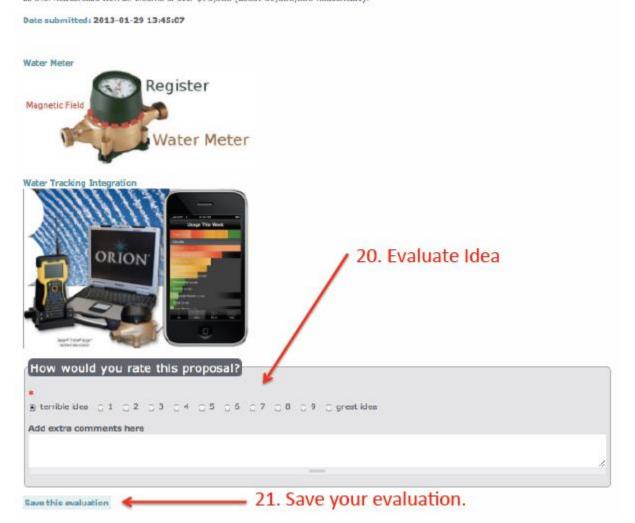
Cool Toothbrush





Later this week we will evaluate projects

While many companies are rushing to develop devices to monitor home energy consumption, there is still not a convenient way for people to monitor and understand the amount of water they use. It is estimated that most people use between 80 and 100 gallons of water per day, with much of that wasted during tooth brushing and showering. Currently, the only way to know your water consumption is to use your main however meter, which shows only aggregate usage (and is often located in an inconvenient location) and provides no information to people in apartment complexes with shared water mains. The target market for a home water monitor that is similar to home energy monitor would be all U.S. households with an income of over \$75,000 (about 30,000,000 households).



Class 3 – Systematic Methods in Design Thinking

Summer 2013

Accelerating Information Technology Innovation









Today's Agenda

- Define Design Thinking skills
- Video: The Deep Dive
- Discussion: Systematic innovation at IDEO
- Darwinator evaluation assignment

Idea Inspiration Session



Critical Skills of Design Thinking

Explore

- Go and see
- Empathy

Create

- Many designs
- Prototyping

Implement

- · Many iterations
- · Details matter

Reference: Tim Brown, "Design Thinking", Harvard Business Review, June 2008.



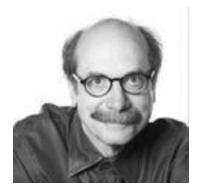
About IDEO

WHAT WE DO

- IDEO is an award-winning global design firm that takes a human-centered, design-based approach to helping organizations in the public and private sectors innovate and grow.
- We identify new ways to serve and support people by uncovering latent needs, behaviors, and desires.
- We envision new companies and brands, and we design the products, services, spaces, and interactive experiences that bring them to life.
- We help organizations build creative culture and the internal systems required to sustain innovation and launch new ventures.

OUR APPROACH: DESIGN THINKING

 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.



David Kelley, Founder



Tim Brown, CEO



"The Deep Dive" video by ABC Nightline

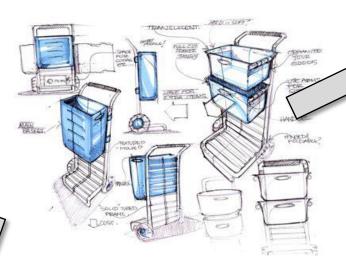
IDEO's Challenge

- Redesign a grocery shopping cart
- One week demonstration project

Your Challenge

- Process?
- Organization?
- Culture?









Play IDEO shopping cart design thinking Video

ABC Nightline - IDEO Shopping Cart http://youtu.be/M66ZU2PCIcM



How does IDEO explore and create?

Process	Organization	Culture
Explore		
Create		



IDEO's System of Innovation

Process

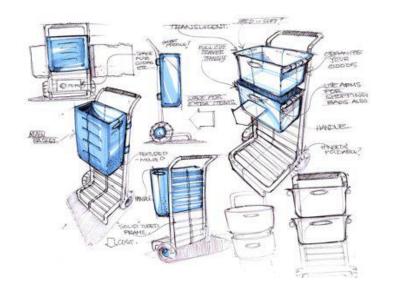
- Research → Explore → Refine
- Connect with customers and products
- Explore many possible (?) solutions
 - » 7 rules of brainstorming
- Build many focused models
 - » rough, rapid, and right
- Time to explore versus time to focus

Organization

- Small studios (40-50 people)
- Multi-functional range of skills
- Team leaders guide the process

Culture

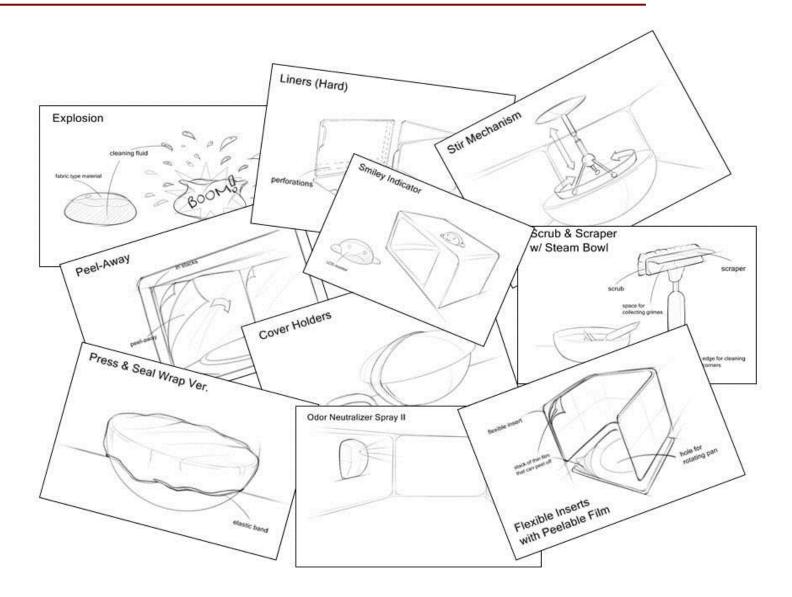
- Playful, open, creative
 - » We are different!





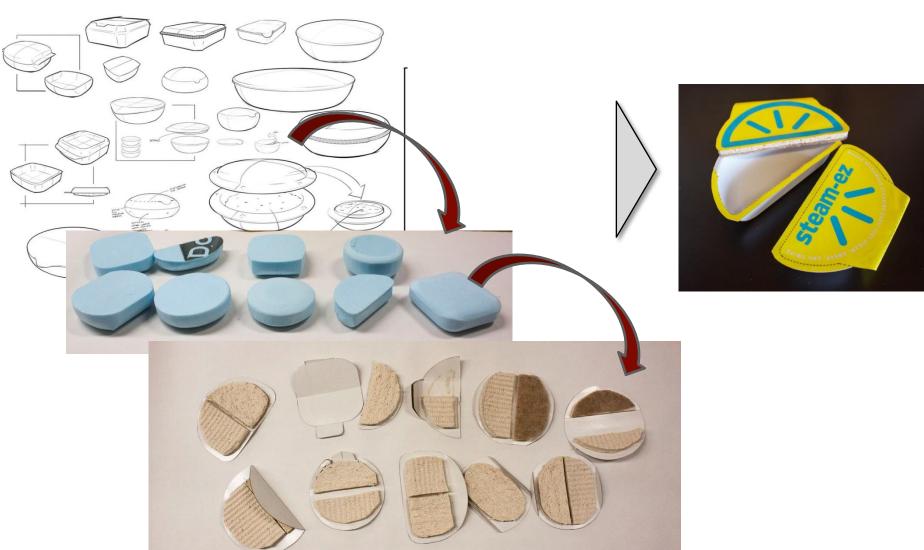


Example: Many Initial Concepts

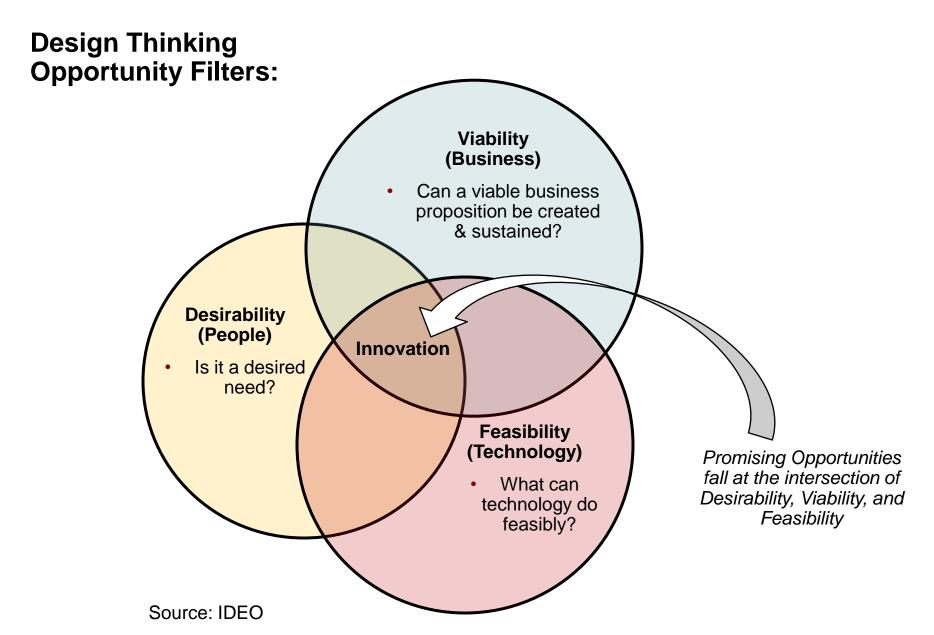




Example: Many Design Iterations

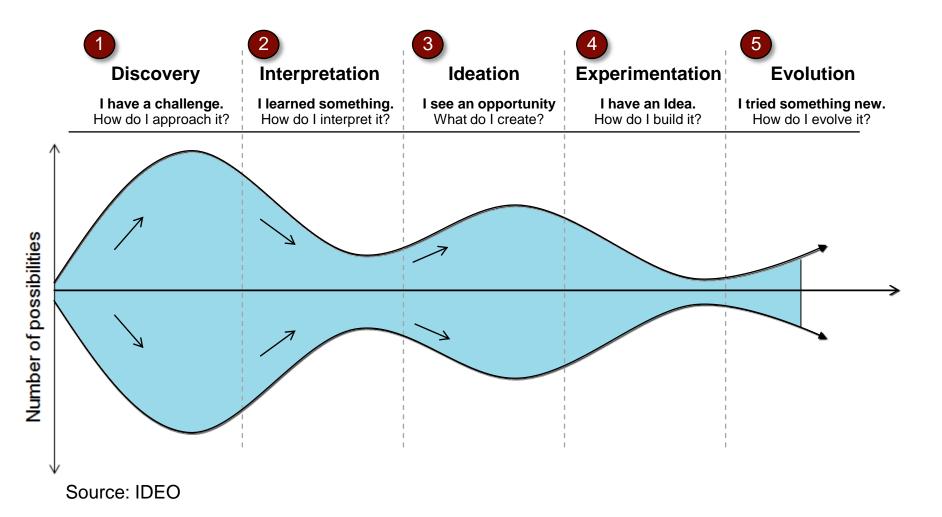






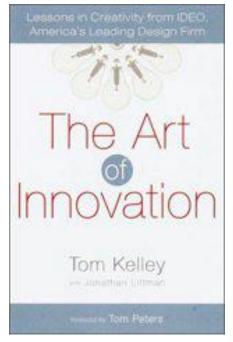


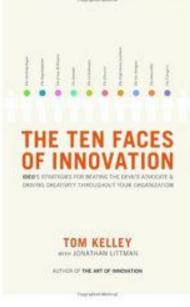
IDEO Design Thinking Process

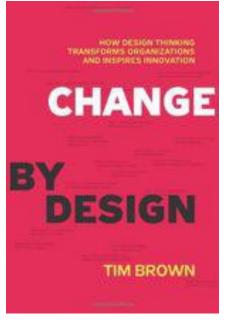


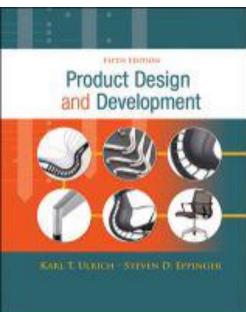


More References









Opportunity Inspiration

Summer 2013

Accelerating Information Technology Innovation









Characteristics of an Opportunity

- **■**Timely
- Solvable
- Important
- Profitable
- In context



Some areas to investigate:

Healthcare

Travel

Banking/Finance /Trading Information/ Directory

Education & Language

Social (Messaging/Phot osharing)

Entertainment (Music/Video)

Fitness

eCommerce

Sports

Games

Program Management

Job Placement/ Freelance

Ticket Sales

Agriculture

Storage/Cloud



Some times just looking at random images can inspire new ideas for new products/apps

Play the next following slides as a slide show

5 seconds per picture



































































