

	1. Opportunity Finding	2. Fact Finding	3. Problem Definition	4. Ideation	5. Evaluation	6. Action Planning	7. Acceptance Finding	8. Execution
<b>Session Planning</b>								
Level of Ambition	x				x			
Clarifying Terms (Is/Is Not)	x	x						
<b>Start-up Exercises</b>								
Success Looks Like Collage	x							
Quotes	x							
Speed Dating		x						
<b>Problem Definition Tools</b>								
Story Spine / Interview Guide		x						
Empathy Map		x						
Why-Why-Why		x	x					
Nine Windows	x	x	x					
Gap Analysis		x	x					
Force Field Analysis		x	x					
Activity Theory		x	x					
Grove History / Context maps		x						
SPOT	x		x					
Role-Play		x			x		x	
Prototype vs. PowerPoint		x						
Functional Analysis		x						
Blue Ocean	x	x						
Show Me the Data		x						
<b>Ideation Tools</b>								
40 TIPS/TRIZ Principles				x				
Innovation by Analogy				x				
Quiet Storming				x				
Brain Walking				x				
Ideality				x				
Assumption Smashing				x				
Morphological Analysis				x				
Random Pictures				x				
Rapid Prototyping				x	x		x	
<b>Action Planning Tools</b>								
Implementation Intention					x	x	x	
Immersive Critical Path Schedule						x		
Displayed Thinking						x	x	
Contract Cards (I need . . . , I will . . . )						x	x	
Learning Plan Templates				x		x		
Potential Problem Analysis						x	x	
GROVE Bold Steps/Gameplan							x	
60 Second Elevator Speech							x	