

## Audience and prerequisite

This program is open to all professionals, whatever position or industry, willing to improve their problem-solving and innovation skills and professional creativity. It doesn't require any specific skill or background.

## **Program Duration:**

14 hours, 8 units: 2 full days or 4 half-days, on site (France and international) or online

## Rate including all taxes:

- 1350€/ participant
- In-house &Tailor-made program: contact us

### **Dates 2024**

14th, 15th March 20th, 21st June

## Accessibility:

Participants with disabilities are more than welcome. Contact us : flammable@flammable.fr

#### Application:

- Until 3 days before the start of the program
- **Deadline for response**: 48H average
- Admission process: interview

# **Grading System, Completion:**

- Interactive quizzes
- **Course Completion Certificate**

#### **Trainer: Lucie Cabourdin**

Lucie Cabourdin worked for 15 years in the audiovisual industry. During her career, she had the opportunity to manage numerous creatives and as Banijay Group's Global Head of Development, to energize the creativity of the world's leading production company. In 2020 she creates Flammable, a consulting firm dedicated to using creativity as a strategic business tool and a lever to foster innovation in any company, from any industry, creative or not.

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#### Contact:

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# PROFESSIONAL CREATIVITY AND AGILITY FOR ALL

## DESCRIPTION

What's the difference between a good and a bad attorney? A good and a bad seller? A good and a very good scientist? Their Creativity. Sometimes considered as a magical skill, or restricted to artistic industries only, creativity is deeply misunderstood. It's a shame, as it's nothing less than a useful resource that anyone can develop. The benefits from cultivating professional creativity are numerous: being creative at work allows to be more agile, efficient, autonomous and is a great source of happiness at work. This program will guide you through the mysteries of this unknown skill and help you grow it in order to become a happy and resourceful creative problem-solver.

## **LEARNING GOALS**

- To become creative every day at work and use creativity in one's daily professional tasks
- To solve problems more easily, to become more agile and autonomous
- To become a happy creative problemsolver
- appropriate Tο find solutions depending on one's (originality, and goals simplicity, strategy efficiency...)
- To be constructive in a team environment and use creative thinking to collaborate with others
- To evaluate, select ideas and projects (their own and others') rationally
- To move into action while anticipating risks
- To master some creative problem solving tools, strate techniques and our proprietary creativity tool D.I.S.R.U.P.T.T.®

## DETAILED PROGRAM

#### **DAY 1 - MORNING**

UNIT 1: UNDERSTANDING PROFESSIONAL CREATIVITY (1H30)

What exactly Creativity? How does it work? To open up this session, discover inherent deep mechanisms that lie beneath the emergence creativity neurosciences, sciences, psychology, history will help us understand its prerequisites benefits.

DAY 1 - AFTERNOON

#### UNIT 3 : CONDITIONING ONESELF AND OTHERS FOR CREATIVITY (1H30)

Environmental factors are also tremendously important to creative thinking and creative problem solving. Here are several tricks coming from different industries professionals to create the ideal conditions to help you or your colleagues come up with original solutions.

#### **UNIT 2: NURTURING THE** RIGHT CREATIVE CULTURE AND MINDSET (2H)

Being a creative problem solver at work isn't a gift, but a skill that you can cultivate and nurture. You can considerably enhance your creative potential by adopting the right mindset that will grow intrinsic motivation perseverance, the two key underlying secrets creative thinking.

**UNIT 4: UNLEASHING TEAM CREATIVITY (2H)** 

When it comes to being creative at work, the team is either your best friend or vour worst enemy. Collectively solving problem can be a choice, obligation or necessity. Whatever your context, it requires to be organized and to respect some key rules to manage to leverage the true creative potential of the team.

#### DAY 2 - MORNING

**UNIT 5: IDEAS EVALUATION AND** SELECTION (1H30)

When we evaluate and select ideas or projects (ours or others'), we may suffer from cognitive biases than will influence our decisions. It's a pity, as ideas evaluation selection are probably the most important steps of the process. Let's consider using other criteria than the ones you're used to.

UNIT 6 · MOVING INTO ACTION AND RISK MANAGEMENT (1H30)

Being creative often means implementing something new, which is often linked to risk-taking. Risks can delay action, but you need to move into action to effectively solve your problem. We will tell you how you can mitigate risks and thus make a first step towards your problem's resolution.

#### **DAY 2 - AFTERNOON**

UNIT 7 : CREATIVE PROBLEM-SOLVING STRATEGIES AND TOOLS (2H)

Discover different tools and strategies fostering creative problem-solving. Through several concrete case studies, we will explore these techniques target specific applications.

## **UNIT 8: A CREATIVE** FRAMEWORK: D.I.S.R.U.P.T.T.® (2H)

Depending on brainstorming context, might not be an ideal tool when it comes to finding original solutions to a problem. We developed another ideation methodology, a licensed framework that you or your employees can use alone with others D.I.S.R.U.P.T.T.®.