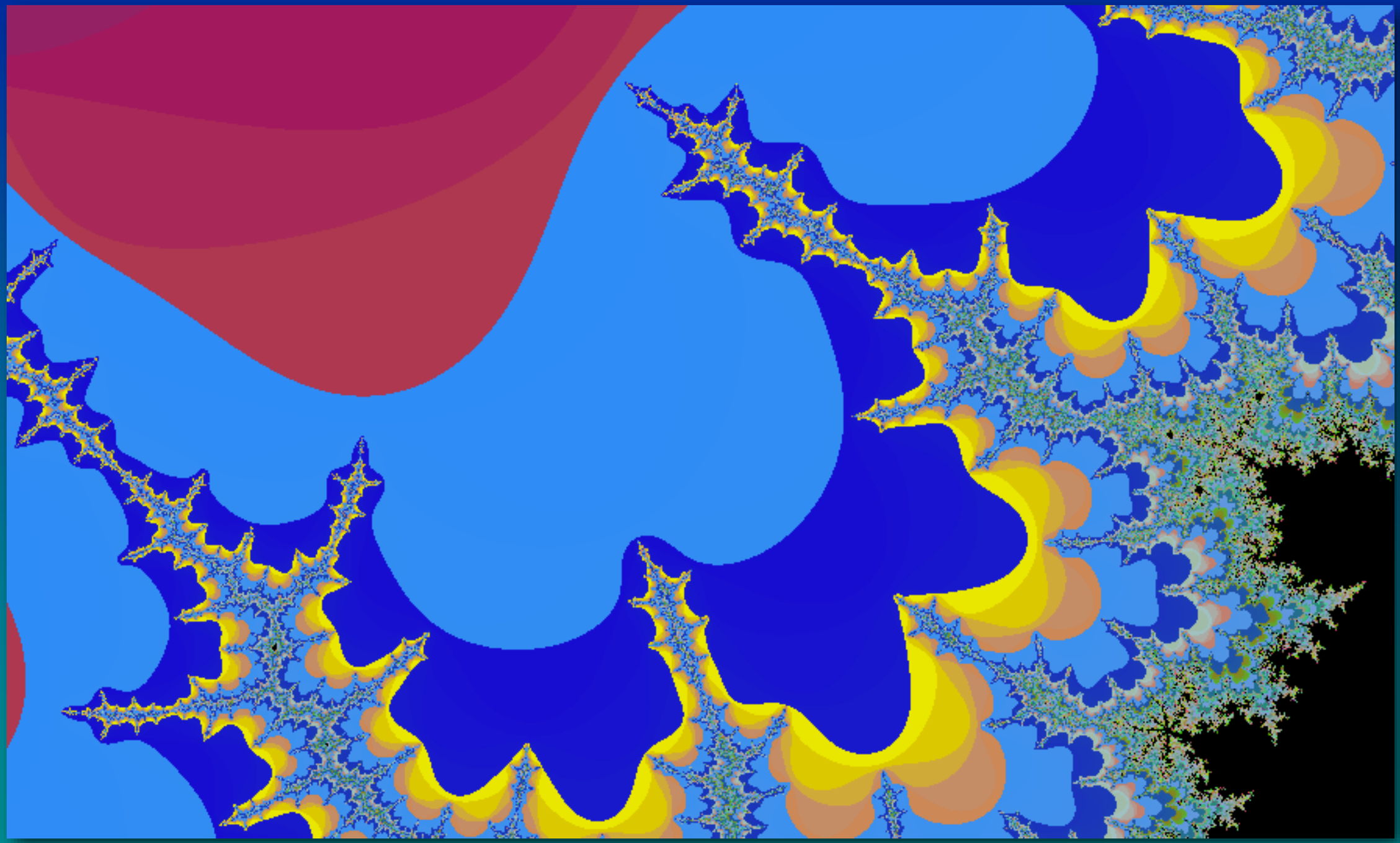
Innovation by Design
Leadership for Agility
2016 NIC Virtual Conference

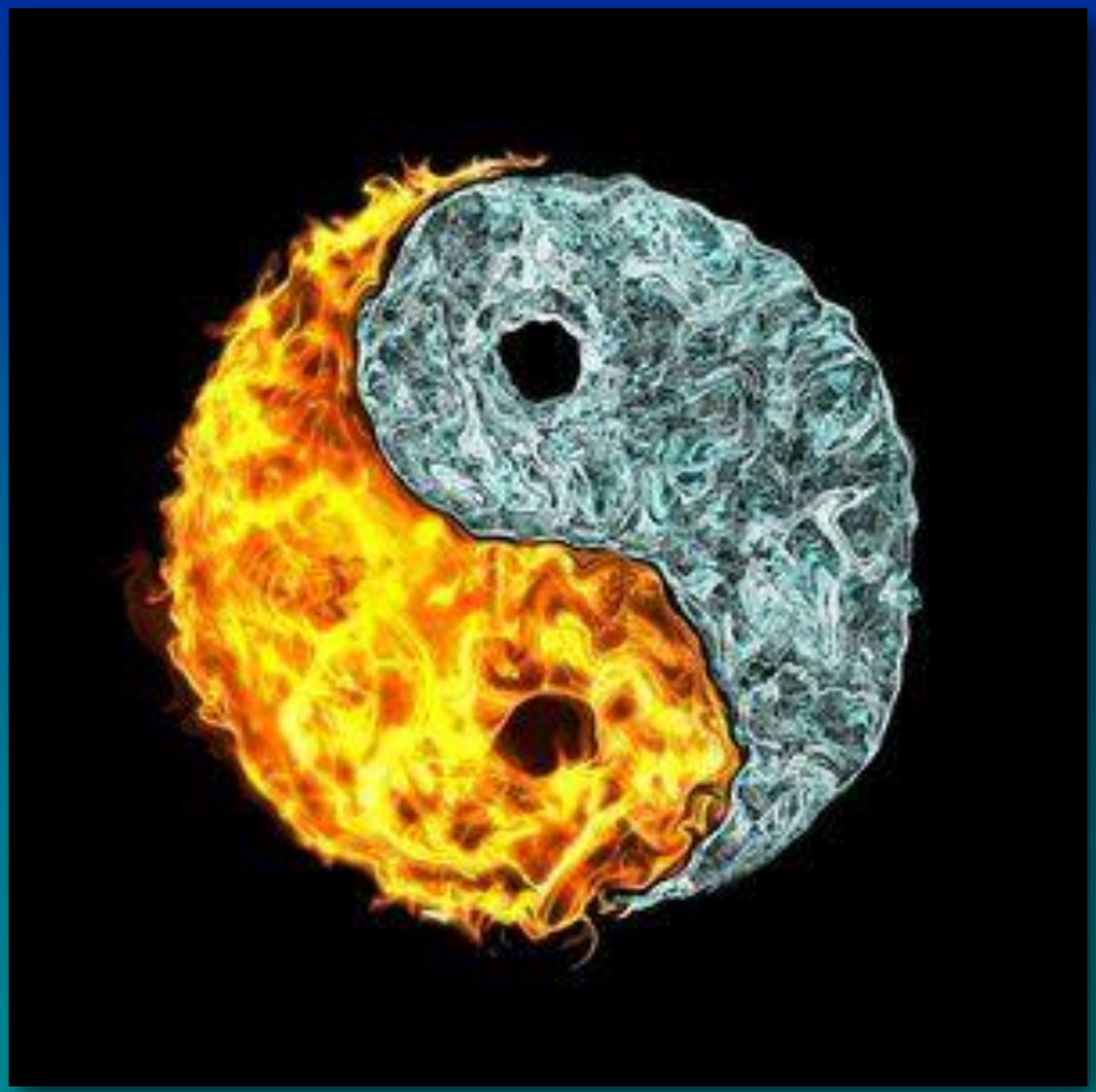
Clark N. Quinn, Ph.D.

QUINNOVATION

@quinnovator

Internet Time Alliance





Organizational Learning

Mobile

Innovation

Learning System Architectures

Learning Architectures

Learning Technology Strategy

Organization Performance

Technology Affordances

Adaptive Systems

Social/ Informal

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Content Models

Games, Sims, & Virtual Worlds

Learning

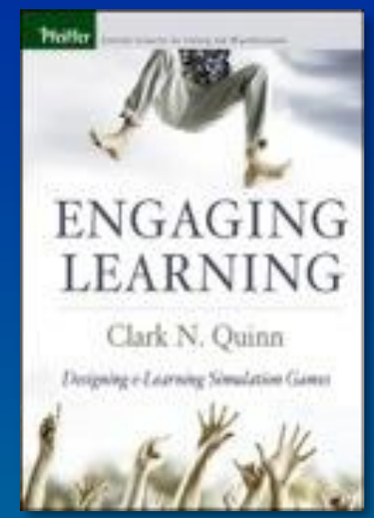
Cognitive Science

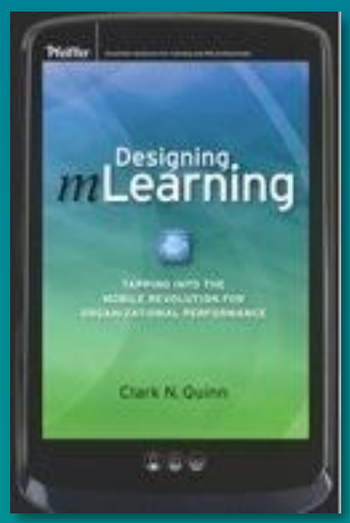
Design

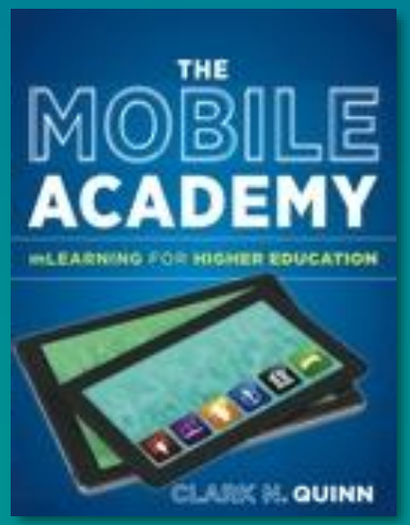
Meta-Learning

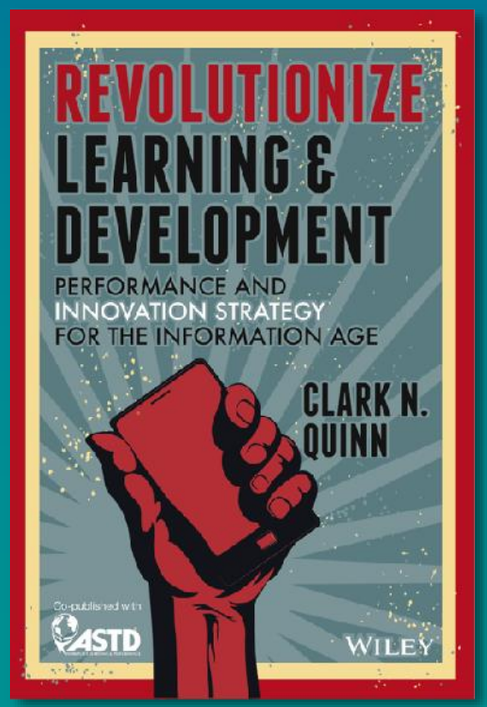
Performance Support

User Experience





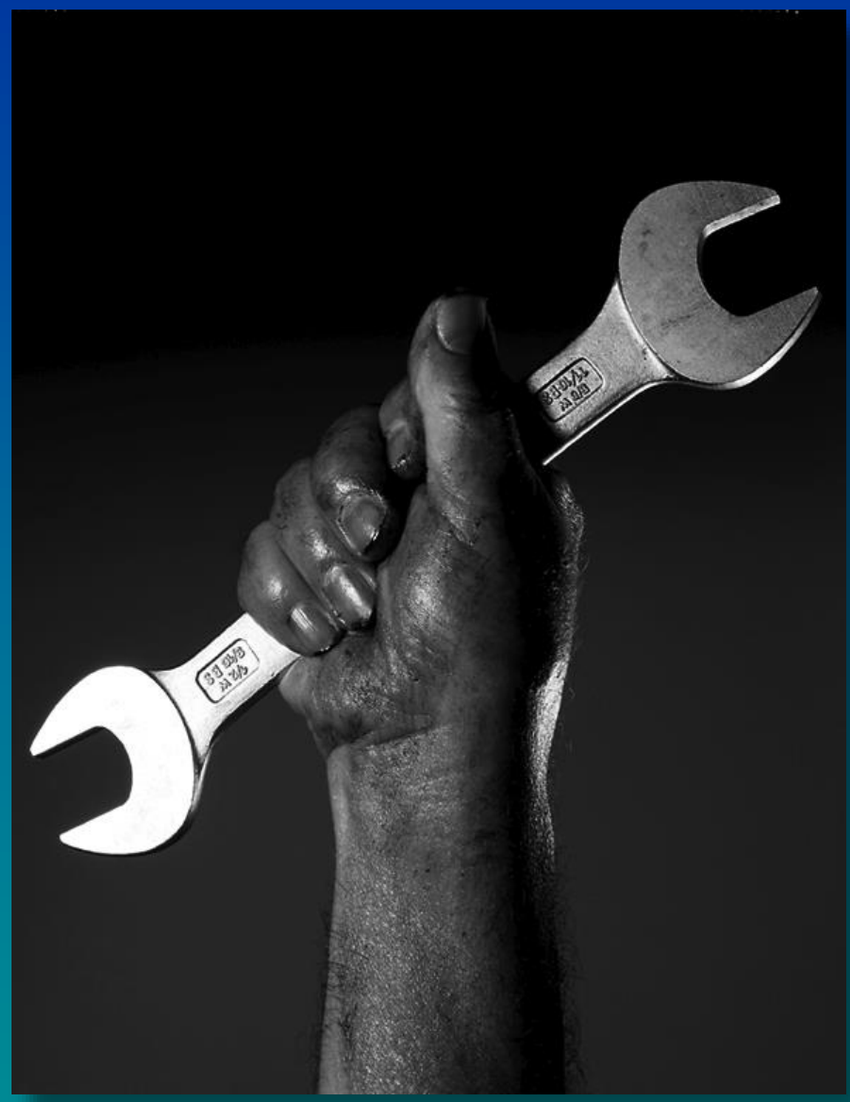


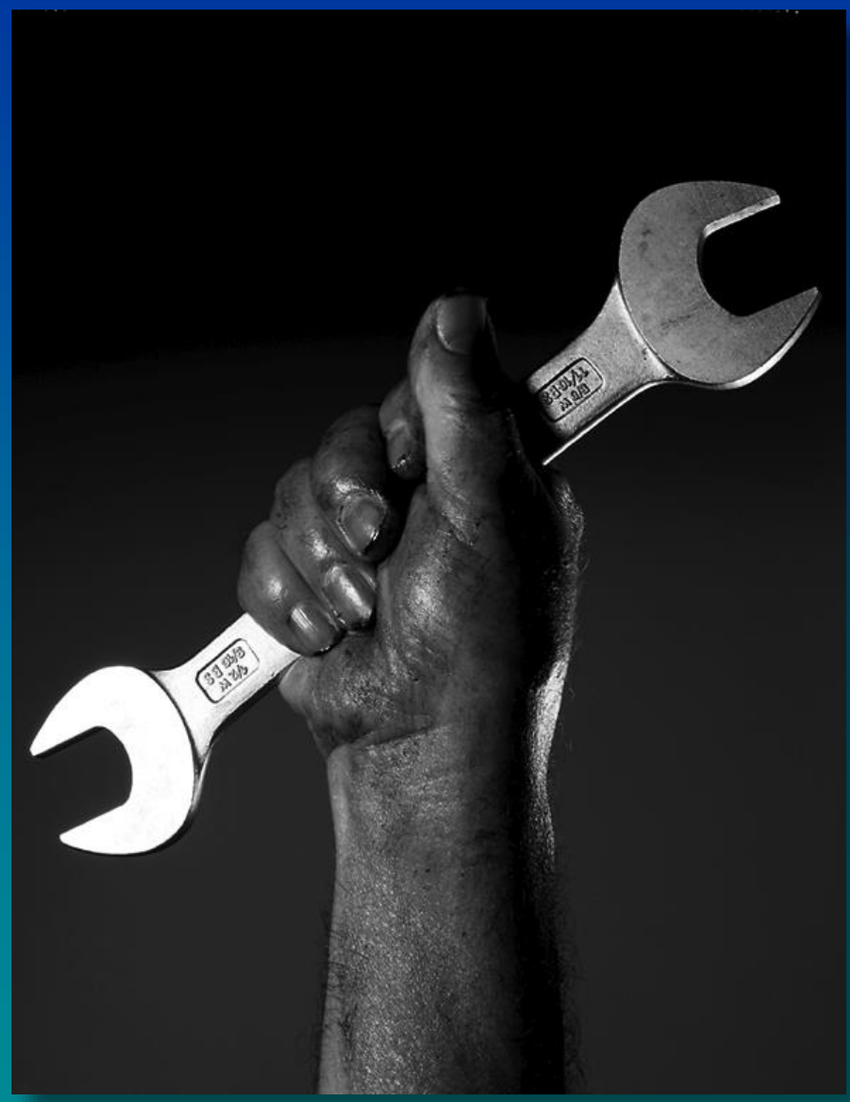


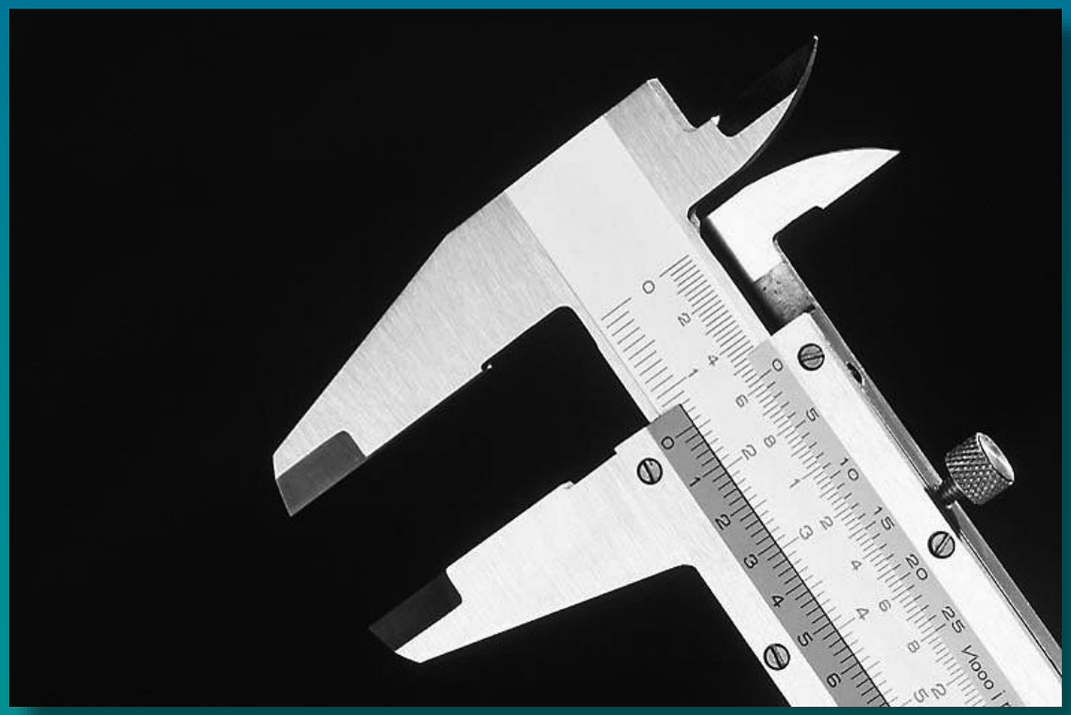
learned helpl
acterized by a se
traumatic event or
learning ● n. kno
perience or study
learning curve

Are you (+) learning faster than change is happening?

What is innovation?





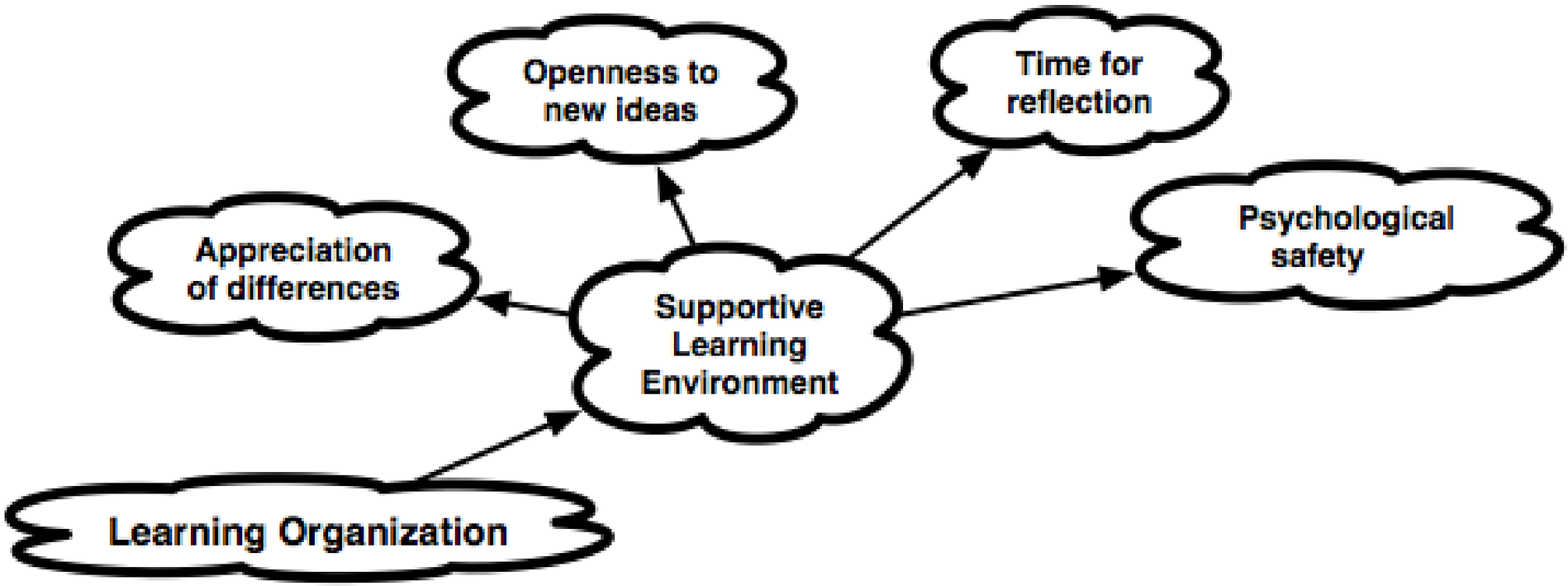


What does innovation take?

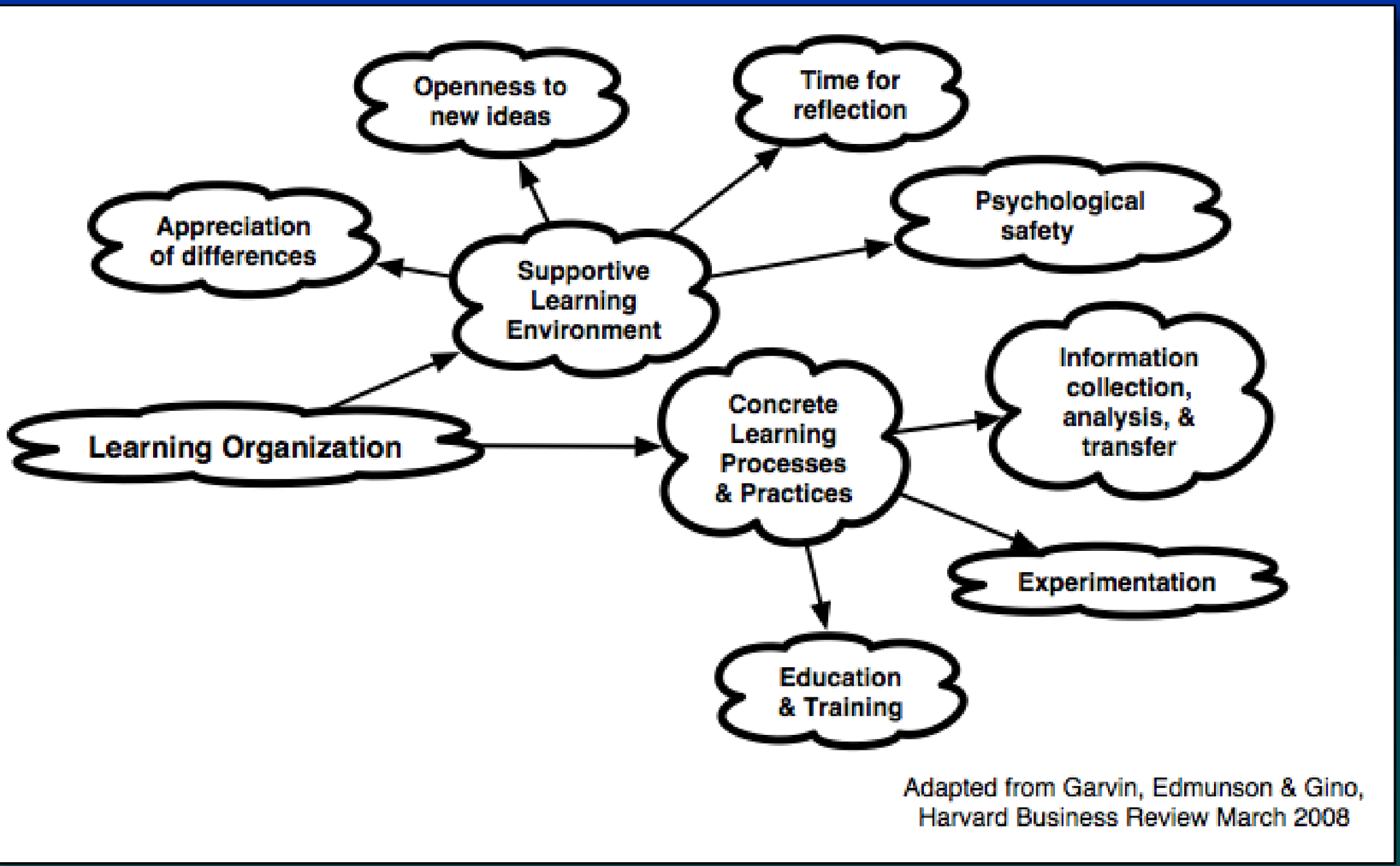
Internet Time Alliance

DO NOT
ENTER
WRONG
WAY

TO WEIGH 24 STONES BY 1lb. DIVISIO
kg
STONES
STONE
LB



Adapted from Garvin, Edmunson & Gino,
Harvard Business Review March 2008



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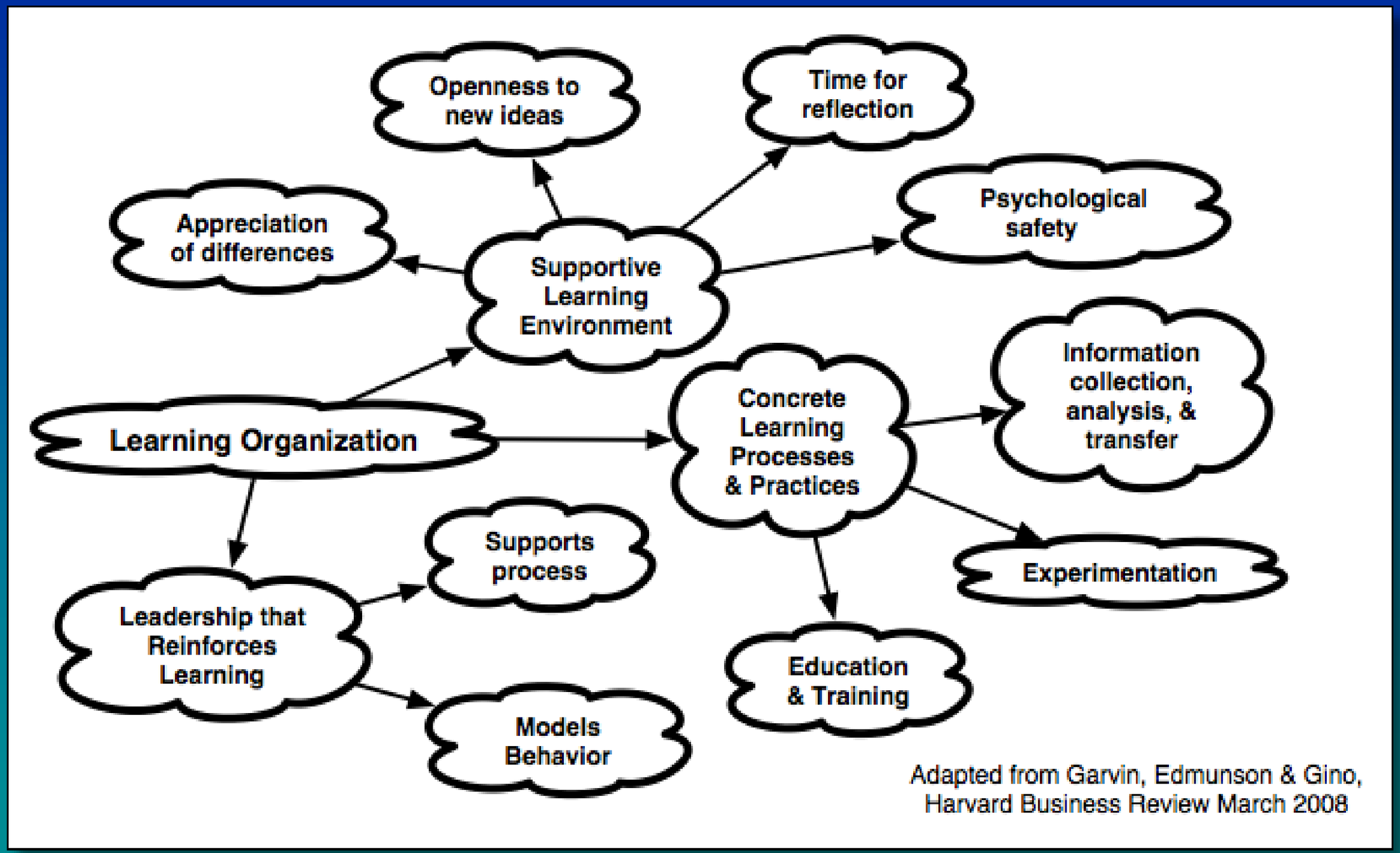

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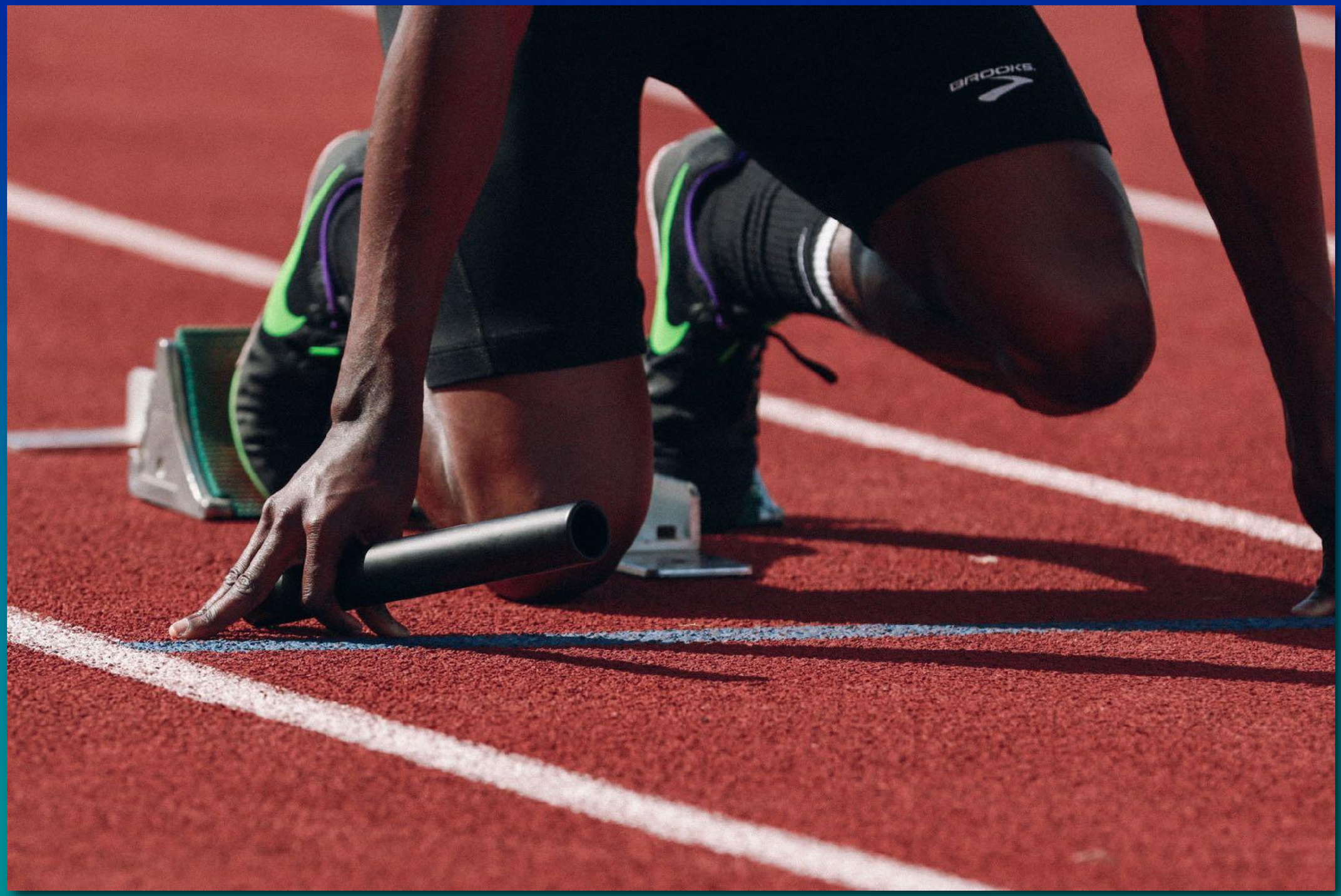
How do you get there?

MIN
MAX
10
20
50
100
200
500

PINT
CUP


BROOKS

Thanks!

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