

Example 1 Day Agenda for Creativity & Innovation Hackathon/Workshop (150 people) – designed and hosted by Dr Mark Batey

Time	Activity	Objective
0900 - 0910	- Introduction from the Team	Frame the day
0910 - 0930	- Today's challenge in context <ul style="list-style-type: none"> - 2 sponsors from the business share recent innovation successes and explain strategic relevance of the day - Meet the Experts (who are on hand for the day to help) - Handover to Dr Mark Batey 	Reinforce the need to keep creating and innovating Support for the day introduced
0930 - 1030	- Dr Batey's 5 key principles for creativity and innovation - The principles brought to life – Dr Batey's short case studies	Simple framework to guide the day
1030 -1045	- Icebreaker – group members interview and introduce one another w. emphasis on diversity - Pre-Trained Facilitators* quick introduction to Ground Rules for working together	Build team dynamics Highlight diversity Give facilitators control Encourage behaviours that support chain reactions
1045 -1100	- Facilitators introduce the Innovation Challenges - Teams agree their own focus	Learning creative problem-solving skills and behaviours by doing – Reframing challenges
1100 -1115	- Break	Incubation
1115 -1145	- Facilitators lead their teams through Kipling Method - Teams distill and agree key “answers” to the Kipling questions	Learning creative problem-solving skills and behaviours by doing – Accumulating Insight
1145 -1230	- Facilitators lead their teams through Picture Storming and a quick Dot Vote	Learning by doing – generating the “Big Idea”
1230 -1315	- Lunch	Incubation
1315 -1420	- Facilitators lead their teams through Attribute Listing and Dot Voting	Learning by doing – generating refinements on the “Big Idea”
1420 -1450	- Teams produce short presentations - With refreshments available throughout	Capturing the key elements of solutions
1450 -1605	- Sharing of presentations – Experts provide feedback - Each of the teams presents for 5 mins + Q&A <ul style="list-style-type: none"> - The Big Idea + Initial outline plan 	Learning by doing – Presenting creative concepts
1605 -1635	- Teams reconvene to work up the idea post-Q&A <ul style="list-style-type: none"> - The details and execution + Next actions - Teams refine their solutions and produce outline action plan to feed into business action plans. 	Learning by doing – Evaluating, capturing momentum and planning for action
1635 -1645	- Dr Mark Batey summary and Q&A - Close	Reinforce key themes Build positivity Point toward actions and process

* Facilitators from the business can be trained the afternoon before the event