



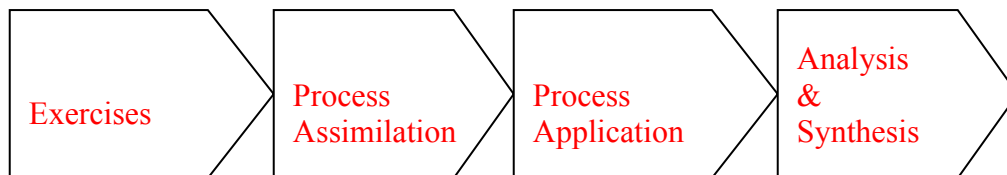
Workshop Proposal: Creative decision making

1. Objectives:

- 1.1 To catalyze an understanding of the power and impact of creative decision making.
- 1.2 To enable the participants to distinguish between rational and creative decision making.
- 1.3 To identify and assimilate the competencies of creative decision making.
- 1.4 To trigger self-analysis among participants regarding their competency of creative decision making.
- 1.5 To map the creative decision making process.
- 1.6 To assimilate and apply the skills of divergent thinking and convergent thinking.
- 1.7 To apply the creative decision making process to KRAs of different functional domains.
- 1.8 To catalyze experiential learning and action planning regarding, "Creative decision making".



2. Workshop Process:



3. Workshop Contents:

3.1 Relevance of creative decision making.

- Case studies regarding creative decision making and its impact.

3.2 Rational decision making:

- .Process of rational decision making.
- Inadequacies of rational decision making.

3.3 Creative decision making:

- Creative decision making process.
- How creative decision making reduces the inadequacies of the rational decision making process.
- Link of creative decision making to growth.

3.4 Competencies for creative decision making:

- New mental pattern creation.
- Information acquisition.
- Judging value.

3.5 Self-analysis and introspection:

- Psychometric testing for determining preferred decision making style.
- Impact analysis of decision making style.

3.6 Creative decision making regarding, " technology".

- Tools for taking decisions regarding , "Preferred technology"

3.7 Creative decision making regarding , "Strategy".

- Skill for designing a strategy which balances creativity and continuity.

3.8 Creative decision making regarding, "Product/Service"

- Tools for designing new product/service features.

3.9 Creative decision making regarding, "Complex problems":

- Mapping the dynamics underlying complex problems.
- Evolving a creative strategy for solving the problem.

3.10 Experiential learning regarding, "Creative decision making"

- Application of appreciative inquiry to , "Creative decision making".
- Identifying the success pattern underlying creative decision making.
- Formulating a vision and strategy for creative decision making.

4. Workshop Duration: 3 days.

5. Deliverables:

- Competency of creative decision making in one's domain of work.
- Creative decisions in the domains of:
 - Technology
 - Strategy
 - Complex problems currently being faced.
 - Product/service features.
 - Key Result Areas