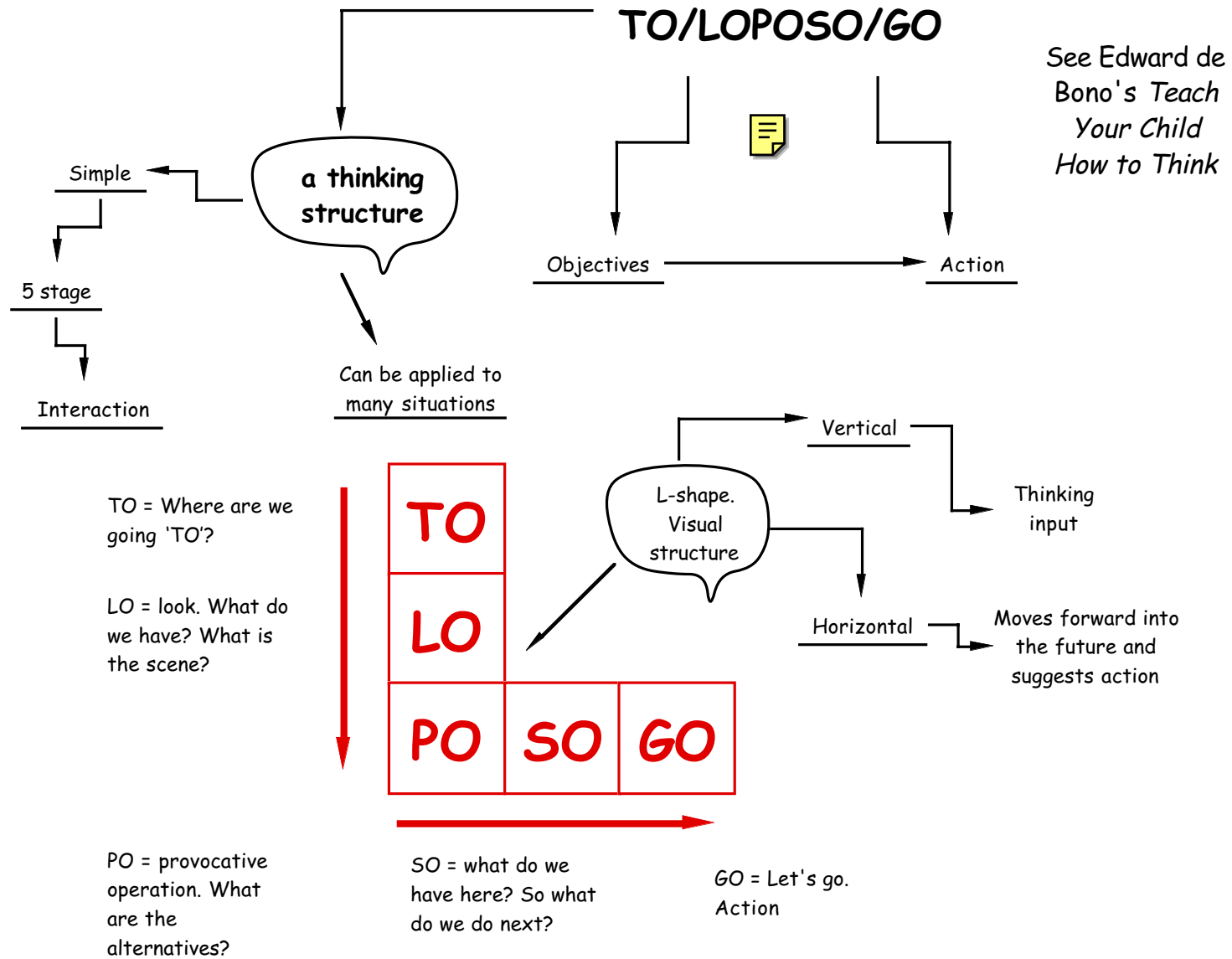


Double click note to expand



The Next Society

Introduction

- ❑ Very simple five stage general-purpose thinking structure
- ❑ Can be applied to most thinking situations
- ❑ Syllables
 - ▲ Each of the five steps in the structure is represented by a syllable
 - ▲ All five syllables have a consonant followed by 'O'
 - ▲ This is so the structure is easy to remember
- ❑ Visual framework
 - ▲ Basic structure (L-shape)
 - ▲ Puts the stages in order
 - ▲ Provides a visual reminder

Visual structure

- ☐ Basic structure (L-shape)
- ☐ Vertical limb represents the input into the thinking
 - ▲ what we have before us
 - ⇒ objective
 - ⇒ information
 - ⇒ possibilities
- ☐ Horizontal limb moves forward into the future and suggests action
 - ▲ from possibilities to decision and then to action
- ☐ The corner position where the vertical changes to the horizontal limb is 'PO' and the generation of possible alternatives
- ☐ Input funnel leads into the the 'PO' stage of possibilities
- ☐ From the PO stage an output funnel leads out to the world
- ☐ The two slashes in TO/LOPSOS/GO
 - ▲ Are there in order
 - ⇒ to make it more pronounceable and
 - ⇒ to suggest that there is ...
 - ⇒ to separate

Interaction

- ☐ Each stage is separate
- ☐ Should be kept separate
 - ▲ Or they lose their organizing value
- ☐ In practice
 - ▲ There is an interaction between 'LO' and 'TO'
 - ⇒ Because in collecting information you always need to refer back to the objectives of the thinking
 - ⇒ This is what determines the relevance of the information
 - ▲ The generation of alternatives in 'PO' is based on what is available in 'LO'
 - ▲ Choice in the 'SO' stage may need to refer back to the objectives 'TO' and also to 'LO' (for example, in seeing who is involved)

TO:

☐ Explanation

- ▲ Where are we going 'TO'?
- ▲ 'TO'wards what are we going?
- ▲ What is the objective?
- ▲ What is the destination?
- ▲ What do we want to end up with?
- ▲ What is the focus?
- ▲ Problem definition and alternative problem definitions
- ▲ Use of the tool AGO to define objectives
- ▲ Use of the blue hat to define where we want to go

☐ Instructions & output

- ▲ Need to define very clearly what we are trying to do
 - ⇒ Not enough to have a vague and general idea
 - ⇒ Must be spelled out precisely
- ▲ Don't rush
- ▲ End this stage with a clear statement

☐ Examples

- ▲ The purpose of our thinking is to ...
 - ⇒ Find a better way of handling garbage
 - ⇒ Come up with an agreement regarding your contribution to the housework
 - ⇒ Decide to which of these two people we should offer the job

LO:

☐ Explanation

- ▲ Word 'LO' comes from the old English word 'to look'
 - ⇒ 'lo and behold'
 - ☐ 'look at this'
- ▲ What have we here?
- ▲ What is the scene?
- ▲ What information do we have?
- ▲ What information do we not have?
- ▲ White hat thinking
- ▲ Use of CAF
- ▲ Use of OPV
- ▲ What is the context of the thinking?
- ▲ What are the attitudes involved?
- ▲ Who is doing the thinking?
- ▲ What is the terrain?
- ▲ More explanation

☐ Output

- ▲ At the end of this stage
 - ⇒ We want to have collected all the information we need
 - ⇒ We want a good map of the scene
- ▲ Think of an explorer who is given the task of mapping out a new country

PO:

☐ Explanation

- ▲ This is the 'PO' syllable that I invented to signal provocation in lateral thinking
- ▲ Here the use is similar but broader
- ▲ Here under 'PO' we put forward possible ideas as well as provocations
- ▲ Specific ...
- ▲ What comes up under 'PO' will depend somewhat on the nature of the thinking needs
- ▲ This 'PO' stage is the stage of green hat thinking
- ▲ At this point we do not decide between the alternatives put forward

☐ Examples

- ▲ At this point we have ...
 - ⇒ Four possible explanations of why the plane crashed
 - ⇒ These three alternative solutions to the problem of future water supplies
 - ⇒ Four alternative suggestions as to where we can hold the party
 - ⇒ Two alternative things that I would like for my birthday

- ☐ All the alternatives should be put forward
- ☐ There should be no preselection at this stage
- ☐ But you may group the alternatives to indicate the most feasible

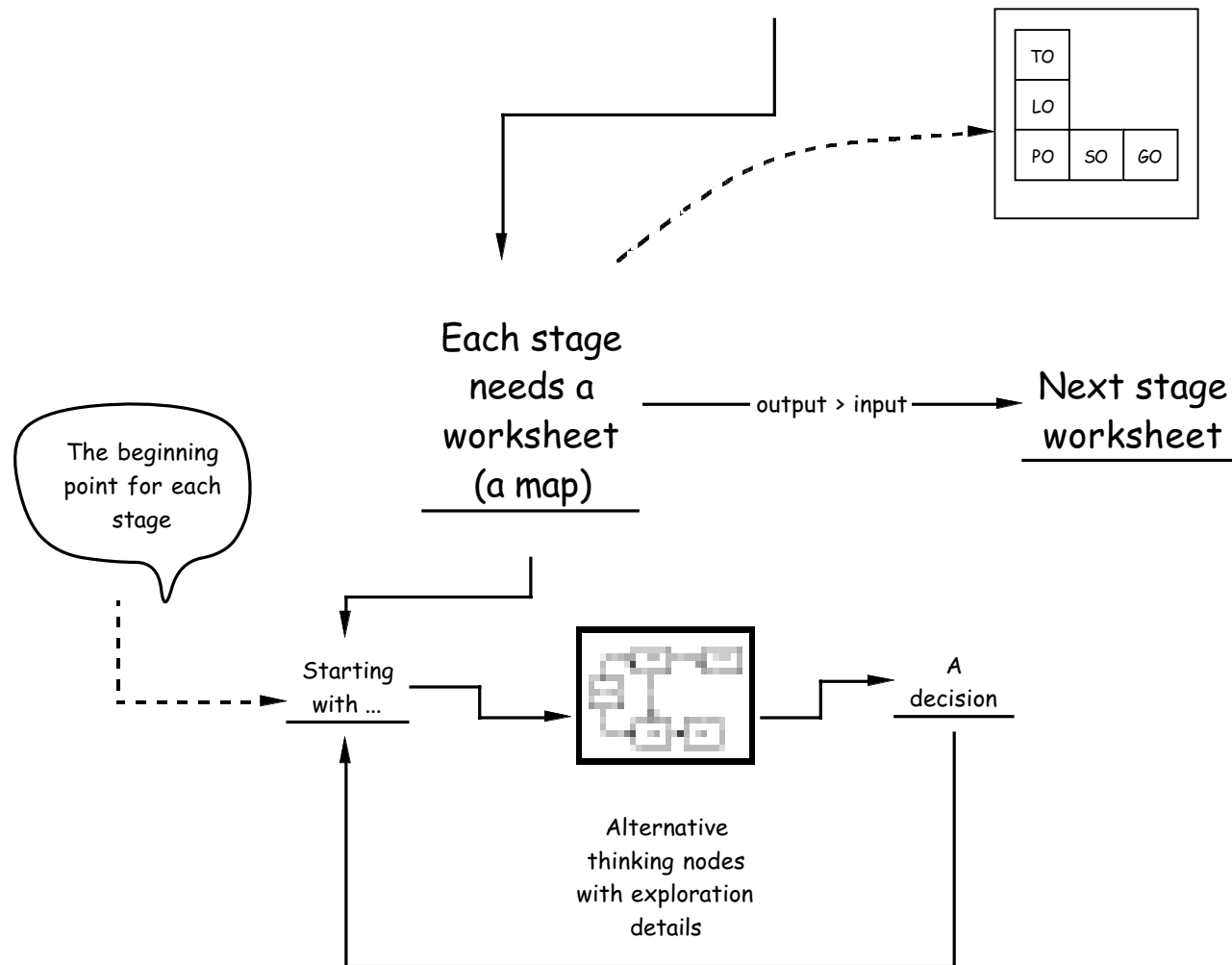
SO:

- ☐ This is the ordinary language word 'SO' which is use in one of its meanings
 - ▲ 'SO' what does this amount to?
 - ▲ 'SO' what do we have here?
 - ▲ 'SO' what do we do next?
- ☐ This is the stage of choice between possible alternatives
- ☐ The input stage to the 'SO' stage is a number of alternatives
- ☐ The output from this stage is a choice, decision, or conclusion
 - ▲ In cases where a single conclusion, decision, or choice is not possible the outcome has to be defined very carefully
 - ▲ At the end of the 'SO' stage there must always be a clearly defined outcome
- ☐ Examples ...
- ☐ Anyone who is not happy with the definition of the outcome at the end of the 'SO' stage is entitled to put on a blue hat and to say that he or she is not satisfied and that a further attempt should be made to define the outcome
- ☐ In cases where action is needed (as with a doctor) it may not be possible to wait until there is more information
 - ▲ The best possible decision under the circumstances is the one that is used

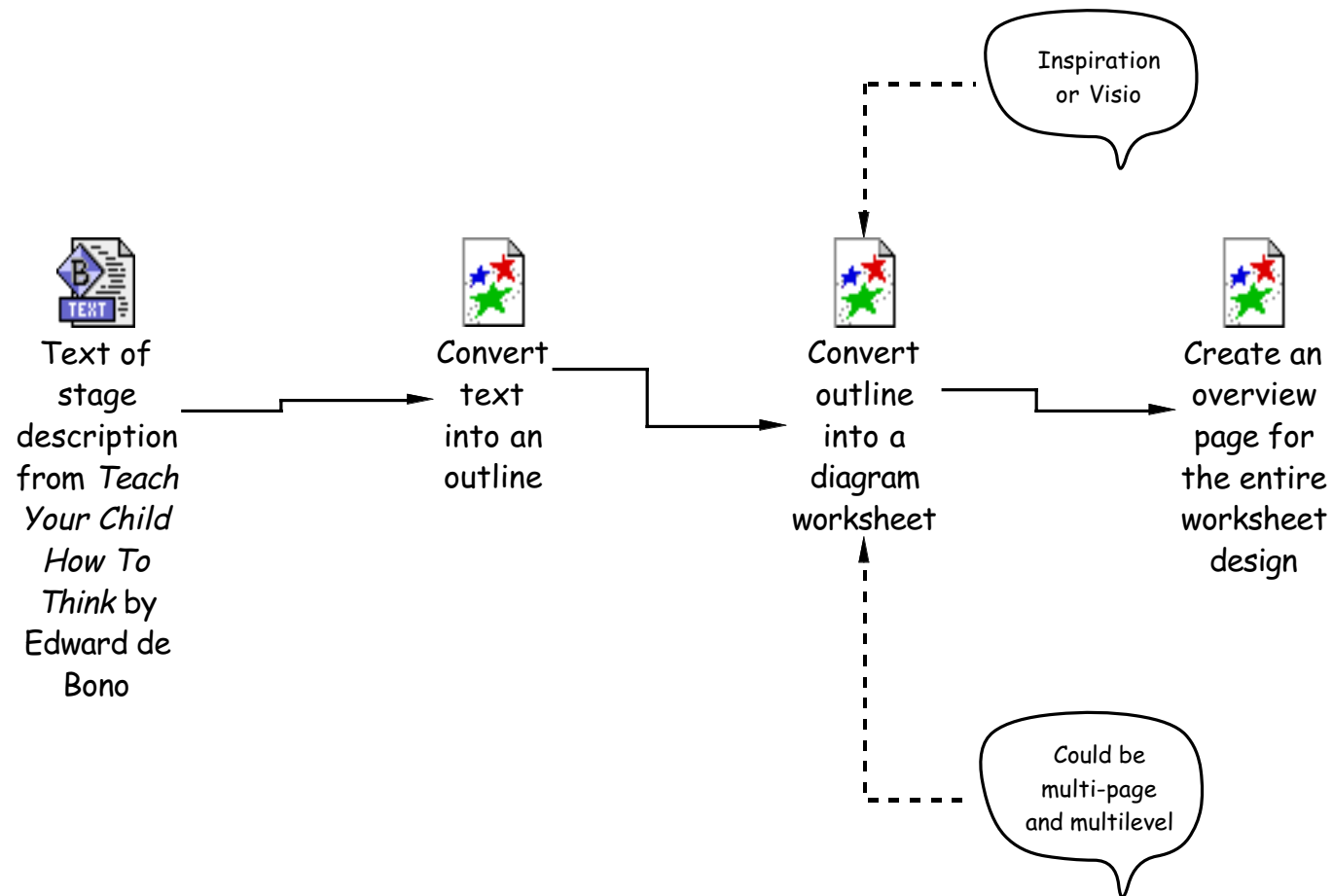
GO:

- ☐ This is the normal use of the word 'GO' and it implies action
 - ▲ Lets 'GO'
 - ▲ 'GO' forward into action
 - ▲ Where do we 'GO' from here?
- ☐ If there is no decision, choice or conclusion at the end of the 'SO' stage, then the 'GO' stage defines the action steps that must now be taken
 - ▲ This may involve ...
- ☐ Questions
 - ▲ What is the plan of action?
 - ▲ How do we implement this?
 - ▲ What practical steps do we take?
 - ▲ How do we put this into effect?
 - ▲ How do we monitor progress?
 - ▲ What is the fall-back position?
- ☐ The output of the 'GO' stage is always action.
 - ▲ A definite output
 - ▲ There must be a direction
 - ▲ 'Doing nothing' is acceptable if this is actually a positive action
- ☐ Examples ...
- ☐ If at this stage someone is not happy that there is an actual 'action' outcome
 - ▲ that person can put on the blue hat to ask: 'What is the actual outcome here?'
 - ▲ The 'GO' stage must have an action outcome

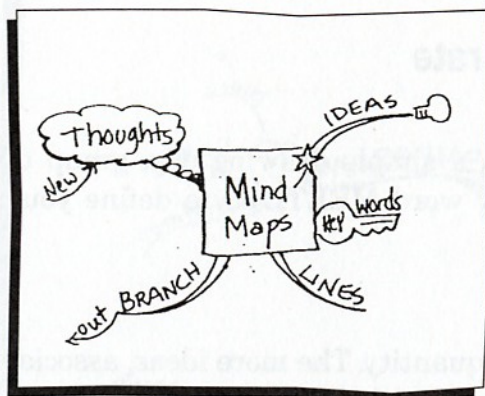
TO/LOPOSO/GO work flow



TO/LOPOSO/GO work sheet development

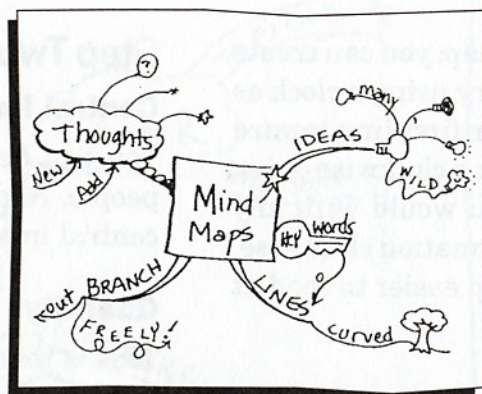


Phases of the Creative Process Applied to Mind Mapping



GENERATE

Draw a central image and add main key words and symbols.



ASSOCIATE FREELY!

Branch out with more ideas and connections. Don't judge your ideas during this phase.



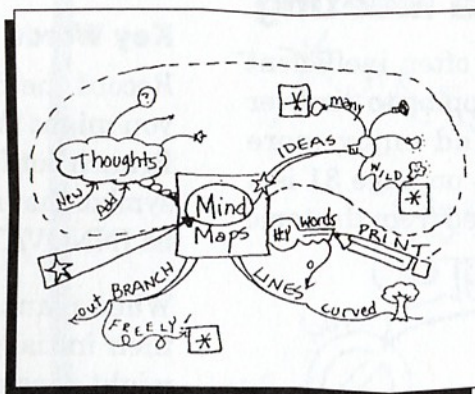
REVIEW

Review the map as a whole, adding new ideas as they occur to you.



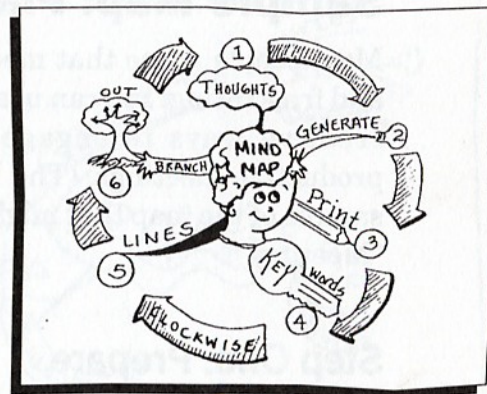
INCUBATE

Take a break from the task... then return with a fresh perspective.



ORGANIZE

Prioritize and highlight important points. Group related ideas with symbols, arrows, and lassos.



NEW MAP!

Redraw newly organized Mind Map in clockwise sequence.

Visual maps can take many forms. Design your map to reflect your topic. Be creative!

