

# **HXNY Cultural class: Innovation and Leadership**

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Purpose: This class explores diverse aspects of innovation and leadership qualities needed for success, in career and personal life.

## **Course lesson plans**

### **Lesson 1. Introduction: Who, What, Why**

- Who: get to know the students via a fun 5-question game
- Overview: What is the course about? What are the topics in lesson plan
- How will the course be conducted: 30min lesson, 30min activities and interaction.
- Why: solution of world problems is innovation and leadership.

## **Part A: Exploration of innovation**

### **Lesson 2: Product**

- world of science and technology, gadgets
- Basic scientific research for novel materials, technological capabilities.
- Applications: Websites that show the innovative technologies, gizmag, redferret, etc.

### **Lesson 3: Process and organization**

- Ford's streamline, Walmart's distribution, Dell's process
- Social networks, how people collaborate in Web 2.0
- World-changing ideas
- Environmental impact, sustainability, future of the world
- Innovation sites, how can HXNY make a difference in Westchester and make the Chinese community outstanding in society

### **Lesson 4: Inspirations**

- TED examples and discussion
- Inspire students to want to make a difference

## **Part B: Strategies in creative innovation**

This part follows part of the book “Why Not?” and explores various categories of ideas for innovative and creative ideas. After describing the methods, we will have practical exercise to explore ideas hands-on

### **Lesson 5: relaxing constraint**

- What if cost or other parameter is no object? Does solution exist? What other problems would arise?

### **Lesson 6: align interests of all parties**

- Problems that can be solved when everyone is motivated
- How to solve the Tragedy of the Commons and other externalities

### **Lesson 7: solutions generalize to other problems**

- Where else would it work? Idea arbitrage

### **Lesson 8: symmetry**

- Would flipping it work? The surprises.

## **Part C: Tactics in implementation**

This part deals with the social and psychological aspects of getting things done, including persuading others, inspire trend and followers, motivate self, energize team, etc.

### **Lesson 9: Know yourself and others**

- Personality, 4MAT learning style, parts of a perfect team

### **Lesson10: Leadership qualities**

- Leader vs Manager (from One Thing you need to know)
- Toughness, Risk taking

### **Lesson11: Persuasion**

- Emotional IQ

- Personal attraction, Interaction with others

## **Lesson12: Marketing**

- Public Speech
- Seth Godin's models: idea virus, tribe,

## **Lesson13/14: Coopetition**

- Competition and Conflict: Art of War (Diversity of tactics)
- Cooperation a la Axelrod (Tit for Tat, stable strategies)
- Coopetition model

## **Part 4: Purpose, Vision, Passion**

### **Lesson 15: Sources of Inspiration**

- The goal is never about the money.
- Clarification of Adam Smith's assumptions
- Passion comes from vision and conviction to make a difference.
- A life of faith

### **Lesson 16: Designful Living**

- What is the meaning, purpose, and role of your life?
- Knowledge as models to compress facts from the world
- Wisdom as patterns (in the design sense)
- World as complex; thus require many dimensions of experiences
- Share some personal answers.