Hi!

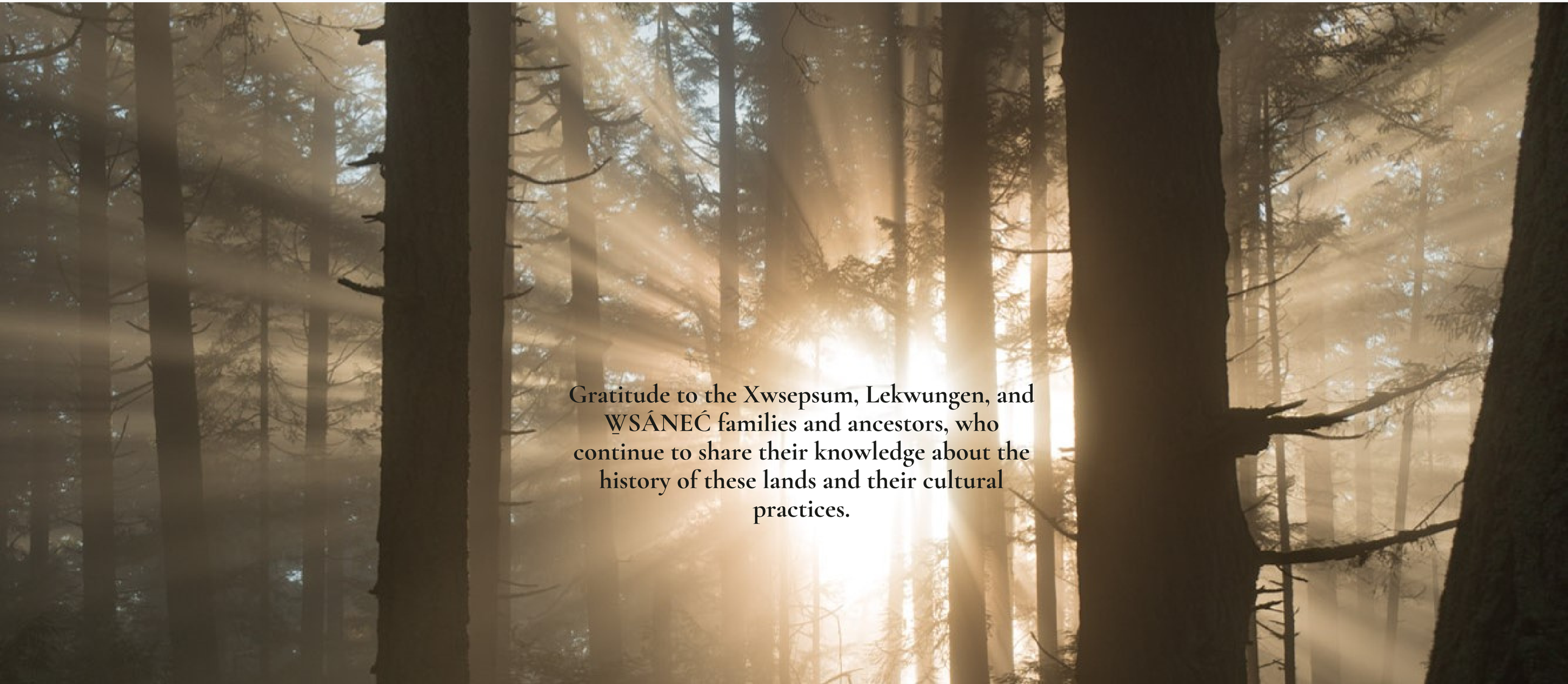
I

Welcome!

Creative Destruction for Libraries

SARAH COOK | VILSC 2021

Territorial acknowledgement



Gratitude to the Xwsepsum, Lekwungen, and W̱SÁNEĆ families and ancestors, who continue to share their knowledge about the history of these lands and their cultural practices.

III

Agenda

Shared terms of engagement

Warm-up

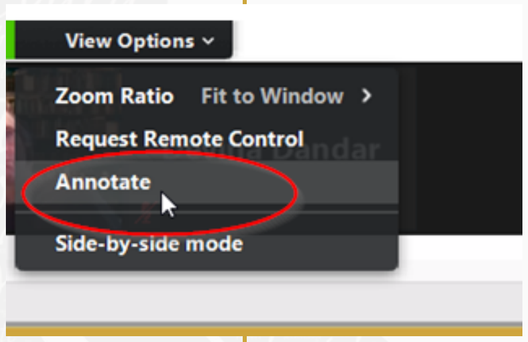
Scrumblr

Creative destruction (TRIZ)

IV

Safe space for creativity

What does a safe space mean to you?
Please use the chat or the annotate text tool.



"There is always a light, if only we're brave enough to see it. If only we're brave enough to be it." - Amanda Gorman

BACKGROUND IMAGE BY JOHN HAIN FROM PIXABAY

Put a bird on it!

V

Scrumblr

Open tool, source code at github

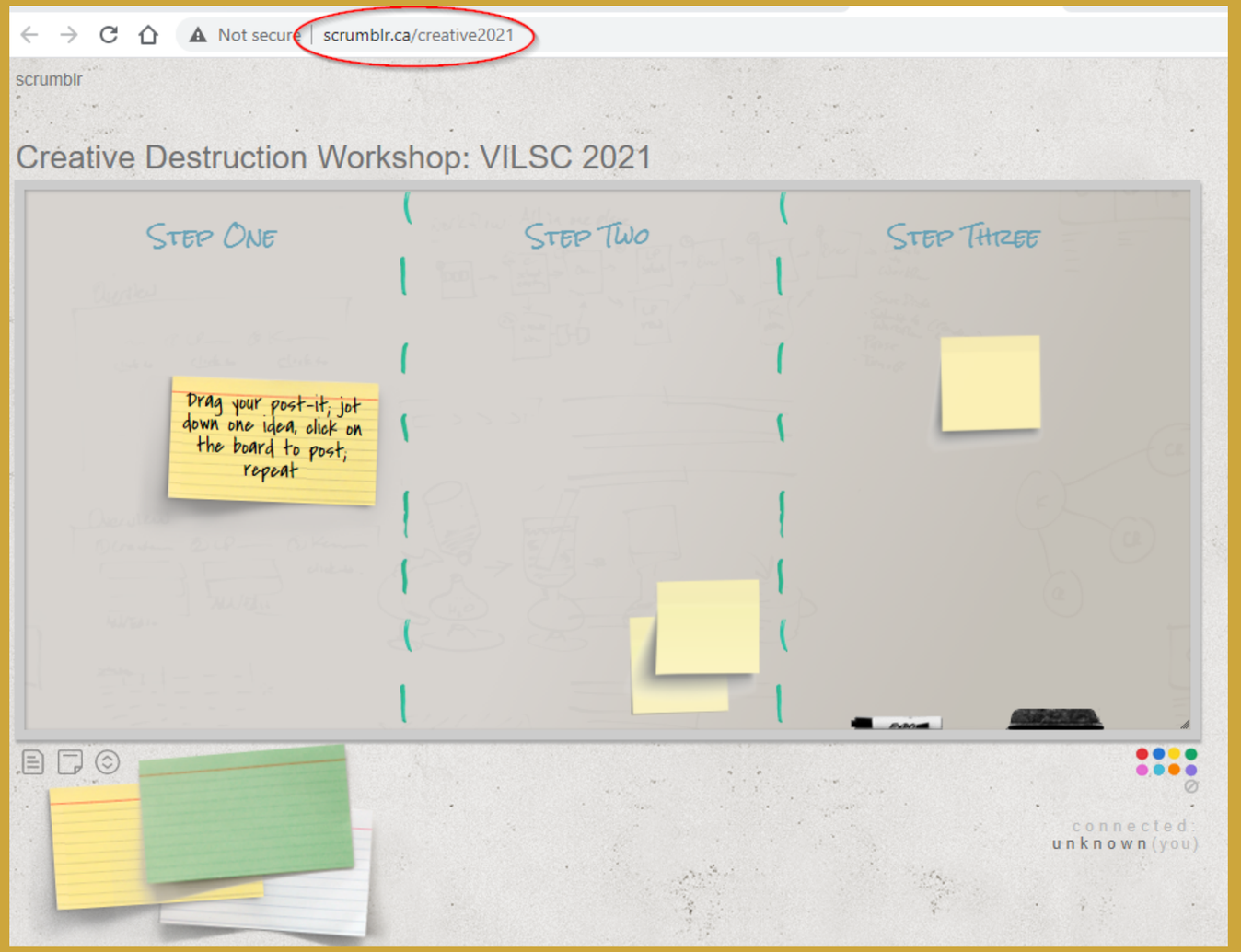
Collaborative Online Scrum Tool Using Websockets, Node.js, jQuery, and CSS3

Brainstorming tool that supports real-time collaboration

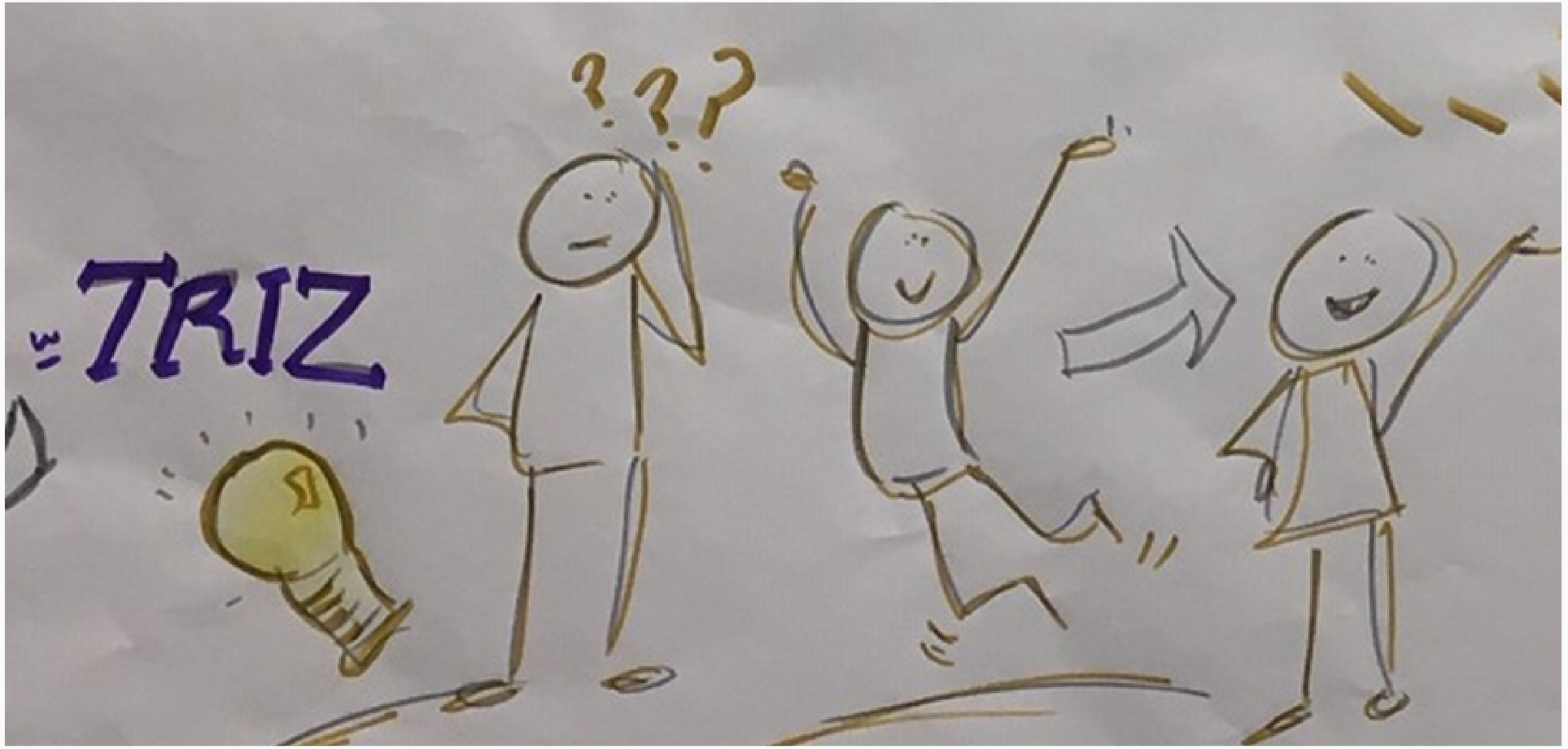
Open in a new browser window (works best in Chrome)

No sign-ups

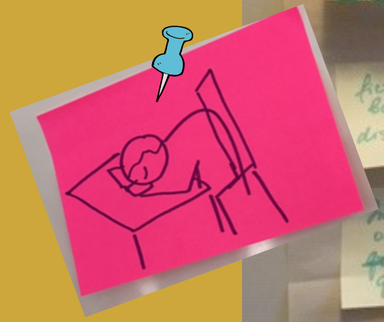
scrumblr.ca/creative2021

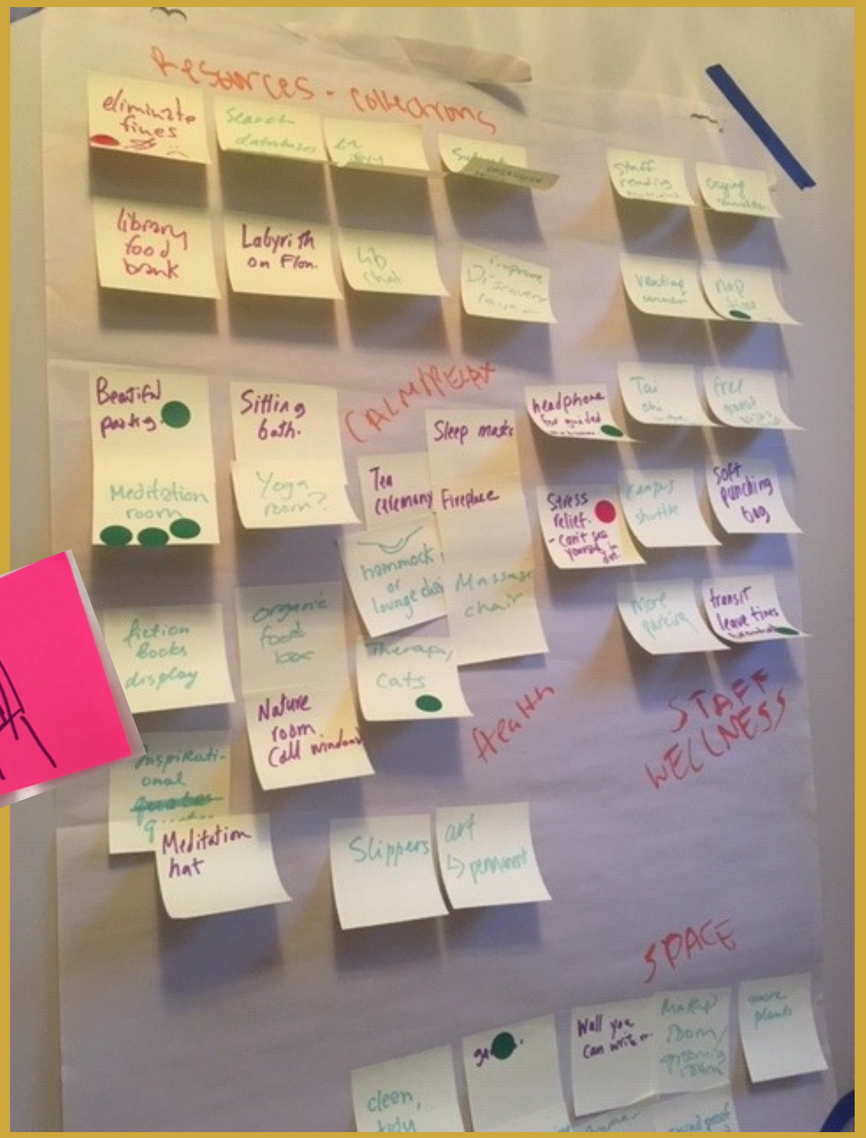


What is Creative Destruction?



Attribution: Liberating Structure developed by Keith McCandless and Henri Lipmanowicz, inspired by an engineering application called TRIZ – the Russian acronym for “theory of inventive problem solving”. Sketch by Sarah Cook.

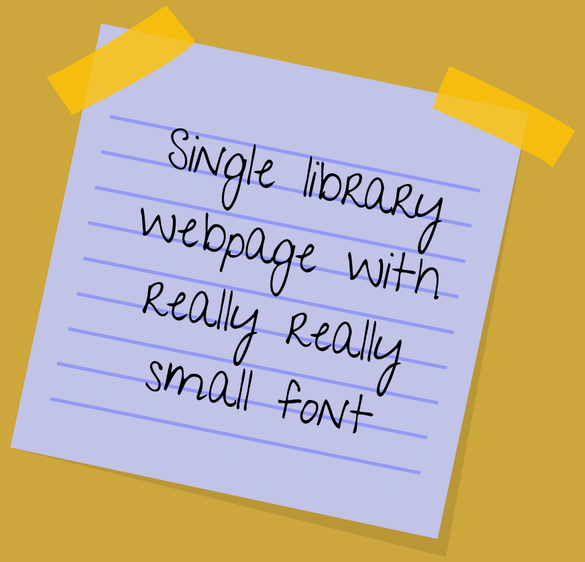




Step one: Ensuring Failure

How can we achieve the worst imaginable result with respect to our purpose?

- 10 minutes in teams
- Decide on a challenge statement
- Brainstorm for quantity not quality
- Example
- One post-it note per idea
- Aim for the ridiculous! Have FUN!
- scrumblr.ca/creative2021



Challenge statement (how can we fail?)

a) How can we reliably provide the worst library service imaginable?

b) How can we fail to foster healthy communities?

b) What can we do to ensure we fail in our implementation of project "x"?

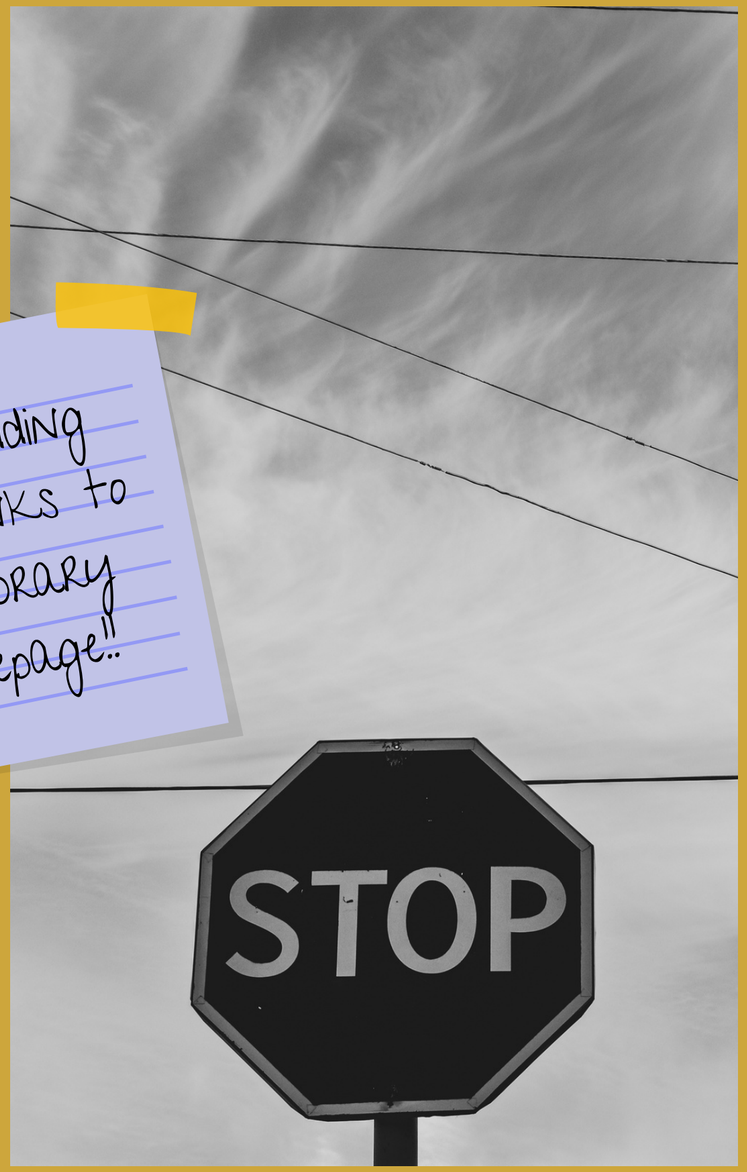
X

Step two: a closer look

“What resembles how we already work?”

- 10 minutes in teams
- Identify anything from step one, that in any way resembles current **behaviour or practices**
- Discuss the impact of these behaviours or practices
- One post-it note per idea
- Be honest!
- scrumblr.ca/creative2021

XII



Step three: Stop

What is getting in our way? Is it us?

- 10 minutes in teams
- Make a third list
- Activities and behaviours we want to stop
- One post-it note per idea
- Avoid shifting to brainstorming things we can do instead.
- Stuck? Identify what first steps need to happen to stop.
- Letting go!
- scrumblr.ca/creative2021

Recap

- Creative Destruction (TRIZ), a Liberating Structure
- Tackle a challenge (small or large) with your teams
- 3 Steps:
    1. Worst possible result
    2. Recognize
    3. Eliminate
- Live on white boards, or virtual with Scrumbler

BACKGROUND IMAGE BY JOHN HAIN FROM PIXABAY

END

Comments?
Questions?

References and further reading

Design Thinking for Libraries. (2018, August 30). *A Culture of Yes* [Video file]. Retrieved from https://youtu.be/RU4XKCyWQ_E

Gamestorming https://gamestorming.com/

IDEO.org Design Kit. Mindsets [Video files]. https://www.designkit.org/mindsets

Liberating Structures http://www.liberatingstructures.com/

Scrumblr http://scrumblr.ca/