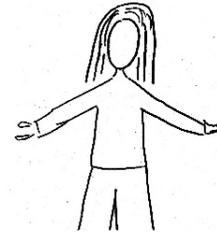


Key mindsets & glossary



Be **CURIOUS**



**FAIL FAST, LEARN
FAST**

Be
GENEROUS



Bias to **ACTION**



Be **NIMBLE**



Choose what's
**RADICALLY
DO-ABLE**

Take **RISKS**



Be **GENERATIVE**



Glossary of terms

In an effort to make the language of innovation more accessible, we've included a list of terms and concepts we often use.

Bias to Action: getting out of our heads; being willing and ready to take action and try things out.

Curious: willing and eager to learn more and ask questions in order to more deeply understand something without judgment or assumptions.

Design Thinking: an innovation methodology adapted from the Stanford School of Design that allows us to generate a problem statement, test out ideas, secure feedback, and generate new iterations of solutions. See *"innovation" below*

Empathy (in the context of Design Thinking): a mindset and practice of making space for people to surface their experiences, needs, and strengths for themselves, and letting them lead the process of problem-solving.

Fail Fast to Learn Fast: openness to and experiencing failure, then taking into account what was learned about what worked and what didn't, and adapting quickly to try something new or different.

Generative: allowing many ideas to surface and something original to be produced or generated (great for brainstorming!).

Generous: willingness to share and receive freely, from a place of abundance rather than scarcity. Generosity can be something we give to others *and* ourselves.

Innovation: a process and a practice by which we do or create things in a non-habitual way.

Ideate: generate many ideas or solutions without yet selecting or dismissing any one in particular (part of Design Thinking).

Lean into Discomfort: noticing where your comfort levels are, and pushing toward your growing edges (note: there's a difference between safety and comfort – notice what that means for you).

Prototype: creating a small, simple, testable version of a product/program/solution, or an early model of something that can be expanded and scaled up (part of the Design Thinking process). The output of prototyping is sometimes referred to as a **Minimum Viable Product**.

Radical Collaboration: collaborating with new, unusual, and non-traditional partners to address complex problems.

Relating: the ways in which we connect to each other and connect our ideas.

Resilience: the quality that allows us to bounce back from failure on purpose by adapting and growing.

Taking Risks: thinking and acting bigger, bolder, braver, in service of trying something new or breaking through existing barriers.

Vulnerability: a willingness to be open and authentic in service of deeper growth; an openness that allows us to strengthen connections and take bigger and bolder risks.