

Visual thinking / facilitation

Visualisatie is een manier om grote hoeveelheden informatie/complexes situaties te representeren. We zijn gewoon om informatie als tekst weer te geven, plaatjes zijn veel krachtiger, mooier en creatiever... Maar ook makkelijker door de hersenen te interpreteren en op te slaan.

Visualisatie heeft 2 aspecten. Met het(eind) beeld voor ogen neemt de motivatie toe (Law of attraction) en wordt niet alleen de logische / linkerhersen helft gebruikt maar ook de rechter empathische /creatieve kant.

Visualisatie kan ook gebruikt worden in visual recording (het filmpje van motivatie van Dan Pink / RSAAnimation was mijn eerste kennismaking). Via VR zie je het geheel en neem je 'het totaalplaatje' op ...

Ik wil meer en meer visuele aspecten opnemen in de vorm van weergaves van situaties, streefsituaties, praatplaten, et cetera. Ik zal hiervoor beter moeten gaan tekenen (op m'n ipad) . In onderstaande staan ook hiervoor enkele links.

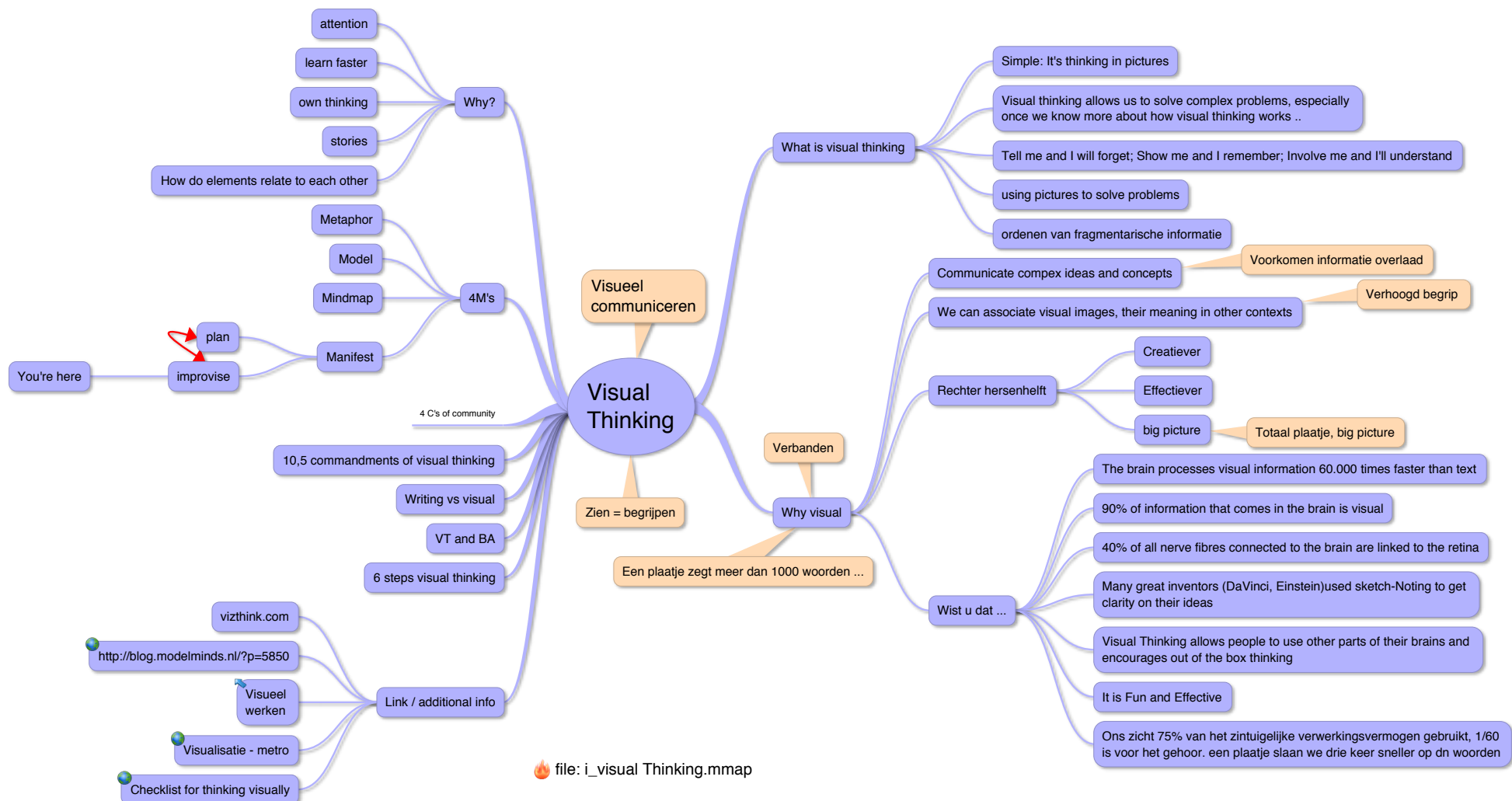
David Sibbling Visual facilitation en Systemsthinking. Erg leuk materiaal. <http://www.grove.com/site/index.html> zie ook TED: http://www.grove.com/site/ir_vid.html
iPad en visual facilitating / recording:
<http://ninmah.be/2010/08/02/ipad-visual-movie/>
<http://katiepiatt.blogspot.com/2011/02/visual-recording-on-ipad.html>

Gamestorming
<http://www.xplane.com/xblog/2011/01/18/the-official-gamestorming-video/>
<http://vimeo.com/18880751>

<http://www.youtube.com/watch?v=3mrtu4MmthE>
Have fun en laat me weten of je ook interessante links tegen komt.

The soul never thinks without a picture
Aristoteles

Visualise the efforts not the outcome
Visualise in 3rd person
Optimistic realistic (Optimize inspiration - Realistic problem-solving)
Make a step-by-step plan (measurable, concrete, time-based) (investigate...), think through to your goal
Publicly declare your goal
Track your progress in writing (track progress and effort)
Reward yourself (when you take action to your goals)

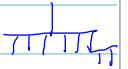
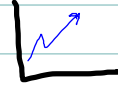
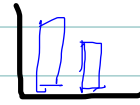
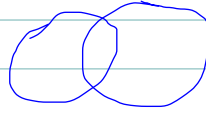


Visual thinking / facilitation

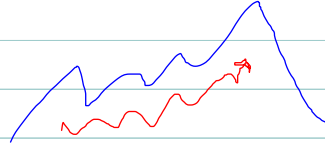
Why visualisation:

Info more tangible, concrete, actionable. Better understanding ==> decision, emotional ==> action ==> (business) results.

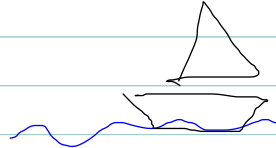
Strategy (schematic, logical) - Head (cool)



Decision - emotional Hart (warm)



Practical/pragmatic - Action - Hands (firm)



Visual thinking

1-ASK WHY: Always be curious and questioning.

2-BE PLAYFUL: Don't be afraid to have fun. Even better, think like a kid. What would a child think if they were looking at what you were?

3-ASSOCIATE: Try to make connections with ideas, images, and the things around you. When solving problems look for random and unusual associations.

4-BE NAPOLEON: Or Shakespeare, Picasso, Eleanor Roosevelt, Mother Theresa, Bill Gates. Put yourself in the shoes of another and think about how they would approach your idea or problem.

5-LOOK FOR PATTERNS: Try to discern patterns in the world around you. Look for cycles, tendencies, behaviors and similarities. Can they enhance your projects and ideas?

6-LOOK FOR SYNCHRONICITY: When you are focused on something, patterns and opportunities appear. Learn how to recognize this synchronous moments and take advantage of them.

7-TAKE RISKS: Emotional, Mental, Creative or Physical. If you are afraid to step out of your comfort zone you'll never experience extraordinary things.

8-ASK WHAT IF? Ask this question when you are stuck, when you are looking for new avenues of thought and when you want to really exercise creative muscle. Let yourself explore the answer, regardless of how silly or illogical it might seem.

9-DON'T STOP WITH ONE IDEA: The more ideas you have, the better your chances of finding a good one. Don't be afraid to keep asking questions. Look for alternatives. Never just settle for one answer.

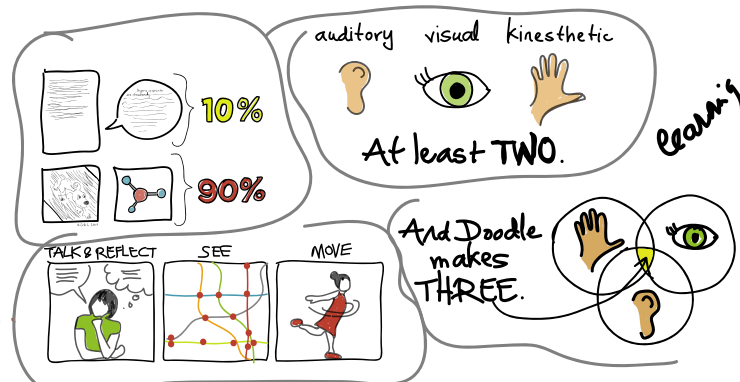
10-LOSE THE EXCUSES: Nike really hit the jackpot with their slogan "Just Do It." Productivity and creativity live in a vicious cycle. One always begets the other but you have to start somewhere. Start with productivity and creativity will follow.

1

Xplane

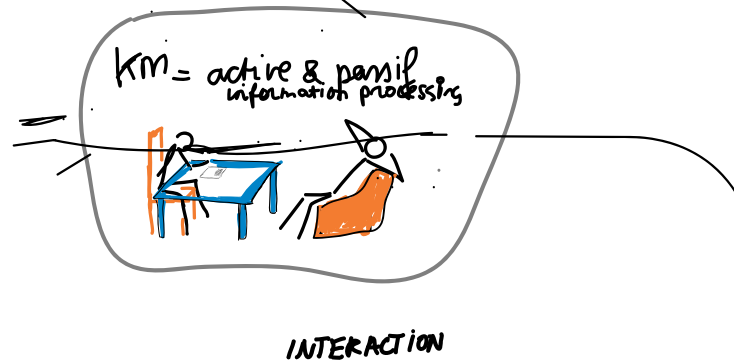
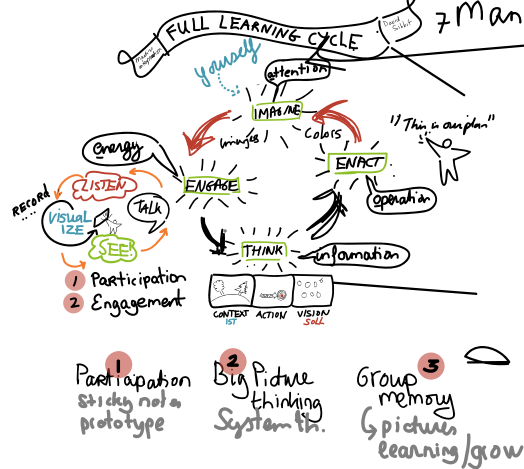
Links / achtergrond

SEEING = KNOWING

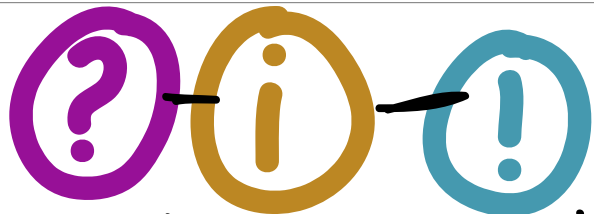


7 archetypes

- 1 posters light
- 2 lists fundamental forces
- 3 clusters atoms
- 4 Grid living
- 5 Diagram / mind map plant alive/animate
- 6 Drawing / roadmap animal
- 7 Mandala / circle human wholeness

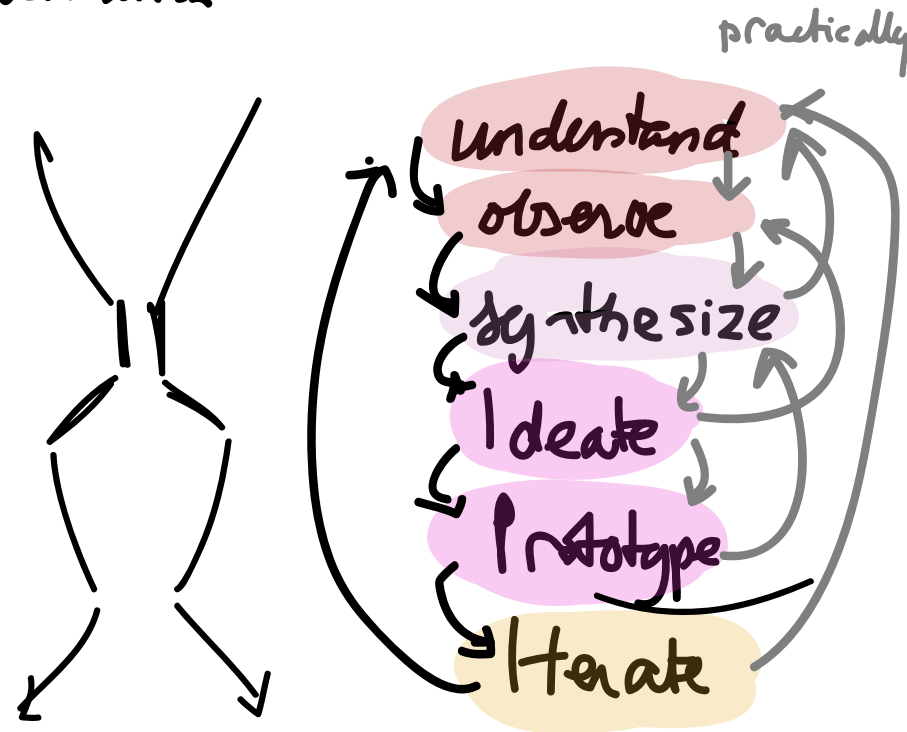




Idea = 
 a problem information a solution

Q = direct
 Q = method
 ! outcome

Ideation



Understand ⇒ gain basic knowledge
 to ask the right questions

Q web research, brief interviews, connect
 ! more Q's than answers, history

observe ⇒ gain empathy with your target
 users by talking and observing them

Idea mapping

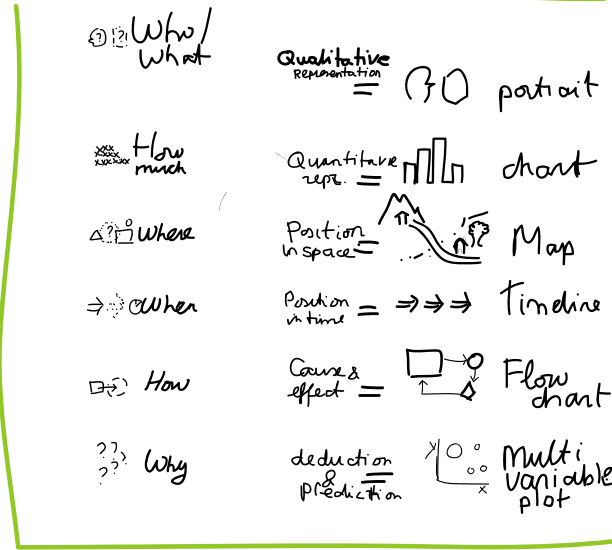
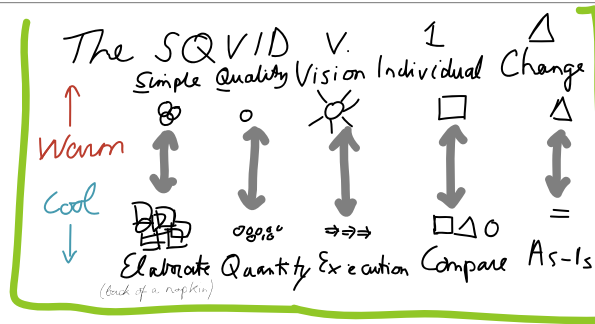
innovate
develop
actualisation

ideation

- ① define objectives
- ② formulate tasks
- ③ generate ideas
- ④ develop concepts
- ⑤ evaluate results

(generate, develop, communicate ideas)

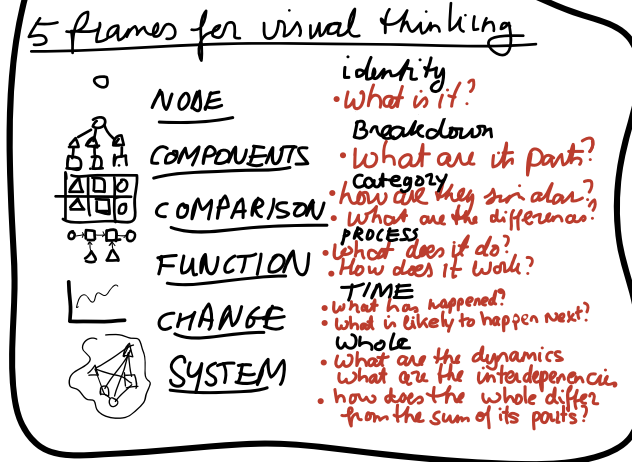
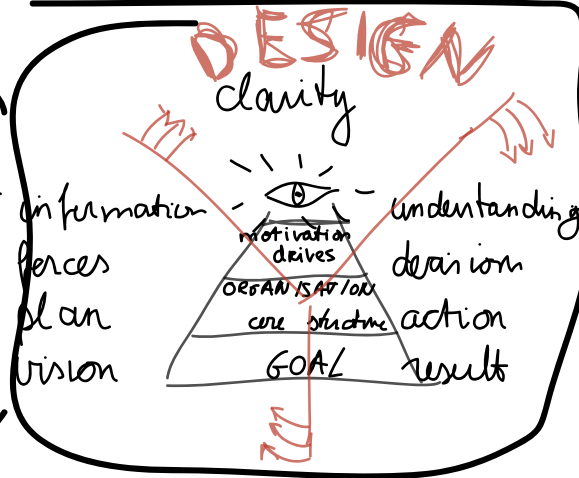
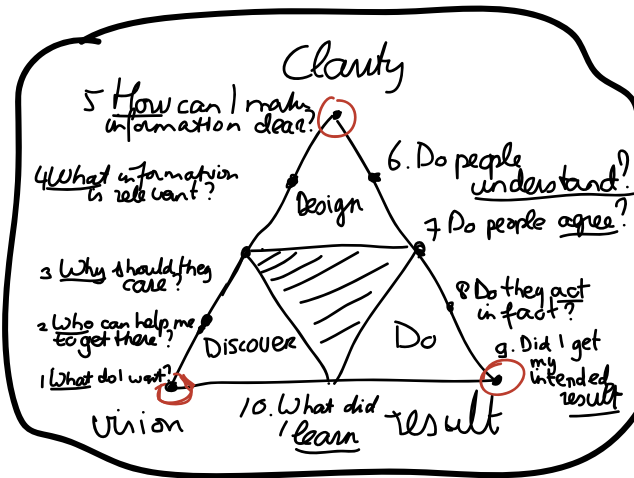
Visual Thinking



① Which framework

② Which version

	S. Simple elaborate	Q Quality Quantity	V. Vision Execution	I. Individual comparison	Δ change as-is
Who/What					



- Tekenen**
- 1 Ground line/horizon
 - 2 draw centre(s) of gravity / big body
 - 3 Connect the figure to the ground.
 - 4 Draw big (DIN) to little (dun)
 - 5 Draw through - and over

Facial expressions

eye brows: frustrated

mouth: relieved

eyes - closed eyes → laughing

noses

Changing world

certainty → unpredictable

control → surprises

procedures → agile in business

six-sigma

memorisation

operating in a info. ecology

improve respond to realtime challenges

remove communication blocks

overload of non-information

multi-dimensional

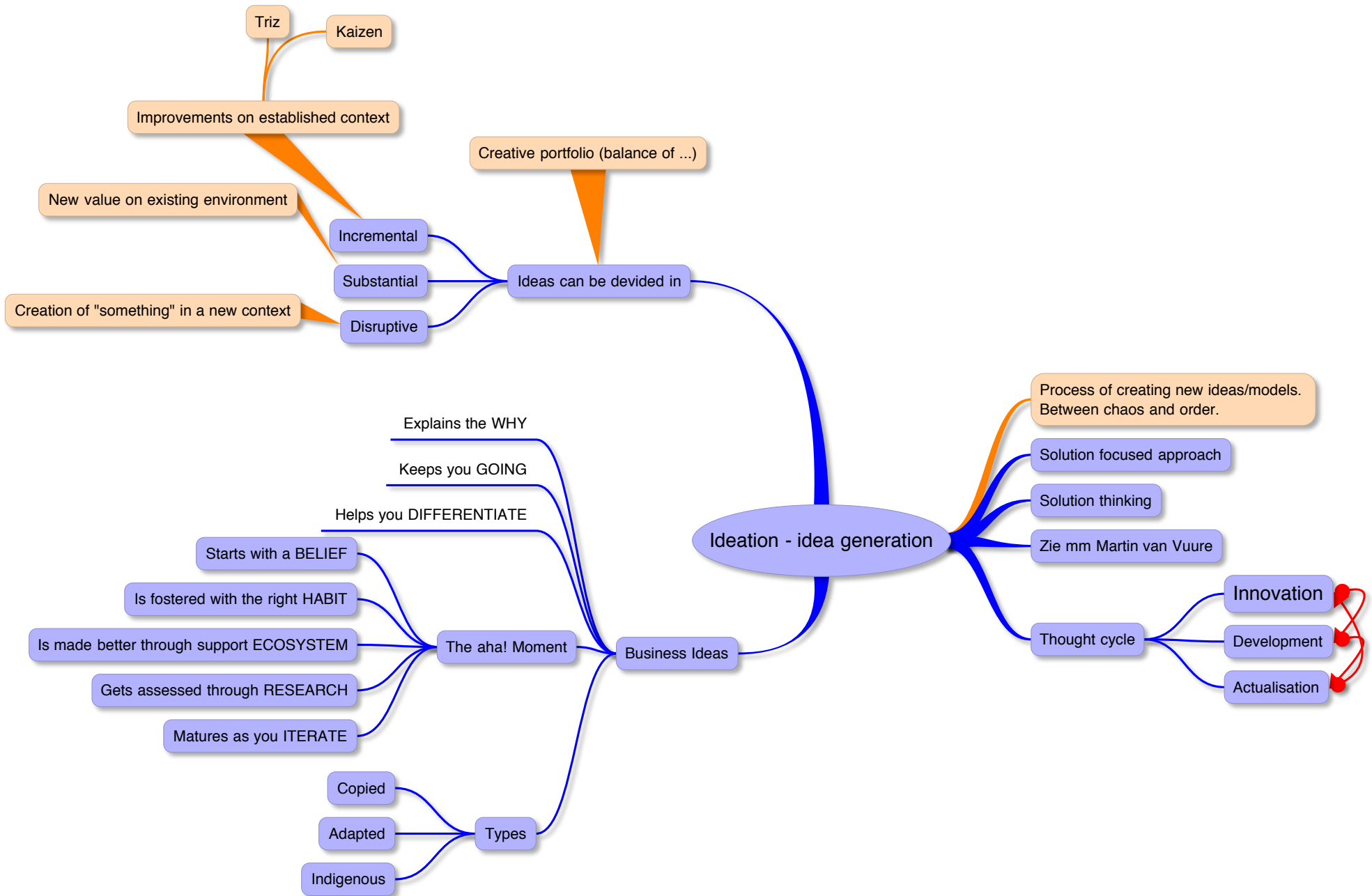
non-linear

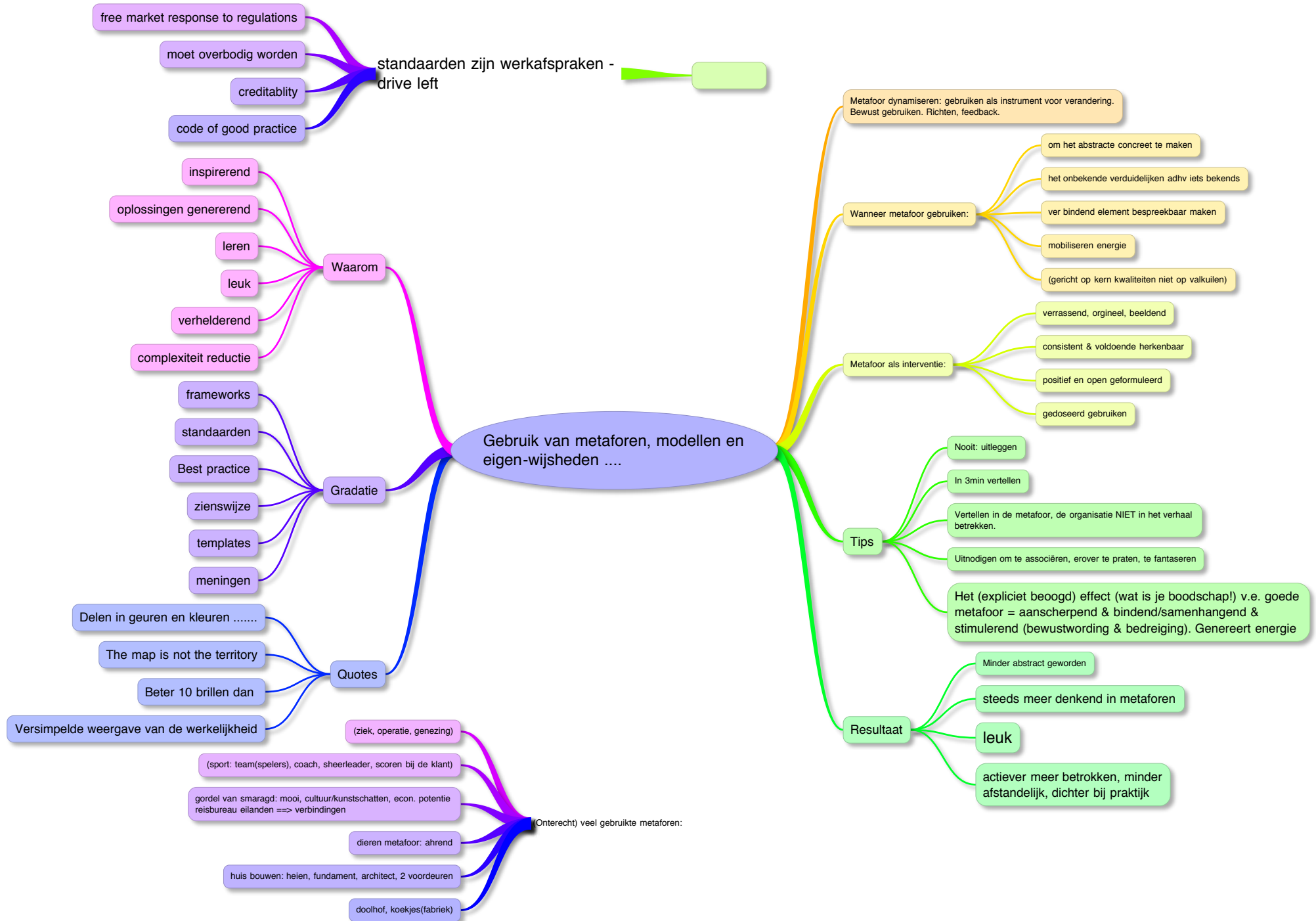
meaning

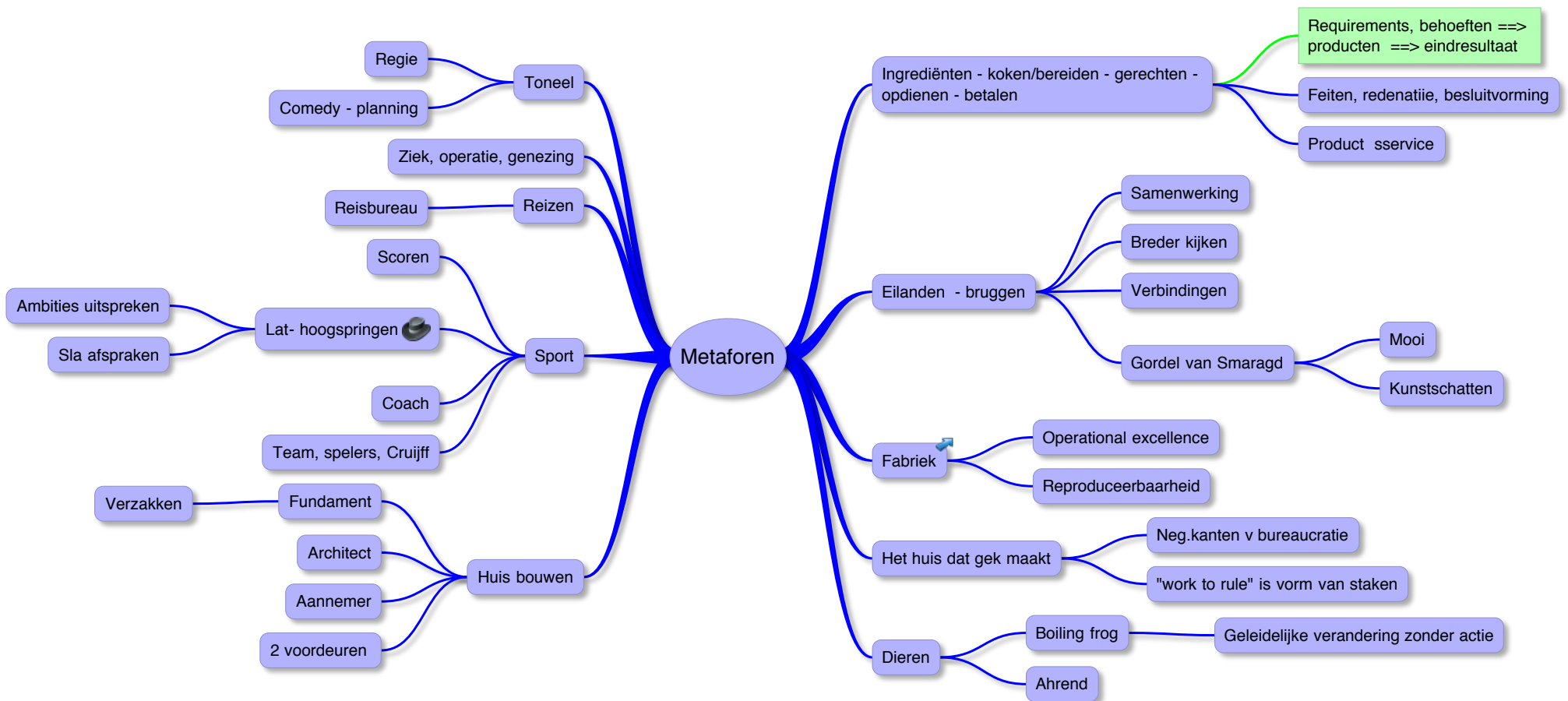
voluminous

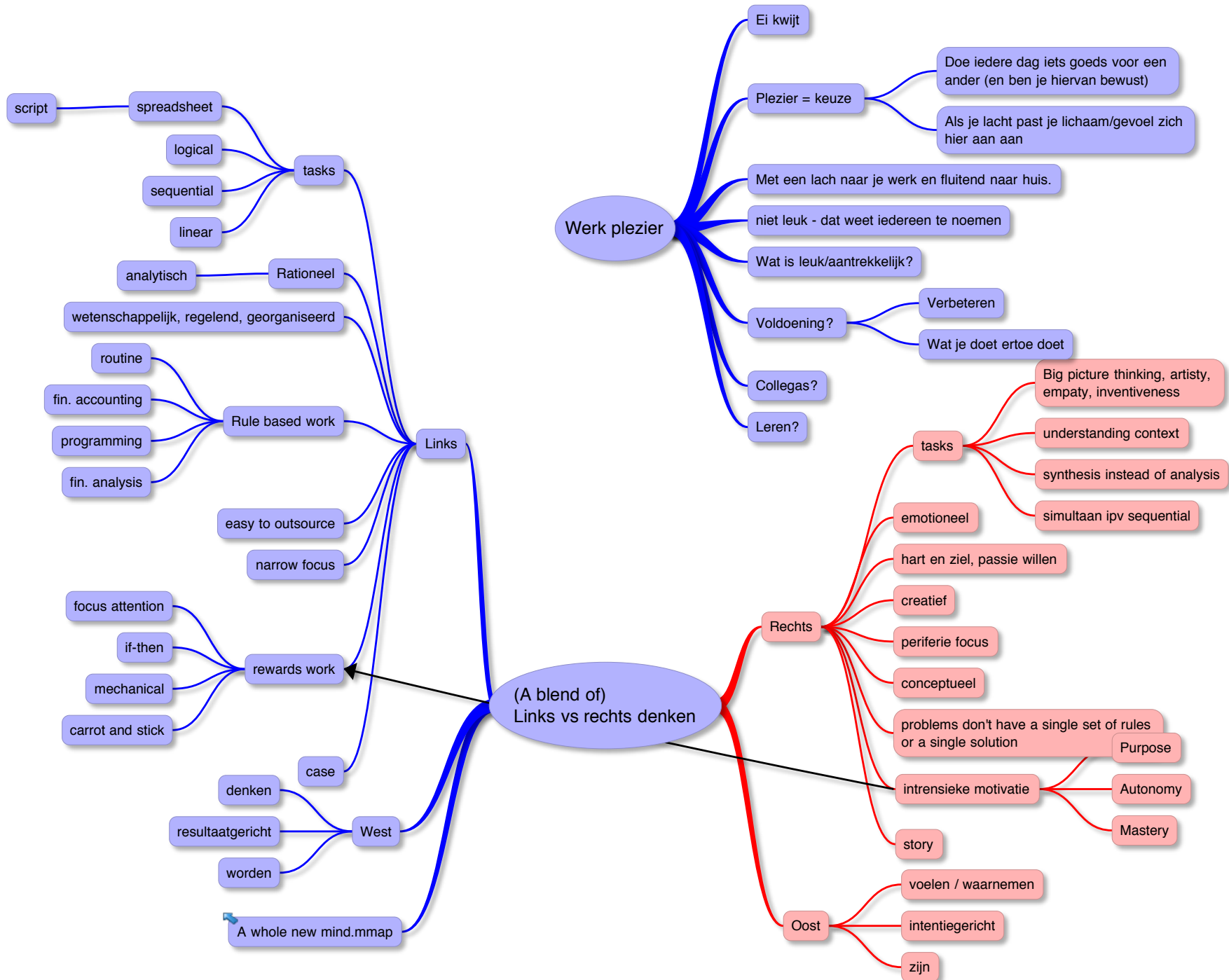
global

- 1 verbal / phonetic - abc } linear
- 2 Symbolic - 1,2,3
- 3 Visual information → nonlinear









Concept mapping



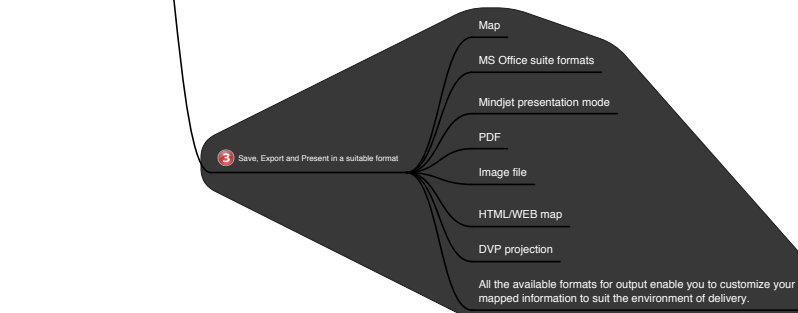
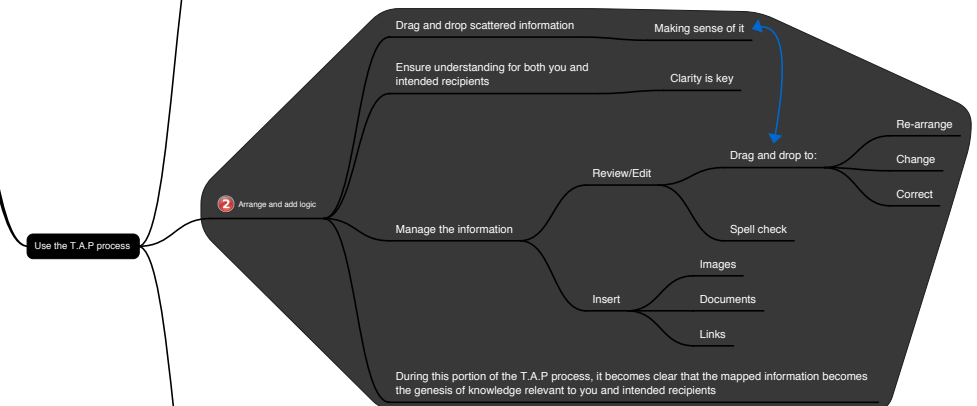
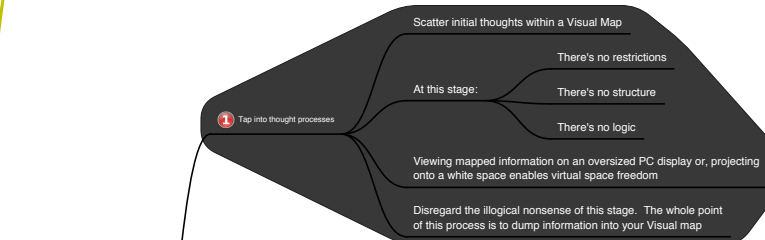
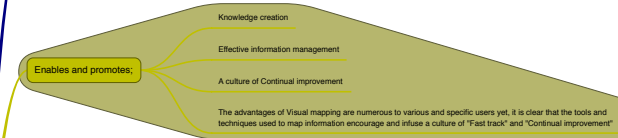
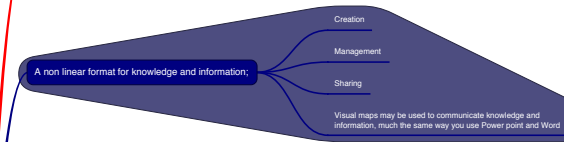
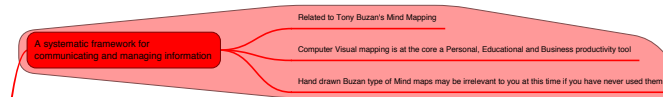
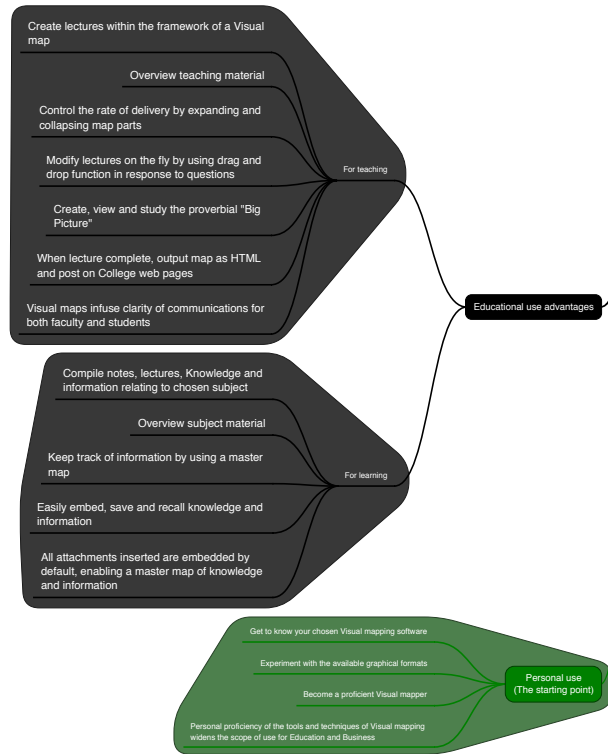
TRADITIONAL HAND DRAWN MINDMAP



FROM LINEAR NOTE

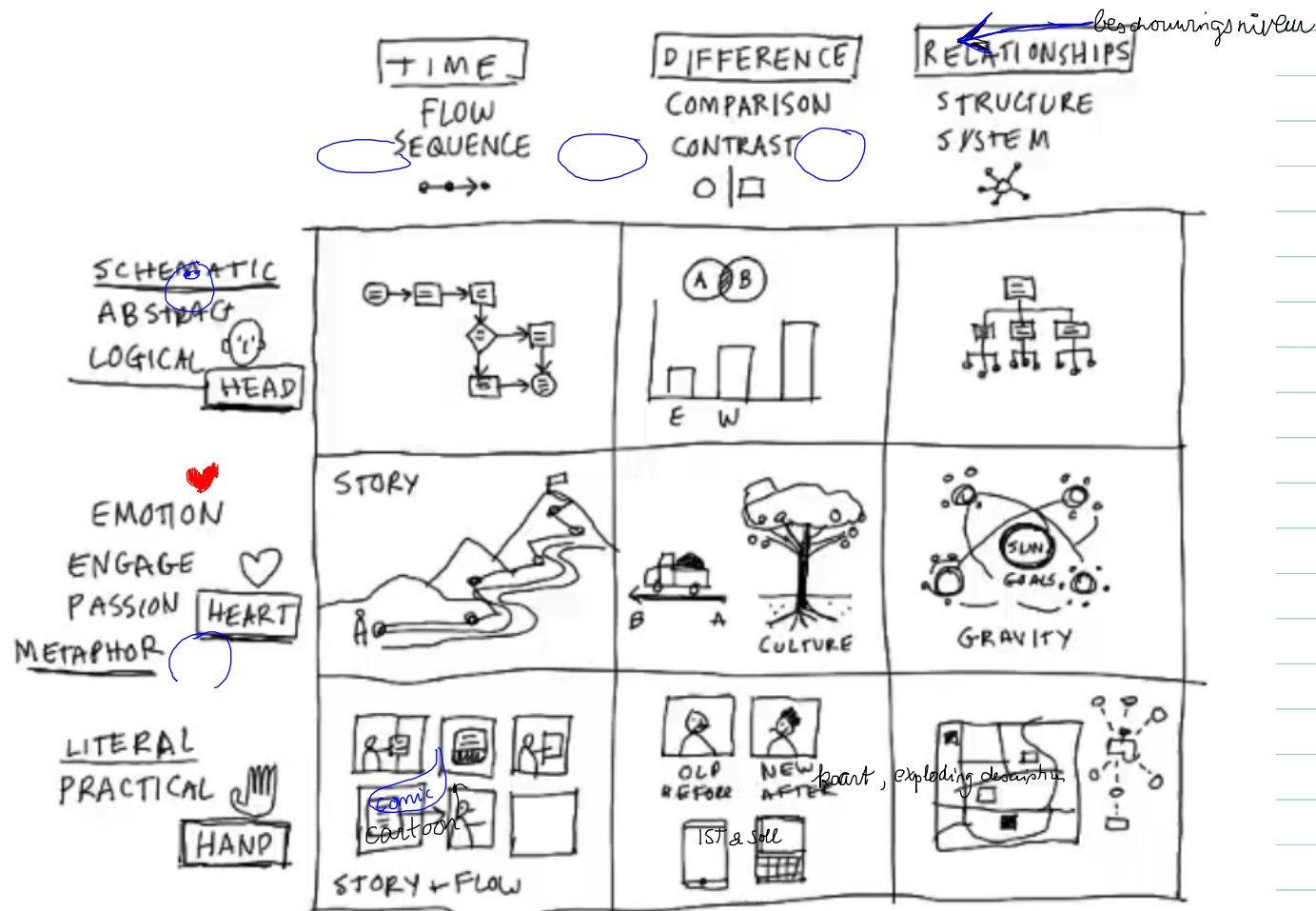


TO VISUAL MAP

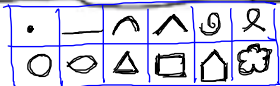




Plaatje van David Gray: Wanneer kun je visualiseren?



1. Visual alphabet (glyphs) 12 shapes:



2 Combining glyphs to make

3 Egyptian perspective (hieroglyph)

4 Scenes or panels

Yellow = Lateral thinking and opportunity spotting.

Black = Critical thinking and innovation.

Green = Imaginative thinking and innovation.

Brown = Judgmental thinking and quality appraisal.

Blue = Holistic thinking and environmental scanning.

Orange = System thinking and design.

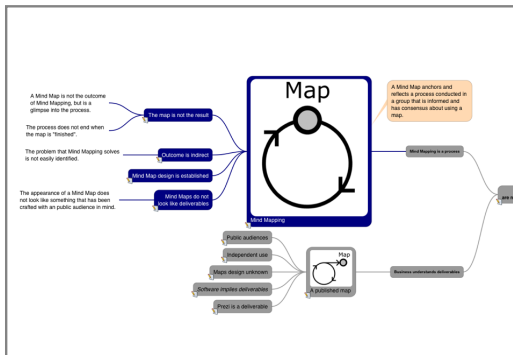
White = Meta-cognition and thinking about thinking.

Grey = Chaotic thinking and ambiguity.

Purple = Strategic thinking and directing.

Red = Decision-making and action.

Mindmapping, gebaseerd op filmpje van BiggerPlate 1/2013

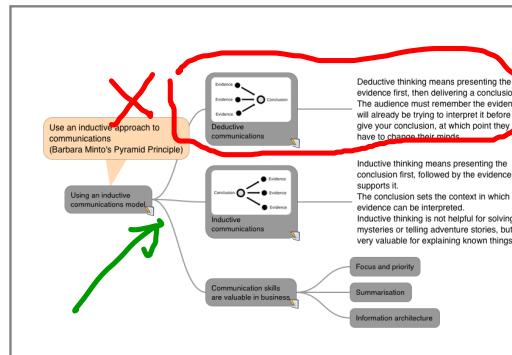
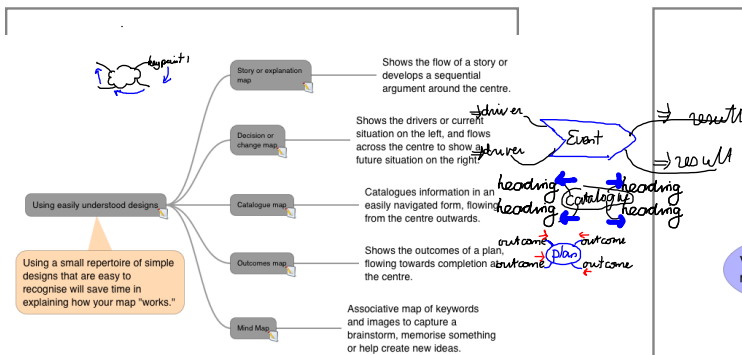


Use small maps

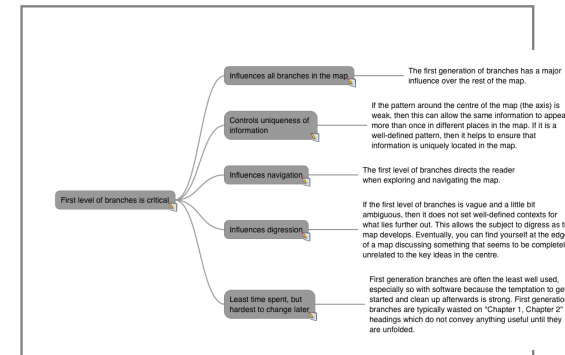
Be aware of explaining the proces (thinking, what is incourant head) instead of deliverables, the Proces evolves with creation

Design the map when it is folded!!

Conclusion first, in het centrum!



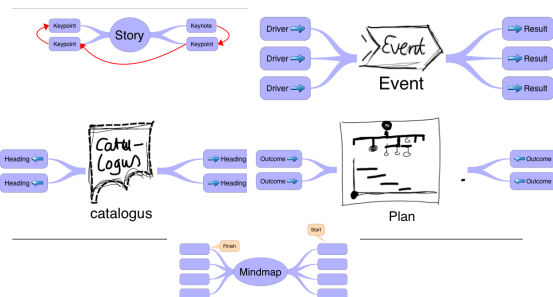
Deductive is ook wel associative, dit is de manier om info te verzamelen maar niet om te delen

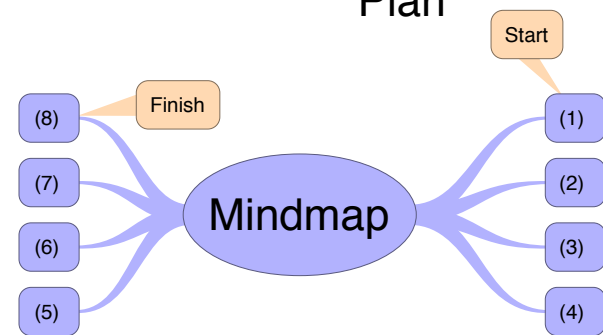
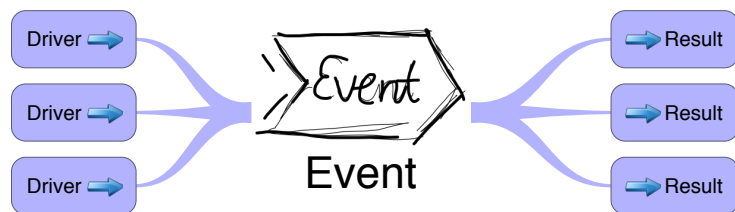
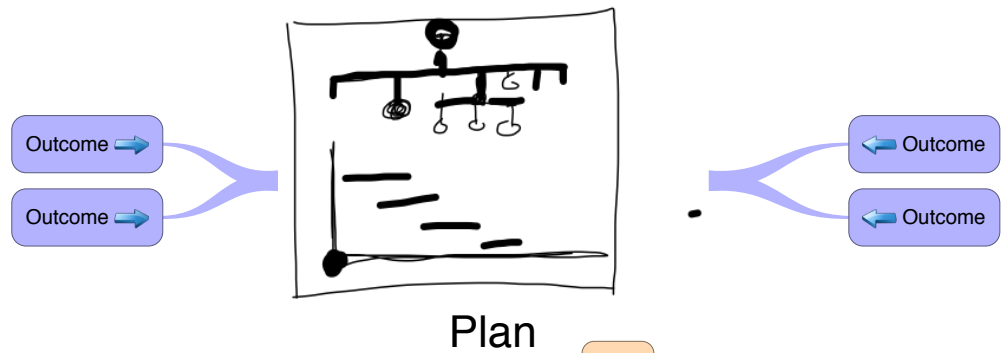
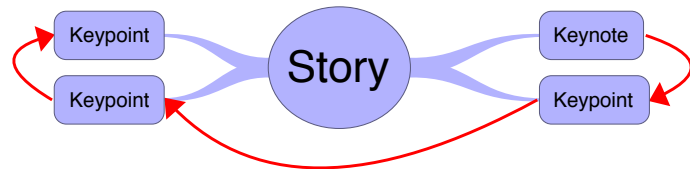
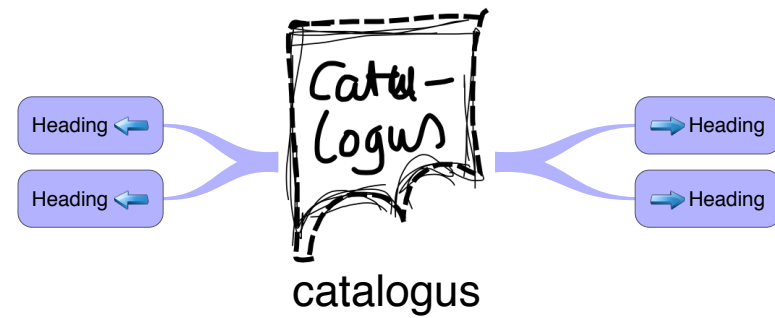
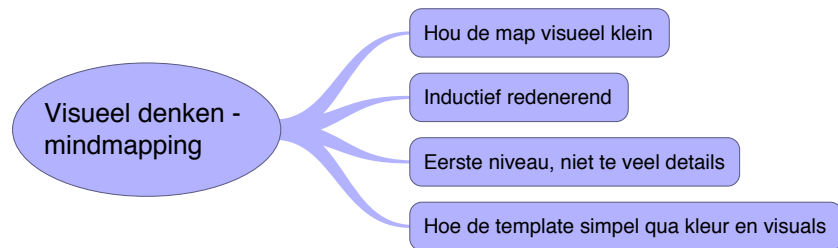


Mind maps radial

- 1-Preparationsfase: define focus question (parking lot)
- 2-structure/organize hierarchy
- 3-design: background, colors
- 4-delivery phase: selective revealing

Conceptmaps





🔥💾 File: Visueel denken - mindmapping.mmap