COMPRESSION PLANNING®

OVERVIEW
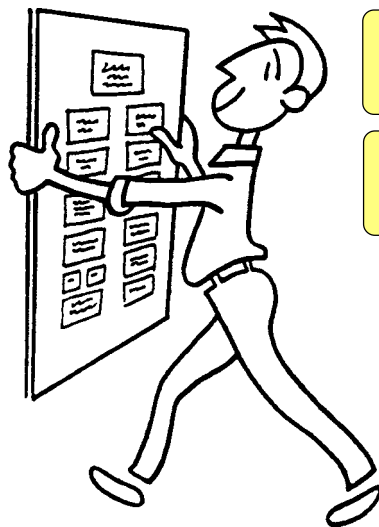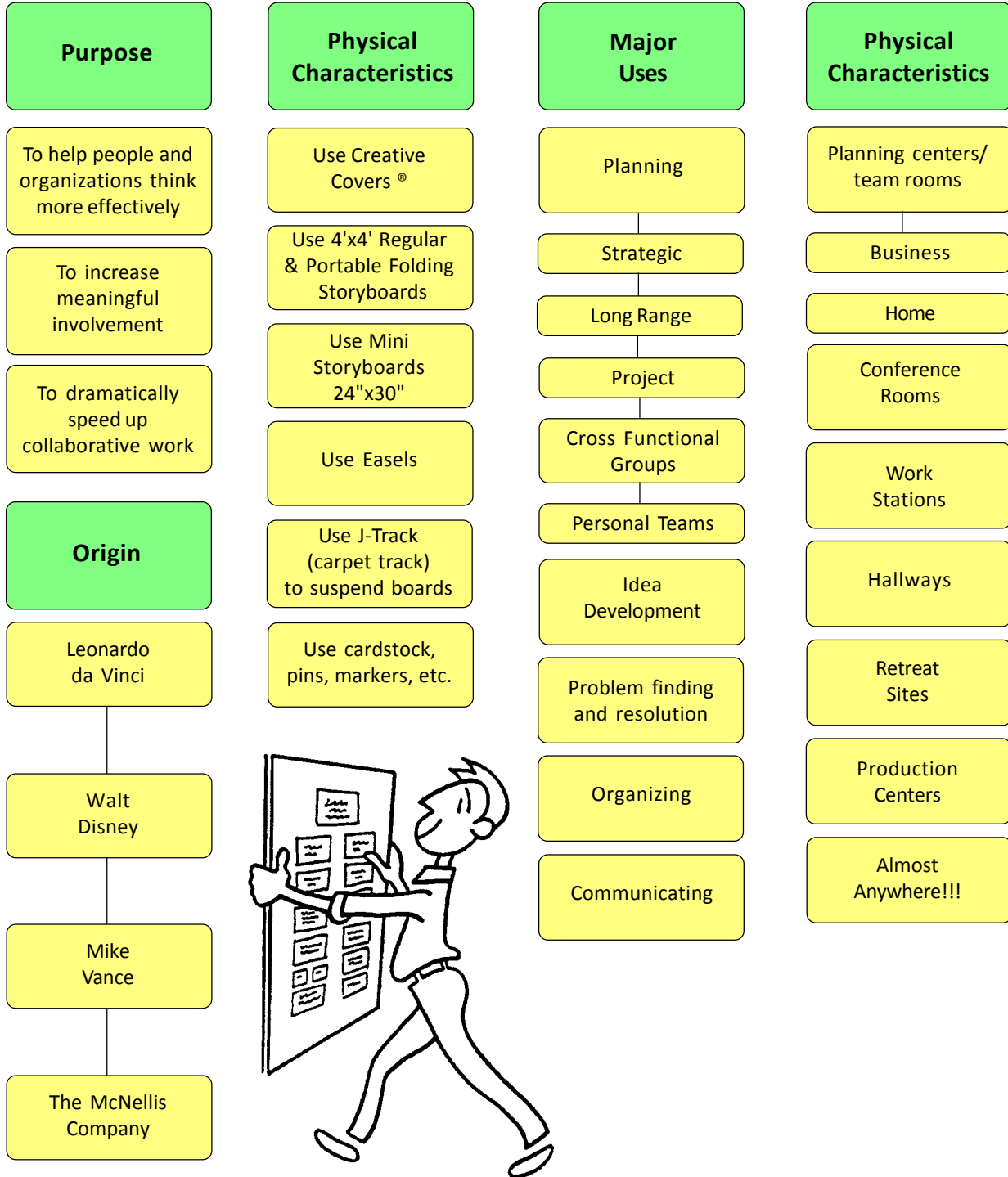
Better Decisions Quicker

Helping key leaders leverage their collaborative time so they make better decisions faster - which leaves more time for strategic thinking and better results.

Compression Planning gets everybody heading in the same direction and compresses the planning time for major projects to enable your organization to achieve the results you need.
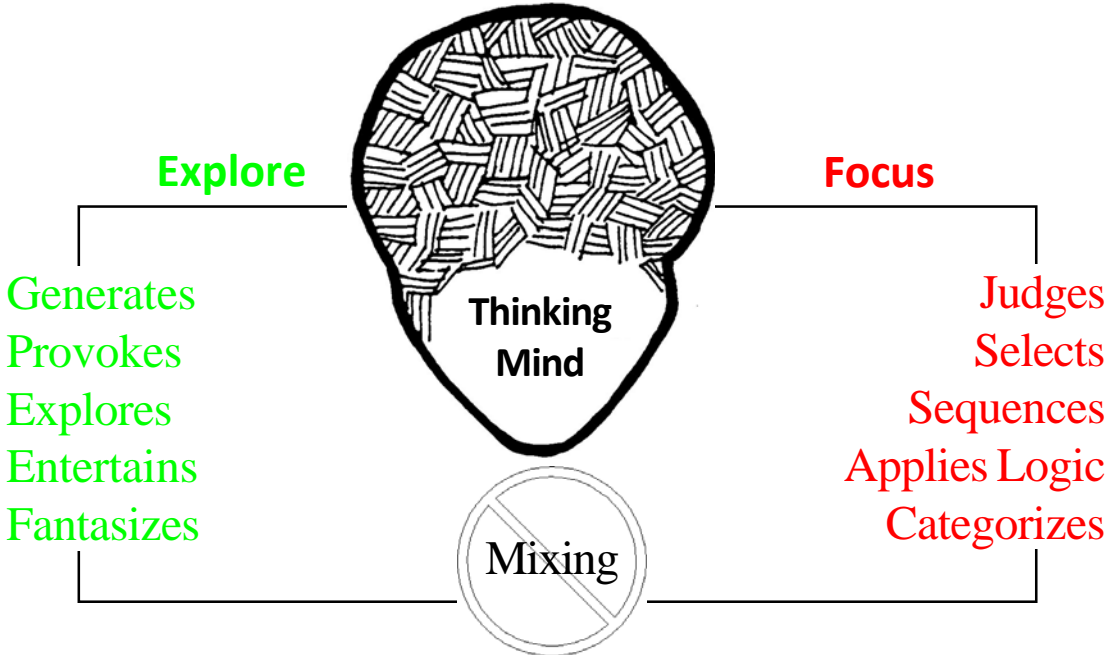

The Compression Planning Institute
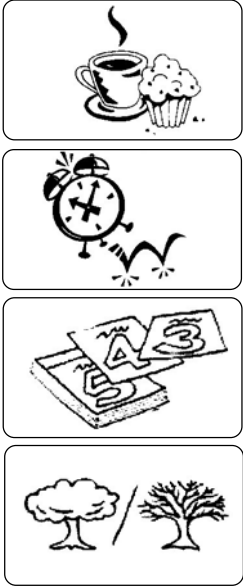Pittsburgh, PA
724-847-2120

The Storyboard System

Purpose

To help people and organizations think more effectively

To increase meaningful involvement

To dramatically speed up collaborative work

Origin

Leonardo da Vinci

Walt Disney

Mike Vance

The McNellis Company

Physical Characteristics

Use Creative Covers ®

Use 4'x4' Regular & Portable Folding Storyboards

Use Mini Storyboards 24"x30"

Use Easels

Use J-Track (carpet track) to suspend boards

Use cardstock, pins, markers, etc.

Major Uses

Planning

Strategic

Long Range

Project

Cross Functional Groups

Personal Teams

Idea Development

Problem finding and resolution

Organizing

Communicating

Physical Characteristics

Planning centers/ team rooms

Business

Home

Conference Rooms

Work Stations

Hallways

Retreat Sites

Production Centers

Almost Anywhere!!!

Pure Form Thinking

Explore

Focus

Thinking Mind

Mixing

Generates
Provokes
Explores
Entertains
Fantasizes

Judges
Selects
Sequences
Applies Logic
Categorizes

Guidelines for an Exploring Session	Time Break	Guidelines for a Focusing Session
Suspend judgment		Challenge ideas, not people
No speeches		Narrow down ideas to a manageable few
Listen to each other		Focus on unique factors
Spin thoughts to rich ideas		Merge ideas and create strength

Purpose

To turn off creativity when inappropriately applied

Idea

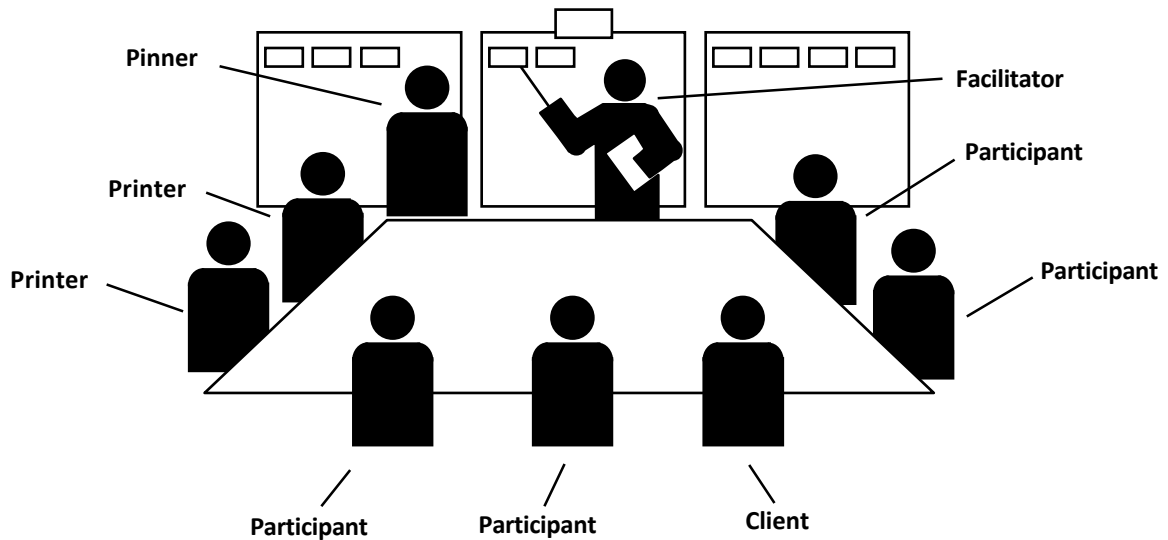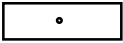|				
1 It's not in the budget	2 We're not ready for it	3 Everybody does it that way	4 Too hard to administer	5 Too theoretical
6 Production won't accept it	7 Personnel isn't ready for this	8 Not timely	9 The old people won't use it	10 The new people won't understand it
11 Takes too much time (work)	12 Don't move too fast	13 Has anyone else ever tried it?	14 Let's make a market test first	15 Let's form a committee
16 Won't work in our territory	17 Too big (or too small) for us	18 We don't have the right people	19 We tried that before	20 Too academic
21 It's a gimmick	22 You'll never sell that to management	23 Stretches the imagination too much	24 Let's wait and see	25 Too much trouble to get started
26 It's never been done before				

Non-verbals

Roles within a Project Team

Pinner

Printer

Printer

Facilitator

Participant

Participant

Participant

Participant

Client

Pinner / participant
1. Dumps the push pins out on the table
2. Pins subber cards in the center of the card

   [·]

3. Avoids overlapping and gapping cards
4. Stands to the side when waiting to pin so the participants can see the boards
5. Contributes ideas during a session
6. Does not act as a second facilitator

Printer / participant
1. Uses a verb as first word on a card
2. Captures a single, complete thought per card
3. Prints, DOES NOT WRITE
4. Listens and waits for the spin
5. Contributes ideas during the session
6. Asks for help when uncertain about what to print

Participants
1. Avoid playing off the client
2. Focus their entire energy and thinking upon issue at hand
3. Listen and build on others' ideas
4. Direct energy to content not process

Client / participant
1. Owns the project
2. Sits where there is low eye contact with participants
3. Focuses their entire energy and thinking upon the issue at hand
4. Contributes, but does not dominate

Facilitator
1. Conducts the session
2. Gives direction to PINNER and PRINTERS
3. Gives permission to take risks
4. Protects people and their ideas
5. Brings out the best thinking of the group
6. Manages the group's energy and the process
7. Coaches convergence and closure