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OF THE INNOVATION EXPEDITION,
BY GIJS VAN WULFEN.

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## 30 TIPS FACILITATI

- 1. Choose a way of working that best suits you.
- 2. Stay genuine and be yourself.
- 3. Be open to ideas from the group to adapt the program.
- 4. Give the opposite energy to the group.
- 5. Give a time box. Make sure everybody knows the time limit for an assignment.
- 6. Always have a clock available.
- 7. Always explain what you are going to do and why.
- 8. Have everyone use the same color post-its and pens so that it does not stand out whose idea it is and it will not influence the choices.
- 9. Always write clearly and concisely.
- Check with the project leader how to divide everyone into teams.
- 11. Choose appropriate music to create the right atmosphere.
- 12. Make sure the session is enjoyable. Fun promotes good results.
- 13. Control the process; don't try to control each individual. Respect everyone's own space.
- 14. Expect the unexpected; as things don't alway go as planned.
- 15. During disagreements in the group, follow your own instinct, opinion and feeling.

- Remind the group of the agreement to be respectful towards one another.
- 17. Give credit where appropriate; stimulate, motivate and enthuse the group publicly.
- 18. Let the group do the work. Not you.
- 19. Keep up the momentum otherwise it becomes too longwinded and the group will get bored.
- 20. Always stay one step ahead of the group so you can apply the next technique immediately.
- 21. Ask the group for help if you are not sure how to continue.
- 22. Always treat everyone with respect, but also tell them when you do not approve of something.
- 23. Pay attention to the body language of the participants.
- 24. Regularly check what the groups are working on so that, if necessary, you can guide them.
- 25. Allow people to choose which innovation opportunities, ideas or concepts they want to work on.
- 26. As facilitator be present, but do not overdo it.
- 27. Have confidence in the quality of the group and allow them to work independently.
- 28. Intervene only when absolutely necessary.
- 29. Give the project leader and the client a 'wild card' during the selection process.
- 30. Preparation, preparation, preparation.

## EXPEDITION A VISUAL TOOLKIT TO START INNOVATION