PD513
TRIZ: The Theory of Inventive Problem Solving

Day 1

- Morning

    - Approaches to creativity and innovation
    - Patterns of invention and psychological inertia
    - TRIZ algorithm (ARIZ)
    - Ideal Final Result concept
    - Case studies and examples

- Afternoon

    - Resource identification, use, and conversion
    - Use of "negative" resources
    - 40 Inventive Principles
    - The TRIZ Contradiction Table and its updates
    - Case studies and examples

Day 2

- Morning

    - Using the TRIZ contradiction table
    - Case studies and examples

- Afternoon

    - Using TRIZ for business problems
    - TRIZ in "reverse" for failure analysis and prediction
    - Case studies, group projects, and examples

Day 3

- Morning

    - TRIZ Lines and Patterns of Invention and Evolution
    - Cause and effect modeling tools for problem definition
    - The TRIZ "9-Box" Approach to Strategic Planning
    - Case Study

- Afternoon

    - Final case studies and use of tools by participants
    - Report Outs
    - Implementing TRIZ, and using TRIZ with other tools
        - Six Sigma, DFSS, CPS, DeBono, QFD, brainstorming
    - Final Exam/ Q&A