



Workshops **4** Knowledge and Innovation

11th-12th March 2014

Novotel Siam, Bangkok

Knowledge transfer and retention approaches

Dr. Vincent Ribiere - IKI SEA

In every type of organization there are people who know and people who need to know. Knowledge transfer and retention tools, practices and strategies help to facilitate the fast and efficient transfer of critical knowledge between these 2 groups of employees so threats can be mitigated. In this workshop you will be presented with recommendations and solutions to implement or improve the knowledge transfer and retention programs in your organization.

Using Intellectual Capital as a source of innovation

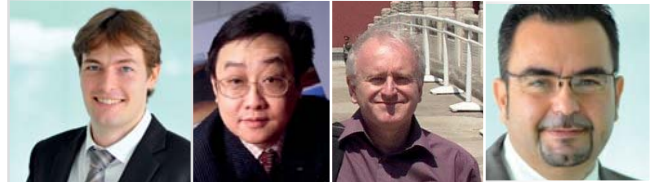
Dr. Gordon McConnachie - Formerly Dow Chemical

In this workshop the first half will be devoted to describing how intellectual capital has been employed by companies large and small to spur innovation and the growth of new value. In the second half of the workshop the participants will be invited to take a look at the intellectual capital in their own organisations, and how this can be used to create new value through innovation using open source tools originally developed and used by the IA Centre in Scotland, a unit of the national economic development agency Scottish Enterprise. The workshop is of value to any person or organisation seeking to employ innovation to create new value in a knowledge rich economy setting.

Innovation through Design Thinking

Christian Walter - IKI SEA

Design Thinking is the ability to combine empathy, creativity and rationality to build solutions. The methodology is a proven and repeatable problem-solving protocol that any business or profession can employ to achieve extraordinary results. Everything around us is designed and the term “design” is often used to describe an object or end result. In its most effective form “design” is a process, an action, not an object. Hence, Design Thinking is a protocol for solving problems and discovering new opportunities.



Game-based approach to learning (Gamification)

Dr. Eric Tsui - Hongkong PolyU

Gamification has been rated as a key management tool in the next 5 years to foster learning and strategy formulation. This workshop will provide an introduction to the Gamification concept covering, among others, game theory, game design, game mechanics. In addition to covering PolyU’s use of RAPIDS, a rapid authoring platform for instructional design of scenarios, case studies from corporations and universities use of games to promote learning will also be included.

Register Now - www.iklub.org

Knowledge

Innovation

Sharing

Sustainability

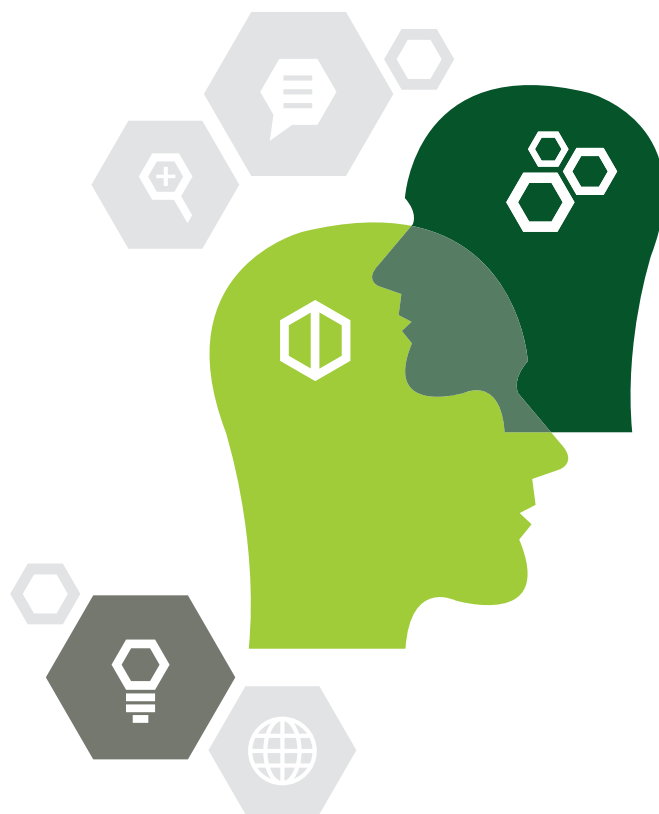
Teamwork




The Innovation and Knowledge Management Club
www.iklub.org

Looking for Solutions to Your Knowledge, Learning and Innovation Problems? Join and Benefit from the Innovation and Knowledge Management Club (iklub)

www.iklub.org



Workshop Pricing

Regular Price	25,000 THB	2 days workshop (including lunches)
 HKMS Special Offer	15,000 THB	2 days workshop (including lunches)

Contact Khun Laddawan for more information: +66 89 6252 905 - laddawan.l@bu.ac.th



NETWORKING

Participate in discussions with KIM practitioners and academics. Share real project experiences and obtain guidance from experts and peers. Chat, share and learn during iklub lunches and social events.



GROW PROFESSIONALLY

Learn and develop new tools and approaches by participating in Special Interest Groups (SIG), locally and internationally (France, Singapore, Hong-Kong). Pick up good practices and lessons learned from KIM practitioners and from KM Excellence Awards winners (Singapore)



RESOURCES

Gain access to our expanding KM and IM resources library: case studies, tools and techniques (including France, Singapore and Hong-Kong). Download podcasts, documents and slides of previous learning events.



BENEFITS

Opportunities to pick up good practices from other or- ganizations engaged in KIM and to participate in or host site visits. Opportunities to benchmark KM practices with other organizations through iklub events.

Knowledge

Innovation

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