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.

McNellis & Associates
www.compressionplanning.com
724-847-2120

Compression Planning® and 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
- McNellis & Associates "The Compression Planning Institute"

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.

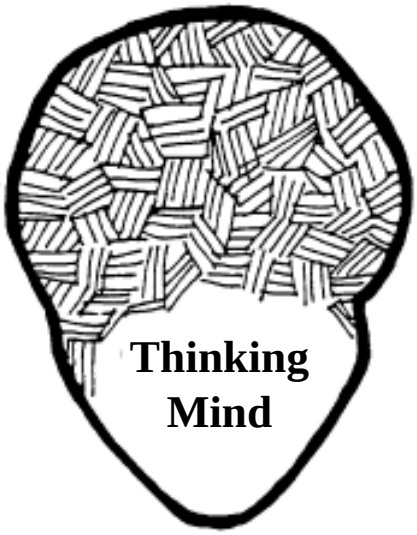
Major Uses

- Planning
- Strategic
- Long Range
- Project
- Cross Functional Groups
- Personal Teams
- Idea Development
- Problem finding and resolution
- Organizing
- Communicating

Places to use Storyboards

- Planning centers/ team rooms
- Business
- Home
- Conference Rooms
- Work Stations
- Hallways
- Retreat Sites
- Production Centers
- Almost Anywhere!!!

Pure Form Thinking



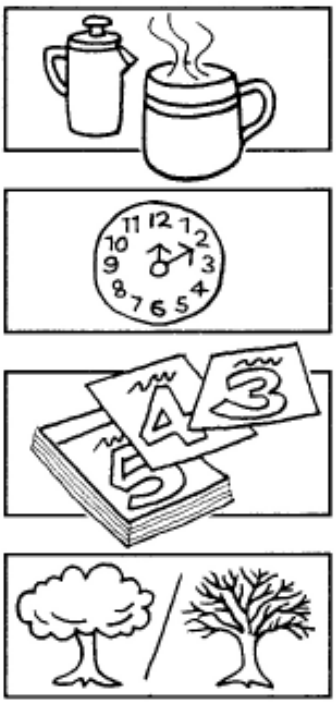
Thinking Mind

Generates
Provokes
Explores
Entertains
Fantasizes

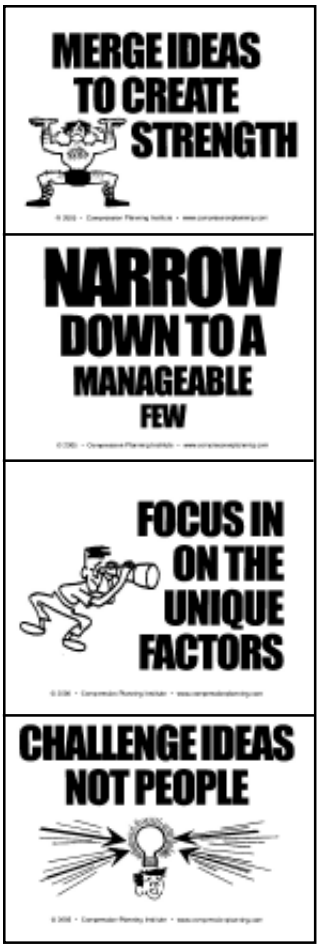
Judges
Selects
Sequences
Applies Logic
Categorizes

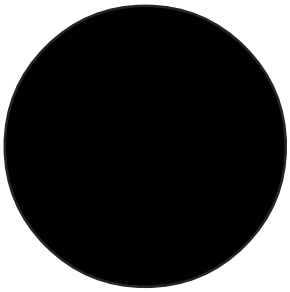
EXPLORE GUIDELINES

Time Break



FOCUS GUIDELINES





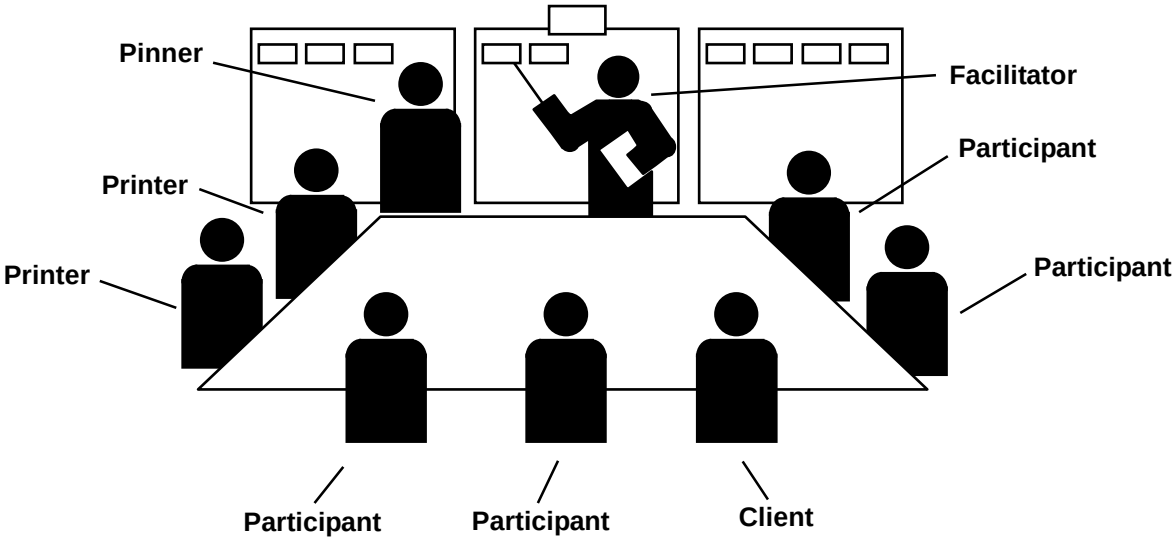
Purpose

To turn off creativity when inappropriately applied

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	27 The union will scream	28 Let's put it in writing	29 They...	30

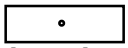
Non-verbals

Roles within a Project Team



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

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

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

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