

# What Kills Innovation

Keynote

**Nav Qirti**

Travel Agents and Tourist Guides Industry Forum

*Navigating the future of tourism through Innovation*

24 July, Singapore



**Nav Qirti**



LinkedIn

**For enquiries**



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[www.ideactio.com](http://www.ideactio.com)



complex to clear, ideas to action

Founded in Singapore 2012

Singapore & Germany

**meta skills**

School of MetaSkills



# ACTUALISING INNOVATION

## Building Innovation Capability

We facilitate actualising innovation through spotting future **opportunities**, creating meaningful **services**, developing **people capabilities**.

# Areas of Practice

## Innovation



### Spotting future Opportunities

We help you create clarity of innovation intent, and uncover and validate opportunities for innovation.

#### Offerings

1. Future Visioning & Scenarios
2. Building Innovation Capability\*
3. Business Strategy Design

## Service Design



### Developing Products and Services

We make innovation real by converting validated opportunities into tangible products and services.

1. Customer Insights
2. New Product / Service Dev
3. Service Delivery Design

## Culture



### Building People Capabilities

We develop organisational culture, people capability and change management programmes that are conducive for innovation.

1. Vision and Values Design
2. Collaboration Design
3. Embedding Innovation Culture
4. Change Management

## 360° Branding



### Building Int. and Ext. Story Narratives

We actualise innovation by creating stories that create customer buy-in and organisational buy-in.

1. Corporate Brand Storytelling
2. Employee Value Proposition

# Our Clients

We have worked with different types of clients over the years in helping them **remain relevant with change.**

Our clients are from three broad types:

## GOVT

Worked with public sector clients on driving change and innovation agenda.

## SME

Helped SMEs from different industries to innovate their products, services and business models.

## MNC

Served MNCs through research, customised workshops, market entry and service design.



# Govt Grants & Appointments

Ideactio is one of the few consultancies in Singapore to be **appointed by multiple govt agencies** for innovation panels.

What this means for our clients:

## TRUST

Our appointments are a validation and endorsement of quality work that Ideactio has been doing in the field of innovation design with Singapore SMEs and Public Sector Organisations

## GRANT SUPPORT

Innovation projects of our clients can be supported by Government grants\* and other kinds of support (\*for Singapore registered companies)



Design Thinking Consulting  
Digital Storytelling Consulting  
UX Consulting

*Overarching mandate:*  
Drive Digital Transformation



Innovation Sandboxing

*Overarching mandate:*  
Drive Govt. Sector Innovation



Frame and Scope (Design Thinking)

*Overarching mandate:*  
Drive SME Innovation



Sector Transformation Fund

*Overarching mandate:*  
Drive Innovation in Arts Sector



Branding, Business Transformation

*Overarching mandate:*  
Drive Innovation, Strategy, Service Excellence & People best practices in SMEs

**meta**skills

School of MetaSkills



**MetaSkills To  
Lead Future**



**Designing  
Future Services**



**Superpower of  
Collaboration**



**3 Mental Modes  
of Startup CEO**



**Empathy**



**Body Language  
& Communication**



**What Kills  
Innovation**



**Solving The  
Right Problems**



**Innovation  
Sandboxing**



..competition  
will come from  
unexpected  
places





Our iron rice bowl is less secure than ever before



**Food companies** competed with food companies



**Tech companies** disrupted iron rice bowl of food companies



is a **taxi company** doing in food?

**Competition will not 'just' come from your competitors**



**Mom & pop stores** competed with other such stores

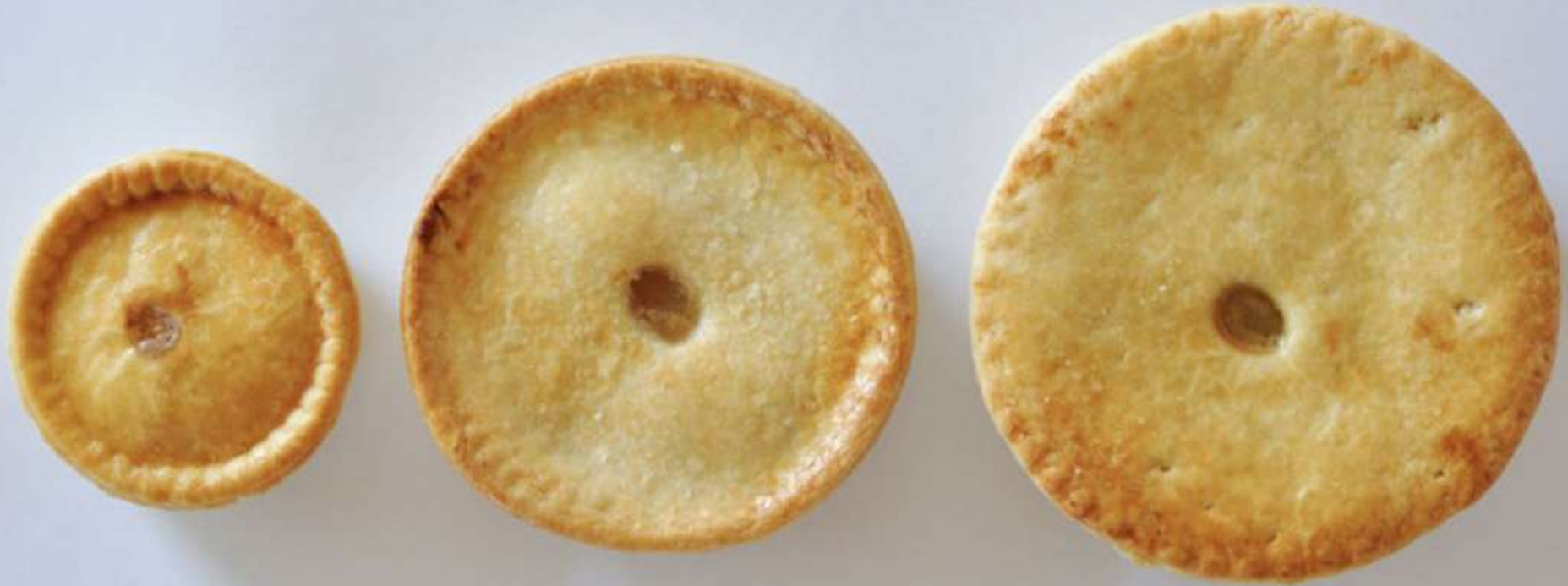


**Big chains** broke the rice bowl of mom & pop stores




**Tech startups** are challenging large chains

New players found the ***unmet*** and ***unsaid*** customer need of “**convenience**”, “**choice**”, and “**last mile mobility**”



And they created a **technology enabled business model** to serve that need.



No Industry is untouched by disruption  
If it has not reached you, it will soon

It is not a question of ‘if’  
it is a matter of ‘when’





# Thomas Cook

**CASH & CURRENCY**

£ Sterling € Euro



**HOT DEALS**  
DON'T JUST BOOK IT.  
THOMAS COOK IT.

TURKEY

£290

TENERIFE

£470

RHODES

£403


GRAN CANARIA

£447

MENORCA

MALLORCA



A photograph of a Thomas Cook storefront. The name 'Thomas Cook' is visible in large letters above the entrance. A man in a white t-shirt and red trousers is walking past on the right, looking at his phone. On the left, another person is blurred in motion. The storefront has several signs, including 'HOT DEALS' and 'CASH & CURRENCY'.

After 178 years of operation, the British tour operator Thomas Cook, one of the world's oldest travel brands, with 19 million annual customers collapsed.

- With debt of 1.7 billion pounds
- About 600,000 travelers around the world were affected
- More than 20,000 employees worldwide found themselves without a job

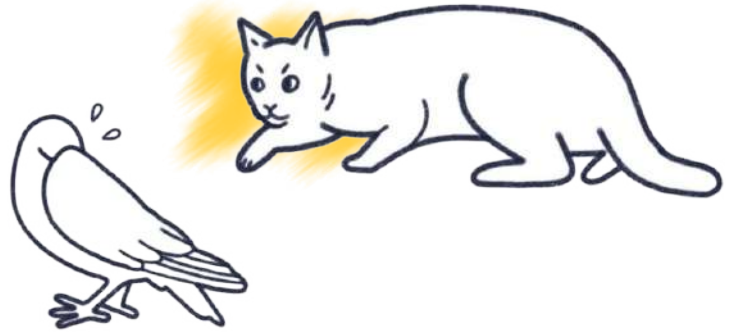
# So how did this happen?

1. The travel bookings business has increasingly moved **online**, but Cook's business largely did not.
2. People no longer want to buy tour packages, they want to **pick their own elements** for the best deals.





~~Why must we innovate?~~  
How must we innovate



# What is Innovation



IS IT < INNOVATION > ?

IS IT **NEW** ?

MAKING THINGS **BETTER** ?

ADDING **VALUE** TO YOUR COMPANY ?

Innovation is the creation of an offering  
**that is new, of value, and viable.**

New  
Ideas

Product /  
Service

Business  
Model



New



Value



Viable

# **What Kills Innovation**

*innovation killers*

```
graph TD; A[innovation killers] --> B[Myopia]; A --> C[Monkey Mind]; A --> D[Inertia];
```

**Myopia**

Lack Of Perspective

**Monkey Mind**

Jumping Into Solutions

**Inertia**

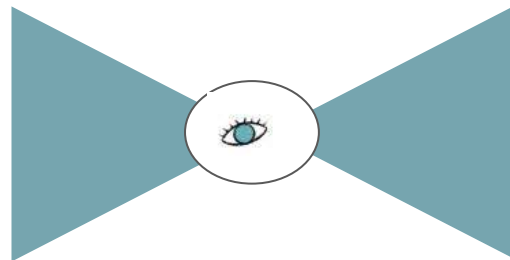
Fear Of Change



# Myopia

## Lack of Imagination

Myopia is nearsightedness. It is the inability to see beyond the line of our sight. It is the lack of foresight. It is the lack of imagination. We remain bounded by our assumptions. And reject perspectives.



### Inward Myopia

- Organisational Silos,
- Turf wars,
- Specialist syndrome,
- Ignoring internal innovations

### Outward Myopia

- Ignore the weak signals or trends that are changing around you.
- Ignore competition.

# Innovation Killers



## Myopia

### Lack of Imagination

Myopia is nearsightedness. It is the inability to see beyond the line of our sight. It is the lack of foresight. It is the lack of imagination.



# Myopia

	Inward Myopia	Outward Myopia
Individual		
Organisational		





**“Companies don’t fail because they are not doing things right, they fail because they stop looking at what is happening around them.”**

"I think there is a  
world market for  
about five  
computers."

Thomas J Watson  
President, **IBM**



**“There is no  
reason anyone  
would want a  
computer in  
their home.”**

Ken Olsen,  
Founder of **Digital Equipment Corporation**



“Ha ha ha...it  
doesn't  
even have a  
**keyboard!**”

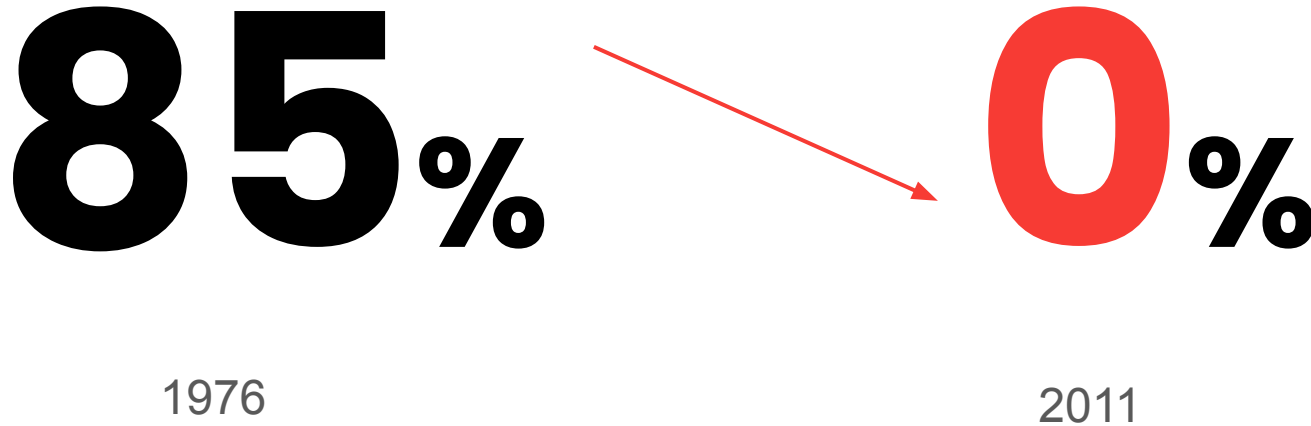


**Steve Balmer,**  
then CEO of Microsoft  
brushed aside iPhone when  
it was launched



“ Know It All to **Learn It All**”  
“Closed Source to Open Source”

Which company went from being a market leader with 85% market share in 1976 to bankruptcy in 2011?





**Steven Sasson**

2009, First Digital Camera



- The camera was the **size of a toaster**
- weighed in at **8.5 pounds**
- had a resolution of **0.01 megapixel**
- took up to **30 black & white** digital images.



**Steven Sasson**

2009, First Digital Camera



**“When it is going to be realistic to use?”**

**“Why would anybody want to look at their pictures on a electronic screen?”**







This is not just technology problem, or a operational problem, it is a culture related problem.

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## **Wrong Focus**

(Or Wrong Priorities)

- a. Focus on wrong metrics – quarterly results of my current business.
- b. Thwart your own innovation.

## **Not Able To See Weak Signals**

- a. Don't see signals, howsoever weak or strong they are
- b. in this case it was not even a competitors tech, but internal tech.



**Myopia**



Kodak succeeded at invention,  
but failed at innovation

*innovation killers*



```
graph TD; A[innovation killers] --> B[Myopia]; A --> C[Monkey Mind]; A --> D[Inertia];
```

**Myopia**

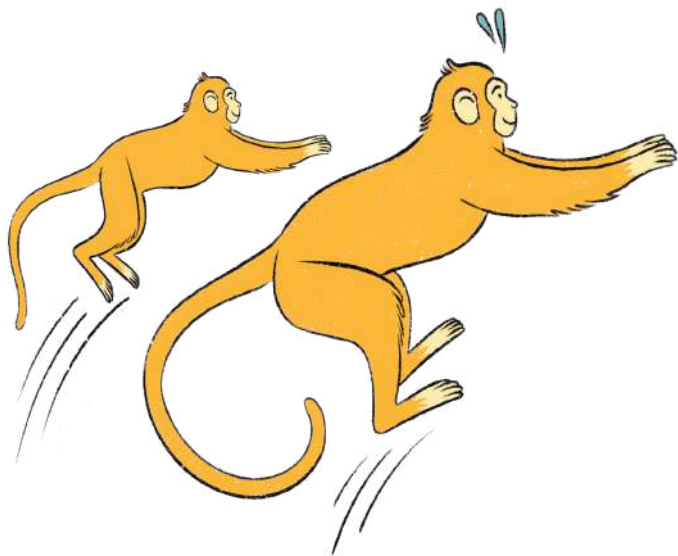
Lack Of Imagination

**Monkey Mind**

Jumping Into Solutions

**Inertia**

Fear Of Change



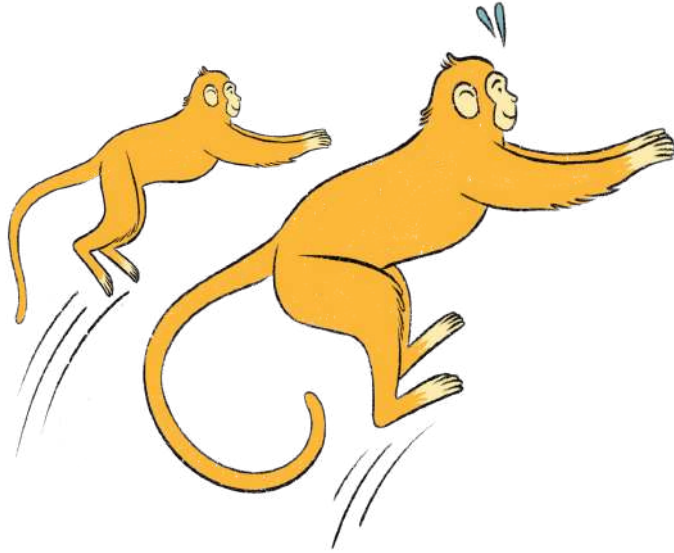
"if **most people** in the room think this way, it must be true"

"if **boss** or subject matter expert thinks this way, it must be true".



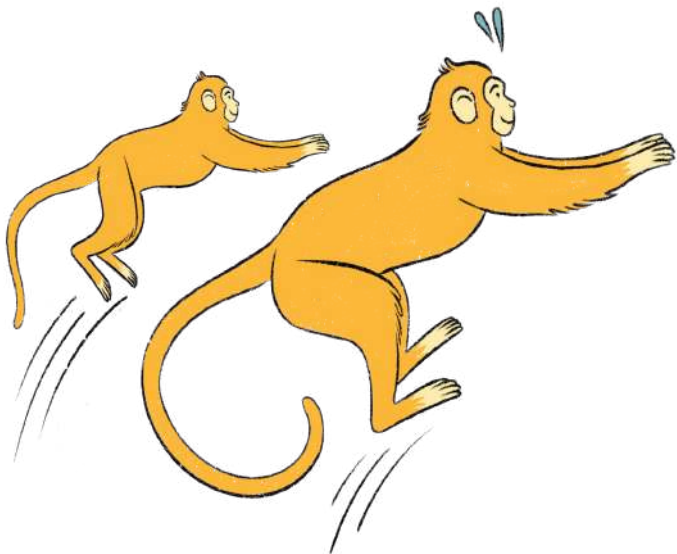
# Monkey Mind

## Jumping Into Solutions



Monkey Mind is the propensity of our mind to jump into solutions. This is inevitable as the human mind is wired to make sense of the world through pattern matching. We are wired to match any incoming information with patterns that already exist in our heads. These existing patterns are a result of our education, knowledge and experiences. When presented with a problem, we tend to find solutions by matching it with what we already know.

Our brain is instinctively lazy. Or in other words, our brain is instinctively efficient. It automatically tries to fill gaps of missing information with what it knows. In organizations, this tendency to pattern matching is manifested as group think or expert think — “if most people in the room think this way, it must be true” or “if boss or subject matter expert thinks this way, it must be true”. One monkey jumps and the rest follow. This nips new ideas in the bud. For sure!



**Problem**



**Solution**

When presented with a problem, we tend to find solutions by matching it with what we already know.

*innovation killers*

```
graph TD; A[innovation killers] --> B[Myopia]; A --> C[Monkey Mind]; A --> D[Inertia]; B --- B_desc[Lack Of Imagination]; C --- C_desc[Jumping Into Solutions]; D --- D_desc[Fear Of Change];
```

**Myopia**

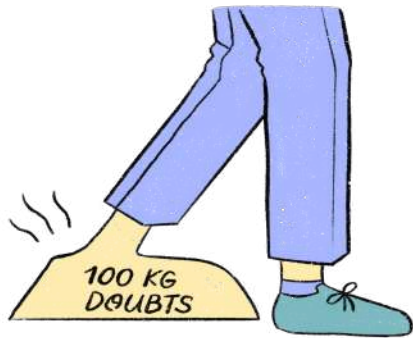
Lack Of Imagination

**Monkey Mind**

Jumping Into Solutions

**Inertia**

Fear Of Change



## Inertia

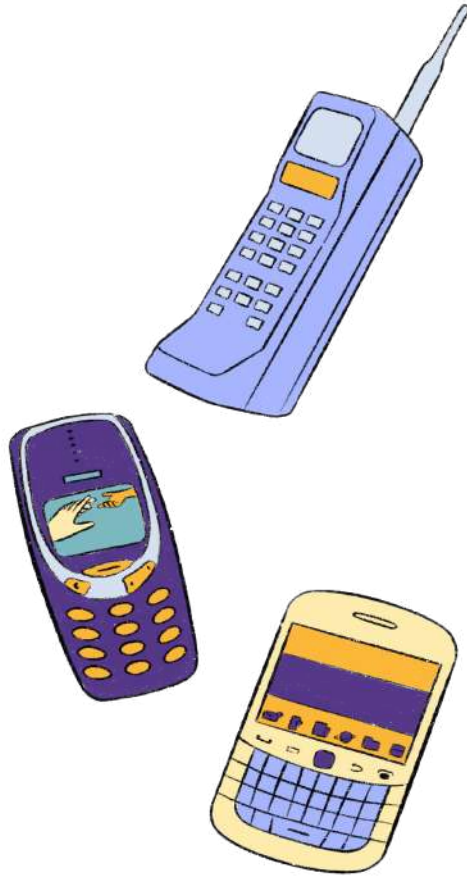
### Fear Of Change

Inertia is our propensity not to act on an idea or solution that we may already have. Inertia is another potent killer, putting new ideas on the chopping block. You may have a new idea or a new solution but get bogged down by doubt or by the risk of failure.

It is not just individuals or smaller organizations that are affected by these three innovation killers. **Even large organizations** that have wherewithal and talent **suffer from this malady.**







Do you remember the very first generation of mobile hand phones? I call them brick-phones. There used to be a brand of phones by the name Ericsson and Siemens. These first generation mobile phones solved the utility part of the service equation — they served the purpose of ‘communicating while walking’.

But they were clunky and not very comfortable to carry around. They didn’t have a user-friendly interface — it was just one small strip of a screen on which you had to scroll horizontally to read text.

So it served the ‘utility’ purpose. Unlike a landline phone, you didn’t have to stand next to it through the length of the call. With brick-phones you could carry the phone out of your house or into your car and still continue to talk.

But Ericsson and Siemens missed the very important factor of ‘usability’ — that the phone should be comfortable to carry, it should have an easy to understand user interface with a simple & intuitive navigation. Nokia filled that gap.

Yet again, both Nokia and Blackberry missed another unarticulated need, need of convergence, need to carry your computer with you, need to carry your camera with you so you could instantly capture and share moments that you relished. Apple did! This was a behavior shift towards instant gratification that Apple built its phones on.

In the above cases, innovation killers are on ample display. Nearsightedness makes you fail to see beyond your current markets or customers. You miss micro trends, changing behaviors, unarticulated needs, emergent and unripened technologies.

But Nokia again missed the behavior change in people. Desktops were fast being replaced by laptops. People had this emergent need to check their emails while on the go. What Nokia missed, Blackberry understood. It created a product around this behavior. Blackberry was an email

Monkey mind is also on display in these cases, as organizational thought was governed by only one idea; utility in case of brick-phones, usability of current

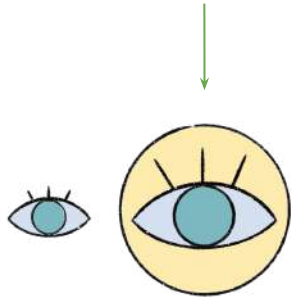
services — call & SMS in case of Nokia phones, and utility again in case of Blackberry. It was groupthink: “Why should I stick my head out?”

Inertia sure was on abundant display. Do you think the Nokia R&D team had not figured out how to add email to a phone? Or how to make a touchscreen keypad easy to use? Or have a high quality camera in their phones? I am sure they had — but inertia was at play! Risk of failure, approvals, market research, financial implications of not succeeding, etc., etc. all must have played their own small and sweet part in the impending implosion that we all witnessed! We don’t want to change the existing. We don’t like to change what is working today, until the time it doesn’t and is invariably too late.



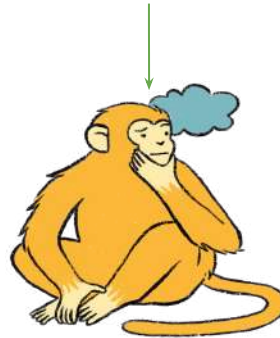
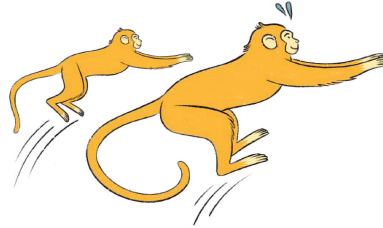
# innovation killers

**Myopia**  
Lack Of Imagination



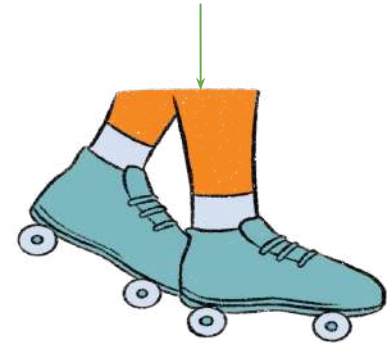
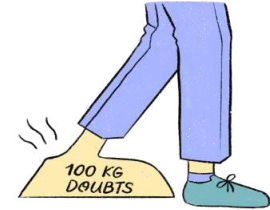
To tackle myopia we need to **look** at things **differently**.

**Monkey Mind**  
Jumping Into Solutions



To tackle monkey mind we need to **think** about solutions **differently**.

**Inertia**  
Fear Of Change



To fight inertia we need to learn to **make** things **differently**.

# innovation killers

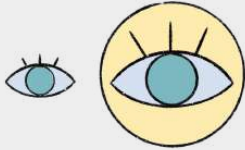
**Myopia**  
Lack Of Imagination

**Monkey Mind**  
Jumping Into Solutions

**Inertia**  
Fear Of Change

**LOOK**

Look Different.



**Perspectives**

**THINK**

Think Different.



**Alternatives**

**MAKE**


Make Different.



**Iterative**

## Myopia

Near-sightedness, lack of foresight



**Individual Myopia**  
What stops me from innovating?  
(personal blind spots, biases, behaviours, habits)

**Team Myopia**  
What stops us from innovating at team level  
(team blind spots, biases, behaviours, habits)

**Organisational Myopia**  
What stops us as an organisation or department from innovating?  
(organisational or leadership blind spots, biases, behaviours, habits)

**Bound by assumptions**  
• Rejection of perspectives

**Inward Myopia**  
Organisational silos, turf wars, specialist syndrome, glowing internal innovations

**Outward Myopia**  
Ignore the weak signals or trends that are changing around you

**Reflect on how these innovation killers have impacted your projects/journeys.**

- When and where did innovation killers arise?
- How did they shape your approach, decisions, or outcomes?
- What lessons can you draw from these challenges to navigate future innovation initiatives more effectively?

Note: you may write at back of this sheet or use another sheet to write your reflection

## Monkey Mind

Jumping into solutions



**Individual Monkey Mind**  
What stops me from innovating?  
(personal blind spots, biases, behaviours, habits)

**Team Monkey Mind**  
What stops us from innovating at team level  
(team blind spots, biases, behaviours, habits)

**Organisational Monkey Mind**  
What stops us as an organisation or department from innovating?  
(organisational or leadership blind spots, biases, behaviours, habits)

**Group Think**  
• Expert There

**Problem** → **Solution**

When presented with a problem, we tend to find solutions by matching it with what we already know.

• We make sense by pattern-matching

• Patterns are result of our education, knowledge and experiences

• One monkey jumps and the rest follow. The right new ideas in the bud.

**Reflect on how these innovation killers have impacted your projects/journeys.**

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## Inertia

Fear of Change



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**Organisational Inertia**  
What stops us as an organisation or department from innovating?  
(organisational or leadership blind spots, biases, behaviours, habits)

**Fear of change**  
• Risk of failure

Inertia is our propensity not to do an idea or solution that we may already have.

You may have a new idea or a new solution but get bogged down by doubt or by the risk of failure.

• Involunt to enact change

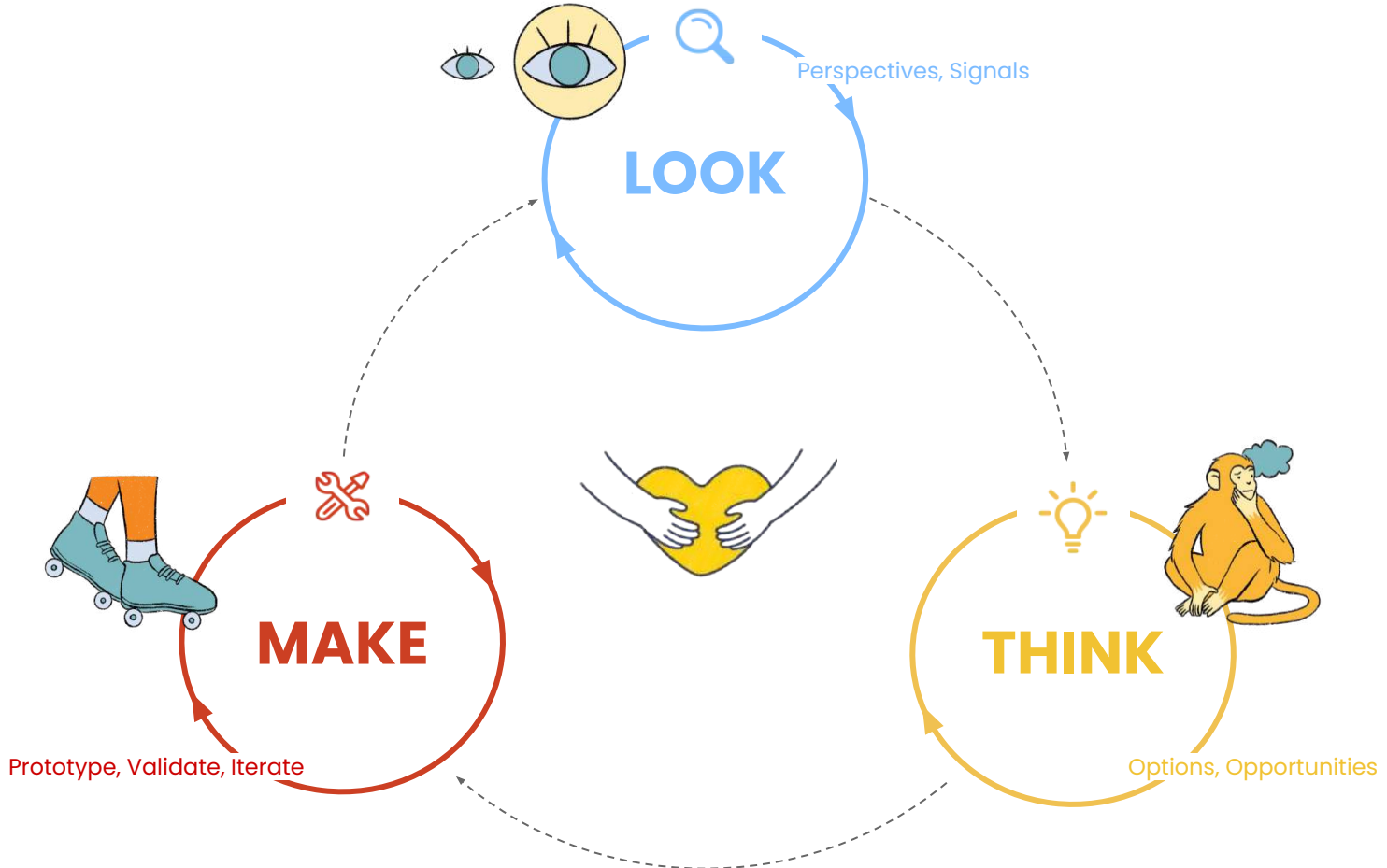
• Sticking to familiar routines rather than taking risks

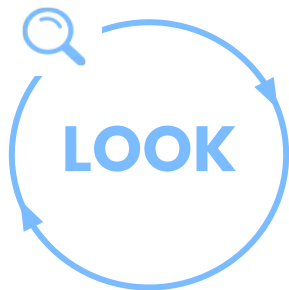
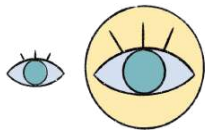
• Bias towards status quo

**Reflect on how these innovation killers have impacted your projects/journeys.**

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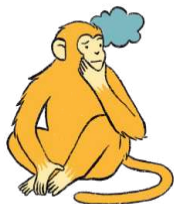
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- |    |   |
|----|---|
| 01 | Understanding Purpose, Strengths and Gaps |
| 02 | Understanding Industry Context            |
| 03 | Understanding Customers                   |
| 04 | Mapping Customer Journey                  |

Perspectives, Signals



- |    |                        |
|----|------------------------|
| 05 | Uncovering Needs       |
| 06 | Defining Opportunities |
| 07 | Generating Ideas       |
| 08 | Selecting Ideas        |

Options, Opportunities



- |    |                         |
|----|-------------------------|
| 09 | Detailing the Idea      |
| 10 | Prototyping the Idea    |
| 11 | Testing the Idea        |
| 12 | Planning Implementation |

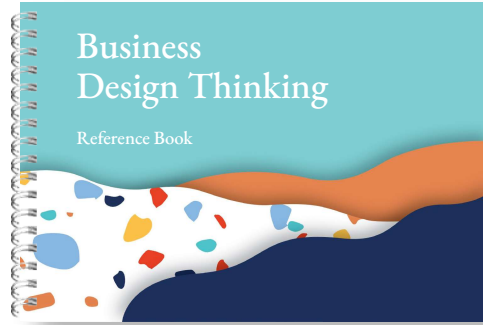
Validate, Iterate



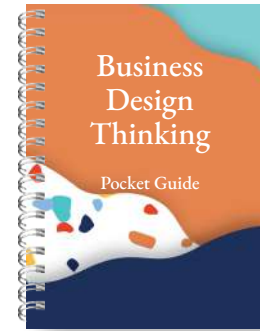
# Business Design Thinking Toolkit

A Toolkit to  
Transform your Travel Business

## Innovation Toolkit



Reference Book [A4]



Pocket Guide [A5]



Mindset Activities [A5]



Trigger Cards [A6]



**Nav Qirti**



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**Always keep listening,  
listening is learning.**



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