PD513
TRIZ: The Theory of Inventive Problem Solving

Day 1

- Morning
  - Patterns of invention
  - Psychological inertia
  - TRIZ algorithm (ARIZ)
  - Ideal Final Result concept
  - Case studies and examples
- Afternoon
  - Resource identification and use
  - Resource and field conversion
  - Introduction to contradiction resolution
  - Case studies and examples

Day 2

- Morning
  - Contradictions and the TRIZ contradiction table
  - 40 Inventive Principles
  - Using the contradiction table
  - Case studies and example
- Afternoon
  - Using TRIZ for business problems
  - TRIZ in “reverse” for failure analysis and prediction
  - Case studies and examples

Day 3

- Morning
  - Using TRIZ with other enterprise and creativity tools
    - Six Sigma, DFSS, CPS, DeBono
  - Use of psychological assessment tools
    - Myers Briggs, Kirton KAI™
  - Implementation of TRIZ inside an organization
- Afternoon
  - Cause and effect modeling tools for problem definition
  - Final case studies and use of tools by participants on their own problems
  - Wrap up, quiz, and recommendations