#### THEHEROPLAN.COM

### O. BIG IDEA

**NEWCOMETS** 





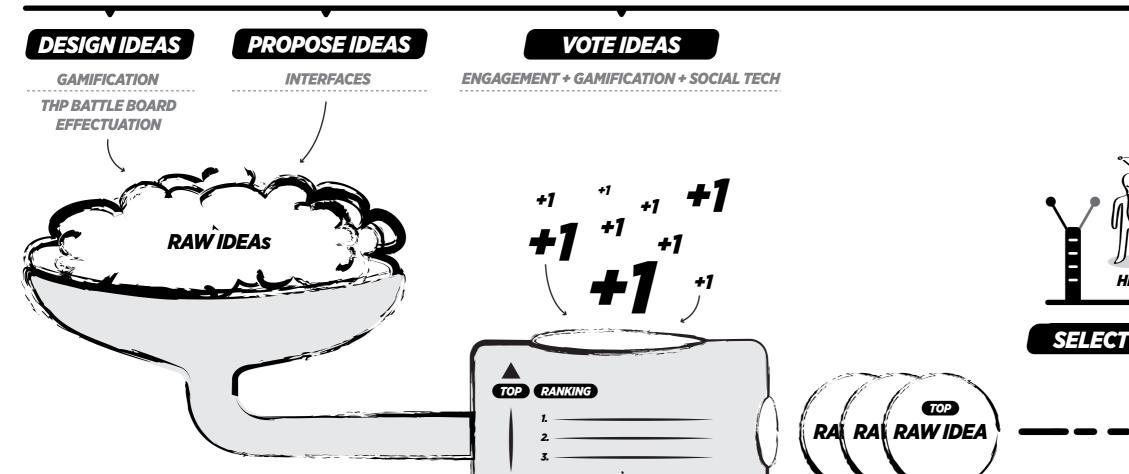












**DASHBOARD** 

SELECT BIG IDEA **BIG IDEA** 

### 1. TARGET

#### **NEWCOMETS**





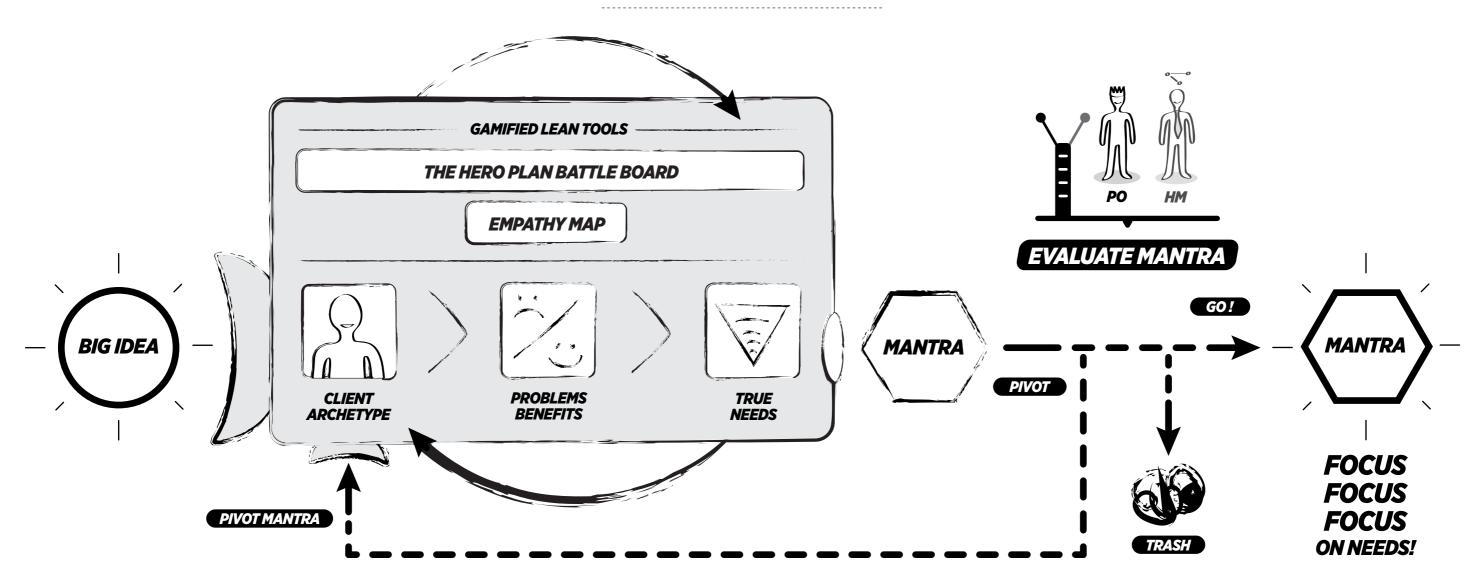






**DESIGN MANTRA** 

**MASSIVE TRANSFORMATION PURPOSE** 



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### 2. PLAN

#### **NEWCOMETS**





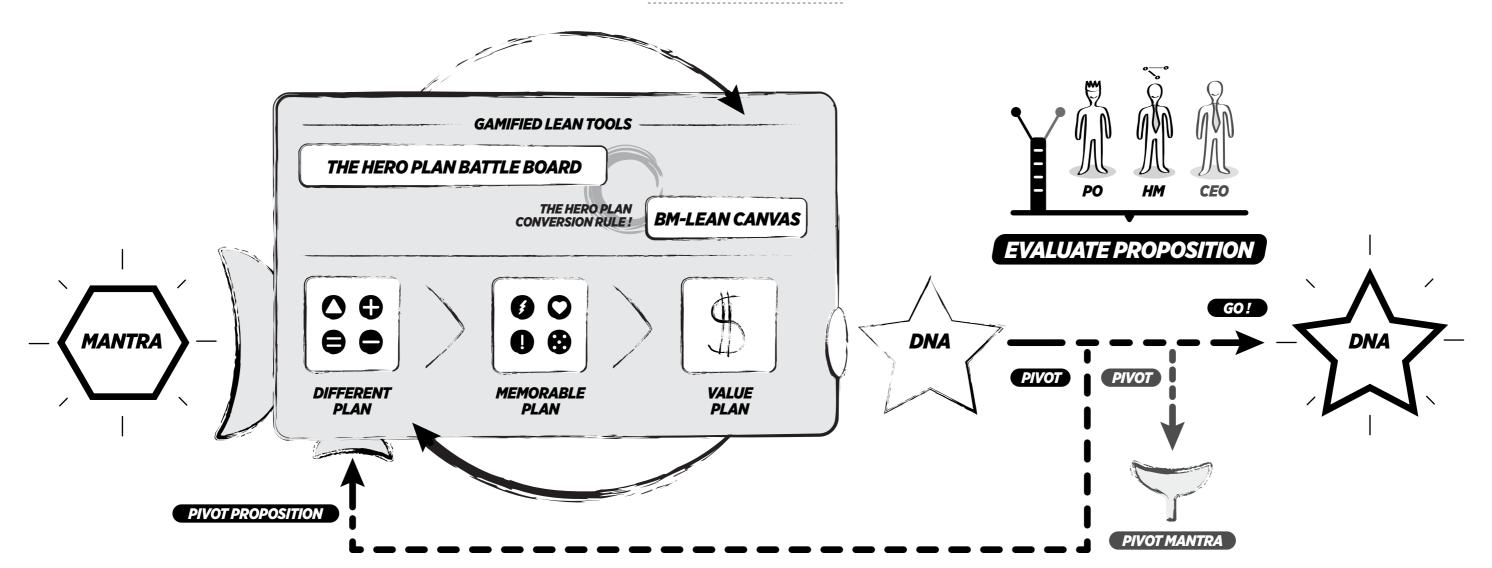






**DESIGN PROPOSITION** 

**LEARNING THROUGH FIGHT!** 



### 3. ACTION!

#### **NEWCOMETS**





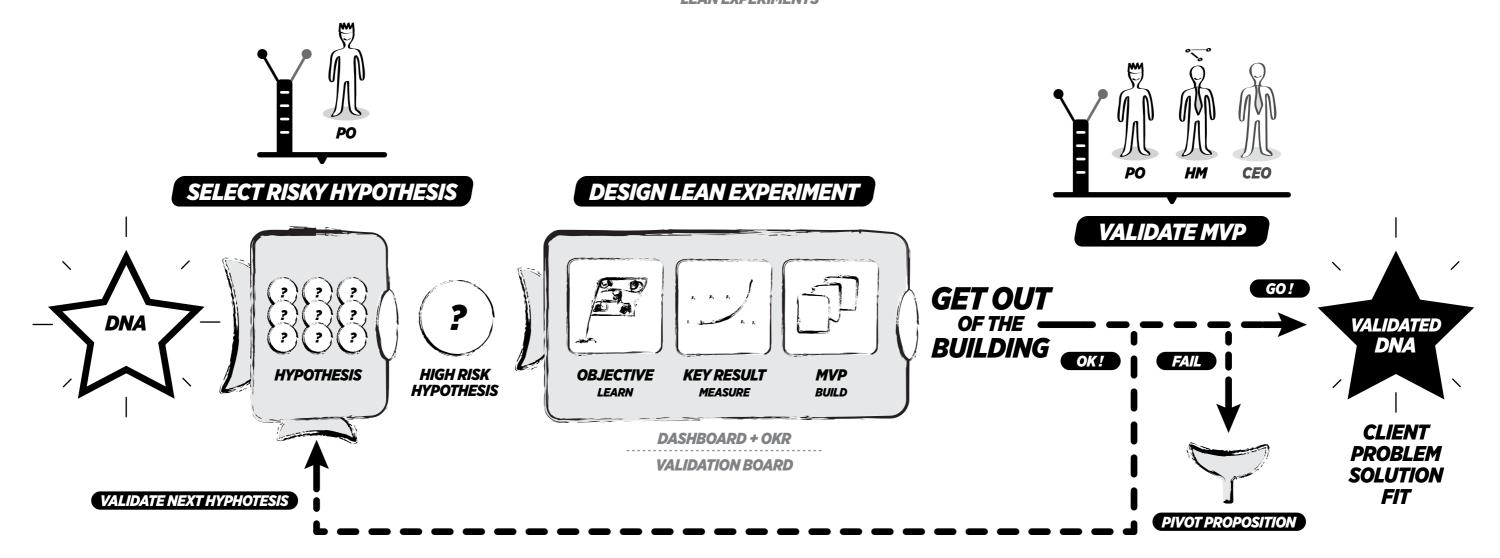






**VALIDATE PROPOSITION** 

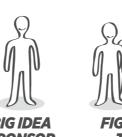
LEAN EXPERIMENTS



# THEHEROPLAN.COM SCRUM

#### **NEWCOMETS**

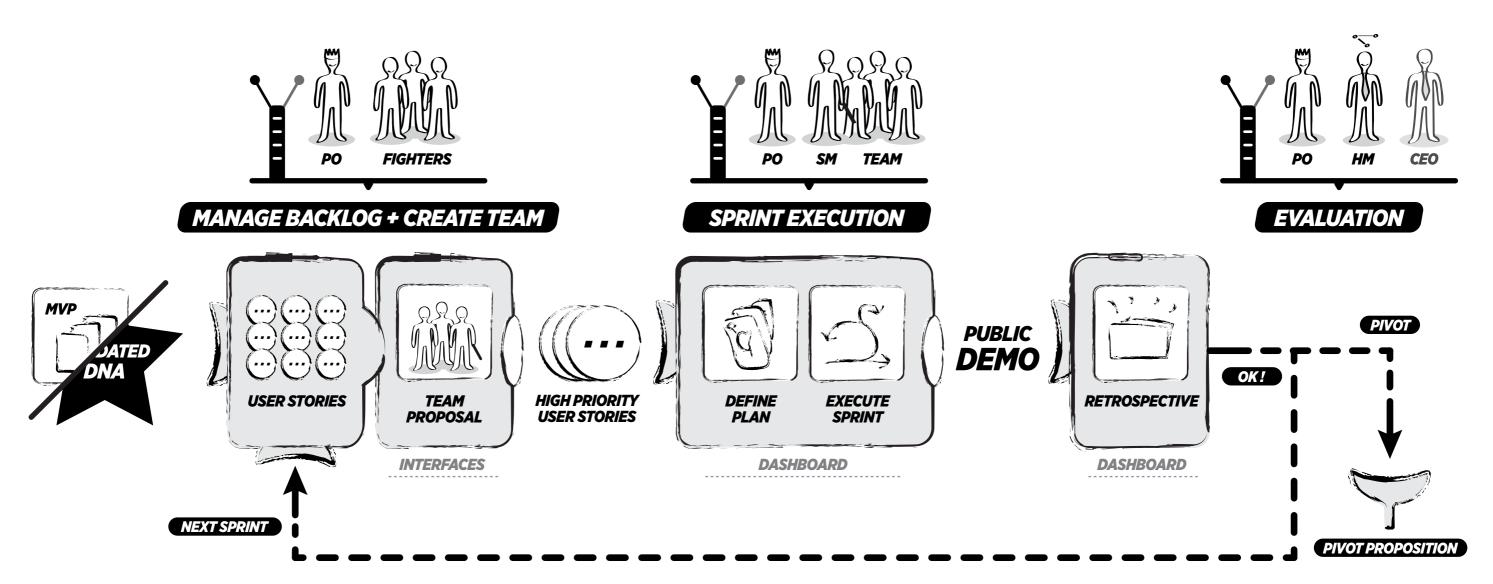








#### **AGILE DEVELOPMENT**



### 4. GO TO MARKET!

#### **NEWCOMETS**





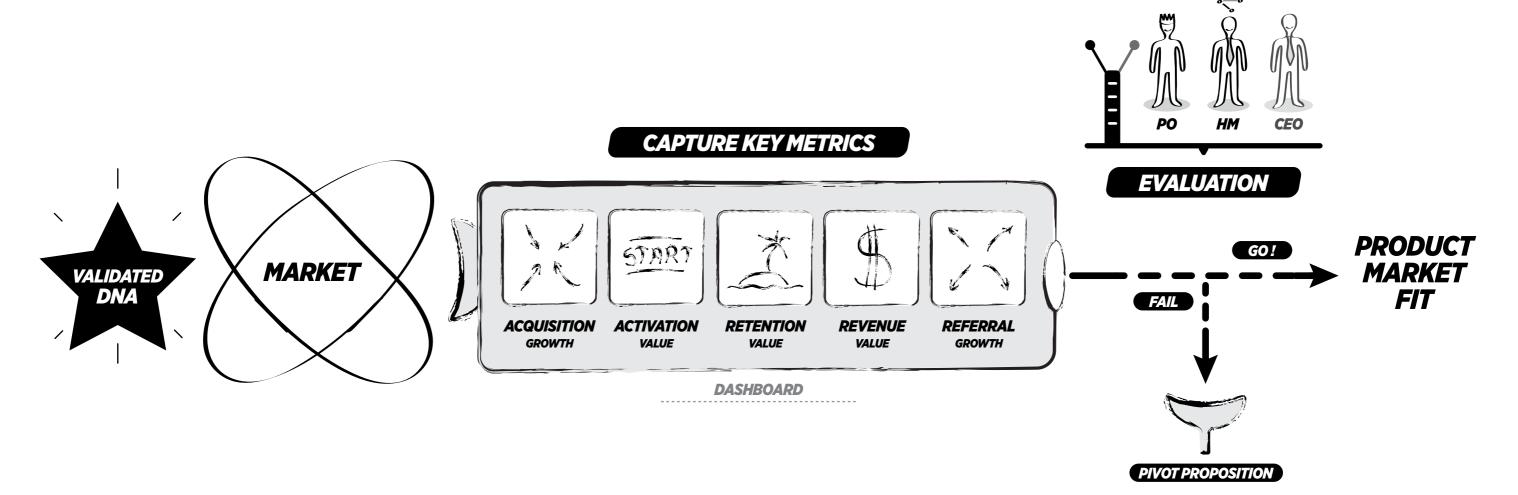






VALIDATE MARKET

**CREATE CLIENTS** 



## 5. EXO TIME!

#### **NEW EXPONENTIAL ORGANIZATION**









SCALE + IDEAS

STAFF ON DEMAND

COMMUNITY & CROWD

**ALGORITHMS** 

LEVERAGED ASSETS

**ENGAGEMENT** 

INTERFACES

**DASHBOARDS** 

**EXPERIMENTATION** 

**AUTONOMY** 

SOCIAL TECHNOLOGIES

**CULTURE** 

**PLATFORM** 

INNOVATION AT THE EDGES



**EVALUATION** 

FAIL

