

permanent basis. In short, this book is a fascinating journey into the world of those who are creating the world of tomorrow. *Buy now the summary of this book for the modest price of a cup of coffee!

From a prominent educator, author, and founder of Harvard's Change Leadership Group comes a provocative look at why innovation is today's most essential real-world skill and what young people need from parents, teachers, and employers to become the innovators of America's future. In this groundbreaking book, education expert Tony Wagner provides a powerful rationale for developing an innovation-driven economy. He explores what parents, teachers, and employers must do to develop the capacities of young people to become innovators. In profiling compelling young American innovators such as Kirk Phelps, product manager for Apple's first iPhone, and Jodie Wu, who founded a company that builds bicycle-powered maize shellers in Tanzania, Wagner reveals how the adults in their lives nurtured their creativity and sparked their imaginations, while teaching them to learn from failures and persevere. Wagner identifies a pattern—a childhood of creative play leads to deep-seated interests, which in adolescence and adulthood blossom into a deeper purpose for career and life goals. Play, passion, and purpose: These are the forces that drive young innovators. Wagner shows how we can apply this knowledge as educators and what parents can do to compensate for poor schooling. He takes readers into the most forward-thinking schools, colleges, and workplaces in the country, where teachers and employers are developing cultures of innovation based on collaboration, interdisciplinary problem-solving, and intrinsic motivation. The result is a timely, provocative, and inspiring manifesto that will change how we look at our schools and workplaces, and provide us with a road map for creating the change makers of tomorrow. Creating Innovators will feature its own innovative elements: more than sixty original videos that expand on key ideas in the book through interviews with young innovators, teachers, writers, CEOs, and entrepreneurs, including Thomas Friedman, Dean Kamen, and Annmarie Neal. Produced by filmmaker Robert A. Compton, the videos are accessible via links and QR codes placed throughout the eBook text or by visiting www.creatinginnovators.com.

Profitable innovation doesn't just happen. It must be managed, measured, and properly executed, and few companies know how to accomplish this effectively. Making Innovation Work presents a formal innovation process proven to work at HP, Microsoft and Toyota, to help ordinary managers drive top and bottom line growth from innovation. The authors have drawn on their unsurpassed innovation consulting experience -- as well as the most thorough review of innovation research ever performed. They'll show what works, what doesn't, and how to use management tools to dramatically increase the payoff from innovation investments. Learn how to define the right strategy for effective innovation; how to structure an organization to innovate best; how to implement management systems to assess ongoing innovation; how to incentivize teams to deliver, and much more. This book offers the first authoritative guide to using metrics at every step of the innovation process -- from idea creation and selection through prototyping and commercialization. This updated edition refreshes the examples used throughout the book and features a new introduction that gives currency to the principles covered throughout.

Most Likely to Succeed

Making Innovation Work

How to Manage Ideas and Execution for Outstanding Results

Why Even Our Best Schools Don't Teach the New Survival Skills Our Children Need-and What We Can Do About It

Creating Innovators (Enhanced eBook)

The Innovation Code

The Making of Young People who Will Change the World

In this groundbreaking book, education expert Tony Wagner provides a powerful rationale for developing an innovation-driven economy. He explores what parents, teachers, and employers must do to develop the capacities of young people to become innovators. In profiling compelling young American innovators such as Kirk Phelps, product manager for Apple's first iPhone, and Jodie Wu, who founded a company that builds bicycle-powered maize shellers in Tanzania, Wagner reveals how the adults in their lives nurtured their creativity and sparked their imaginations, while teaching them to learn from failures and persevere. Wagner identifies a pattern—a childhood of creative play leads to deep-seated interests, which in adolescence and adulthood blossom into a deeper purpose for career and life goals. Play, passion, and purpose: These are the forces that drive young innovators. Wagner shows how we can apply this knowledge as educators and what parents can do to compensate for poor schooling. He takes readers into the most forward-thinking schools, colleges, and workplaces in the country, where teachers and employers are developing cultures of innovation based on collaboration, interdisciplinary problem-solving, and intrinsic motivation. The result is a timely, provocative, and inspiring manifesto that will change how we look at our schools and workplaces, and provide us with a road map for creating the change makers of tomorrow. Creating Innovators will feature its own innovative elements: more than sixty original videos that expand on key ideas in the book through interviews with young innovators, teachers, writers, CEOs, and entrepreneurs, including Thomas Friedman, Dean Kamen, and Annmarie Neal. Produced by filmmaker Robert A. Compton, the videos are embedded directly into this eBook file and may also be accessed by visiting www.creatinginnovators.com.

How Breakthrough Ideas Emerge from Small Discoveries

Little Belts

The Innovator's Hypothesis

The Simplicity Playbook for Innovators: Creating Lovable Experiences in a Complicated World

The Essential Handbook for Creating, Deploying, and Sustaining Creative Solutions to Systemic Problems

Make, Think, Imagine

How a Group of Hackers, Geniuses, and Geeks Created the Digital Revolution