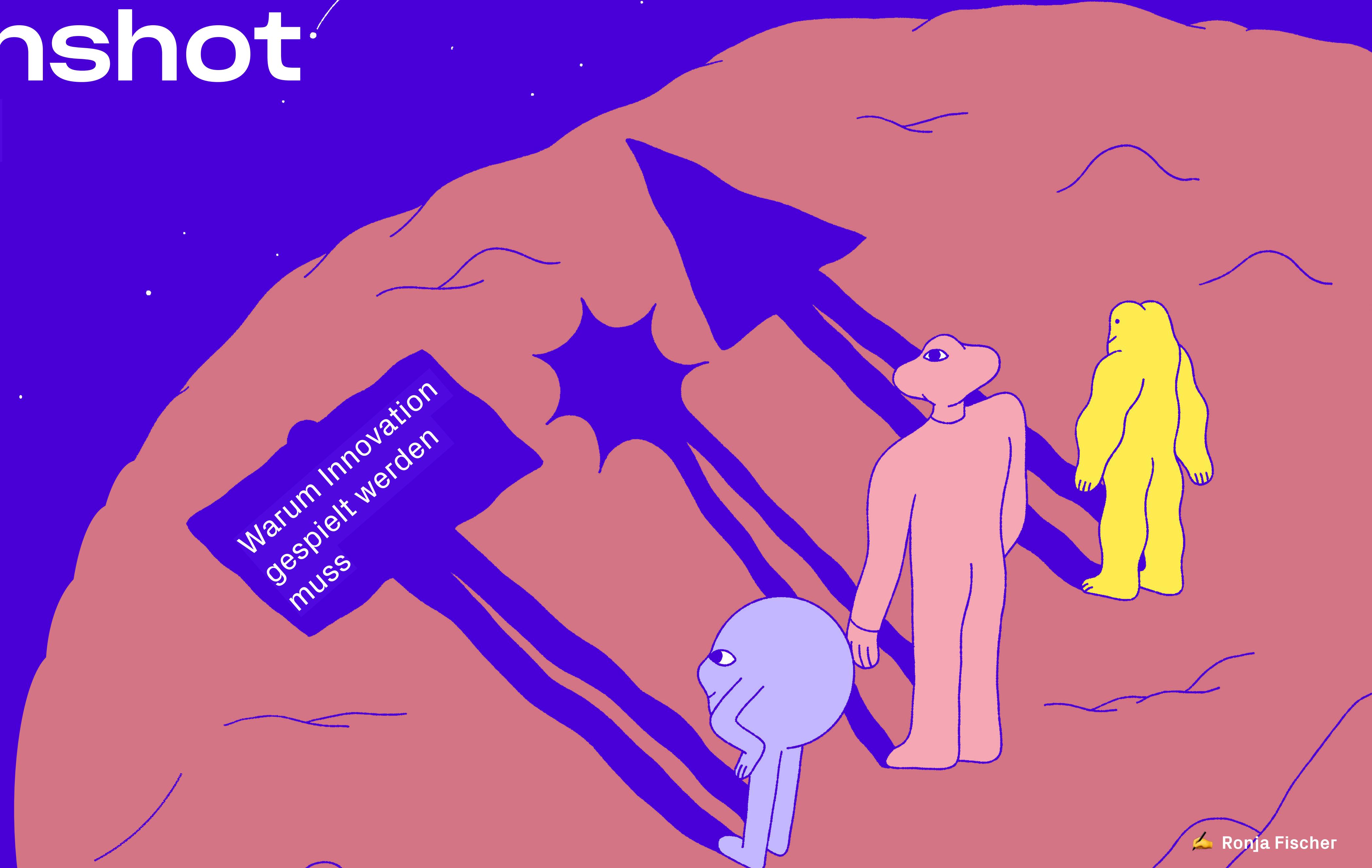


Monshot Thinking





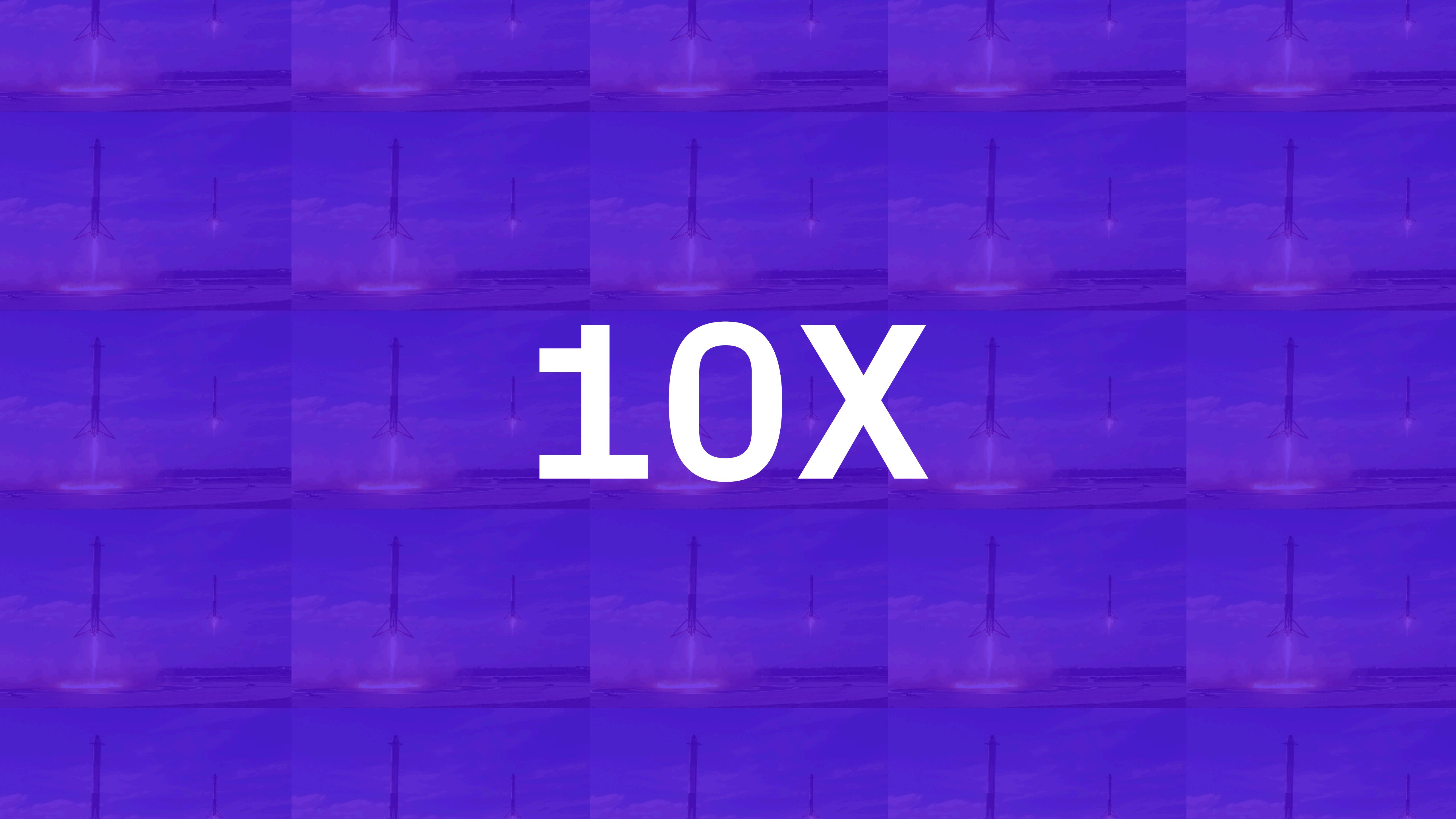
1962



We choose to go to the moon in this decade and do the other things, not because they are easy, but because they are hard

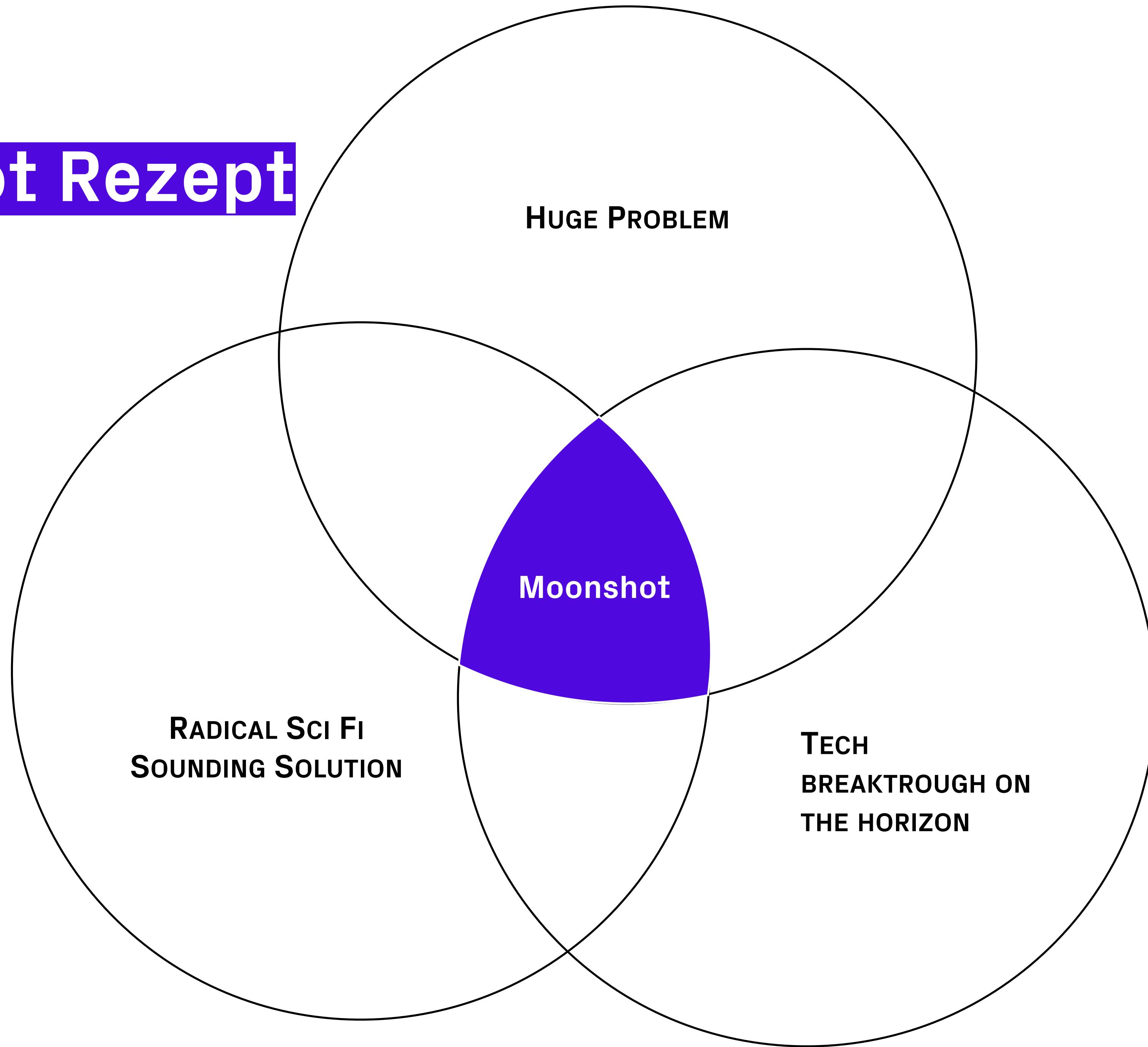


1962



10X

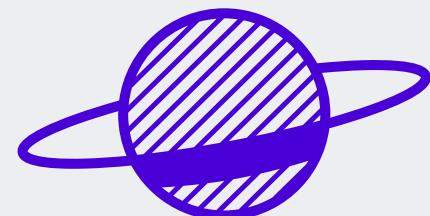
Das Moonshot Rezept



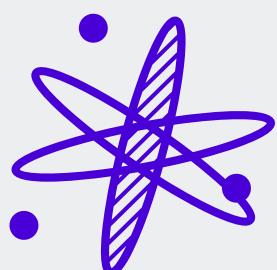




Die 4 Wirkebenen von Moonshot



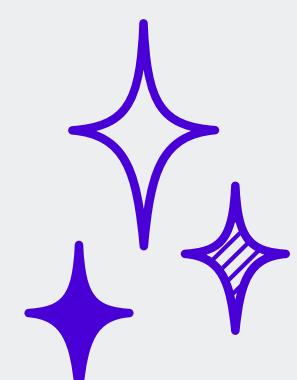
Als Testfeld, um **individuelle Fähigkeiten** zu trainieren (z.B strategisches Denken, Verhandlungsgeschick, Soziale Kompetenzen, uvm).



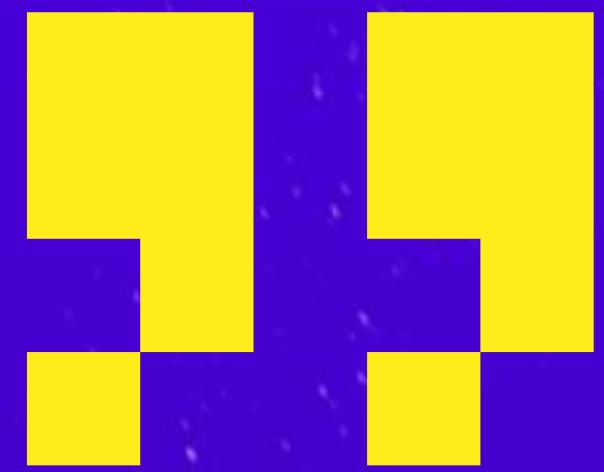
Als Lernraum, in dem **neues Wissen** in einer unkonventionellen und sozialen Umgebung im Austausch angeeignet werden kann.



Als Kreativitätsmotor, der **originelle Denkmuster** in einem Umfeld neuer Regeln und Beschränkungen ermöglicht.



Als spielerischer Wettbewerb, der einen **Flow kreiert**, in dem neue Lösungen leicht fallen.



The language of entrepreneurs is the language of play. They're not out there solving problems; they're out there playing – and it's during this process that they're coming up with disruptive technologies and life-changing products.

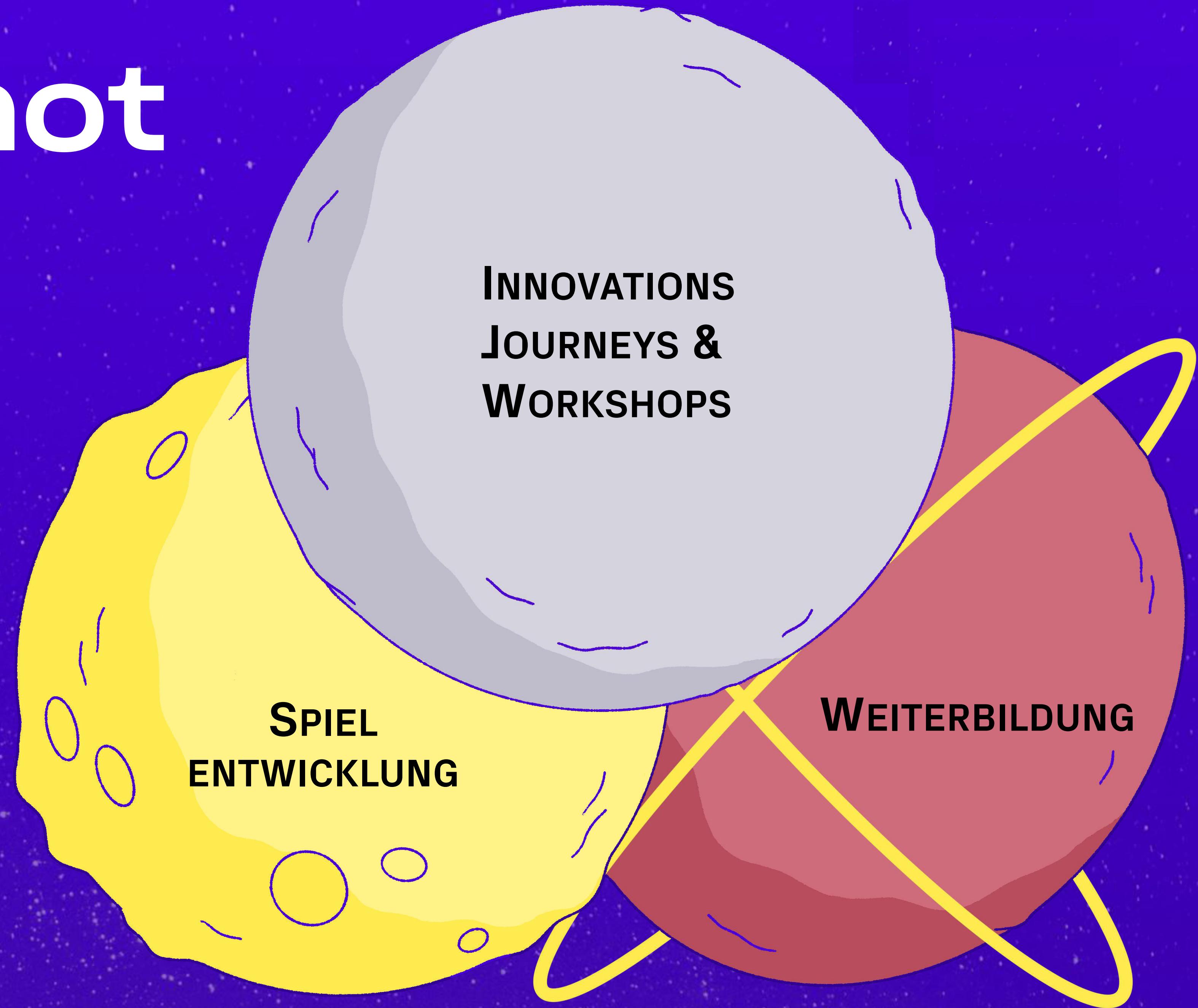
— Bruce Nussbaum, Professor of Design and Innovation in his book „Creative Intelligence“

entering the

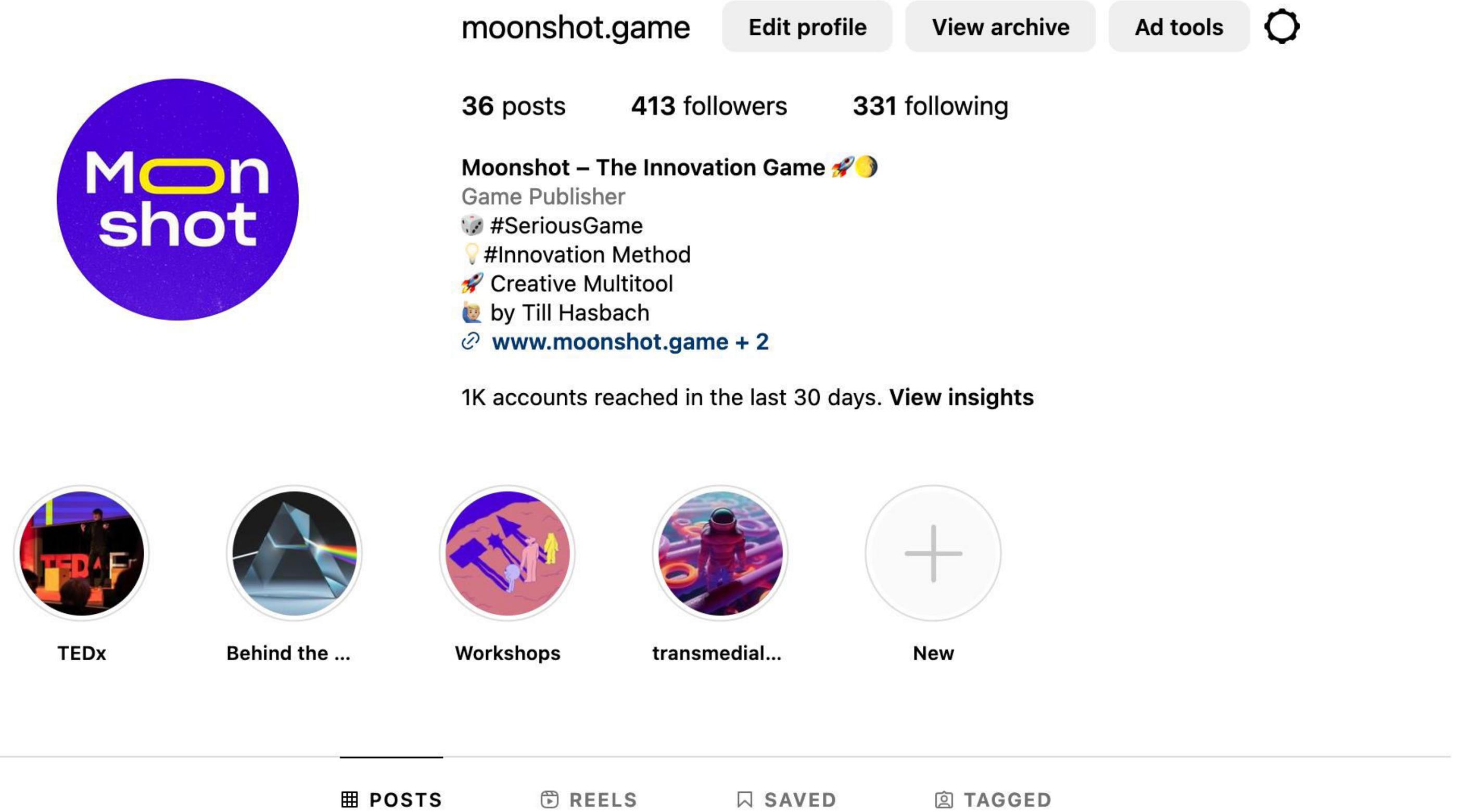




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