THE MINDSET FOR SUCCESSFUL INNOVATORS IN THE DIGITAL AGE



ADVENTURE

**ENDURANCE** 





THINKING FAST AND SLOW





"Failure is an opportunity to grow"

### **GROWTH MINDSET**

"I can learn to do anything I want"

"Challenges help me to grow"

"My effort and attitude determine my abilities"

"Feedback is constructive"

"I am inspired by the success of others"

"I like to try new things" "Failure is the limit of my abilities"

#### FIXED MINDSET

"I'm either good at it or I'm not"

"My abilities are unchanging"

"I don't like "I can either do it, to be challenged" or I can't"

"My potential is predetermined"

"When I'm frustrated, I give up"

> "Feedback and criticism are personal

"I stick to what I know"



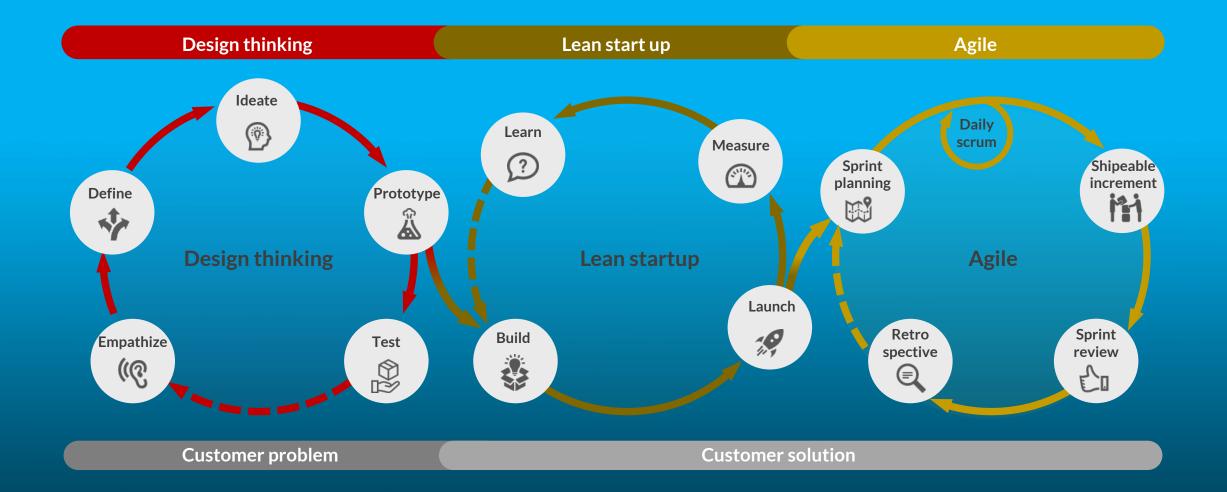


## DANIEL CAROL KAHNEMAN DWECK

### VIKTOR FRANKL











CONTROL **INDIVIDUAL LONG CYCLES SEQUENTIAL** FIRST TIME RIGHT **MANAGEMENT LEAD**  > EMPOWERED

> TEAM

> SHORT CYCLES

> ITERATIVE

> EXPERIMENTAL

> CUSTOMER LEAD





**VISIONARY** PASSION & FUN: ENGAGING **COACHING & MENTORING THINKING & DOING ACTION ORIENTED CONTROLABLE RISKS** 



# THANKYOU & STAY SAFE!