

HYPER ISLAND.asia

**2022 EXPERIENCES FOR
BUSINESSES & INDIVIDUALS**



**IBF-STC ACCREDITED PROGRAMMES
UPDATE ON 11 OCTOBER 2021**

**HUMAN CENTERED
DESIGN FUNDAMENTALS**

2 DAYS | IBF-STC ACCREDITED

FEB 14-15
[ENROLL HERE](#)MAY 23-24
[ENROLL HERE](#)**AGILE WAYS
OF WORKING**

2 DAYS | IBF-STC ACCREDITED

FEB 17-18
[ENROLL HERE](#)MAY 23-24
[ENROLL HERE](#)**DIGITAL MARKETING
& GROWTH HACKING**

2 DAYS | IBF-STC ACCREDITED

JAN 20-21
[ENROLL HERE](#)MAR 21-22
[ENROLL HERE](#)JUN 16-17
[ENROLL HERE](#)**DATA STORYTELLING
FOR BUSINESS** (formerly titled
Data-Driven Decision Making)

2 DAYS | IBF-STC ACCREDITED

JAN 20-21
[ENROLL HERE](#)MAR 21-22
[ENROLL HERE](#)JUN 16-17
[ENROLL HERE](#)

NEW

**EXPERIMENTAL MINDSET**

1 DAY | IBF-STC ACCREDITED

JAN 17
[ENROLL HERE](#)JUN 13
[ENROLL HERE](#)

NEW

**EXPLORING PLATFORM
BUSINESS MODELS**

1 DAY | IBF-STC ACCREDITED

JAN 17
[ENROLL HERE](#)JUN 13
[ENROLL HERE](#)

NEW

**DIGITAL TRANSFORMATION
MASTERCLASS**

2 DAYS | IBF STS ACCREDITED

APR 21-22
[ENROLL HERE](#)

NEW

**HARNESSING THE POWER OF
THE INTERNET OF THINGS (IoT)**

2 DAYS | IBF STS ACCREDITED

APR 18-19
[ENROLL HERE](#)

**HUMAN CENTERED
DESIGN FUNDAMENTALS**

2 DAYS | IBF-STC ACCREDITED

JUL 12-13
[ENROLL HERE](#)OCT 3-4
[ENROLL H](#)NOV 28-29
[ENROLL HERE](#)**AGILE WAYS
OF WORKING**

2 DAYS | IBF-STC ACCREDITED

JUL 14-15
[ENROLL HERE](#)OCT 3-4
[ENROLL HERE](#)NOV 28-29
[ENROLL HERE](#)**DIGITAL MARKETING
& GROWTH HACKING**

2 DAYS | IBF-STC ACCREDITED

AUG 4-5
[ENROLL HERE](#)OCT 6-7
[ENROLL HERE](#)NOV 10-11
[ENROLL HERE](#)**DATA STORYTELLING
FOR BUSINESS** (formerly titled
Data-Driven Decision Making)

2 DAYS | IBF-STC ACCREDITED

AUG 4-5
[ENROLL HERE](#)OCT 6-7
[ENROLL HERE](#)NOV 10-11
[ENROLL HERE](#)

NEW

**EXPERIMENTAL MINDSET**

1 DAY | IBF-STC ACCREDITED

NOV 7
[ENROLL HERE](#)

NEW

**EXPLORING PLATFORM
BUSINESS MODELS**

1 DAY | IBF-STC ACCREDITED

NOV 7
[ENROLL HERE](#)

NEW

**DIGITAL TRANSFORMATION
MASTERCLASS**

2 DAYS | IBF STS ACCREDITED

SEP 15-16
[ENROLL HERE](#)DEC 8-9
[ENROLL HERE](#)

NEW

**HARNESSING THE POWER OF
THE INTERNET OF THINGS (IoT)**

2 DAYS | IBF STS ACCREDITED

SEP 12-13
[ENROLL HERE](#)DEC 5-6
[ENROLL HERE](#)








Build your next generation of leaders

PART-TIME MASTER'S PROGRAMME
7 COURSES + RESEARCH PROJECT
IBF-STTS ACCREDITED PROGRAMME

- ✓ Projects that **Integrate with work**
- ✓ A Complete **transformative learning experience**
- ✓ Get expert **feedback on ideas & work**
- ✓ Live **expert workshop & trainings**
- ✓ **Monthly events & activities**
- ✓ Direct Access to **our team of experts & community**
- ✓ Degree Awarded by **Teesside University UK**



DESIGNED BY HYPER ISLAND VALIDATED
& AWARDED BY TEESSIDE UNIVERSITY UK

	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023
 <p>HUMANS OR CUSTOMERS 4 DAYS IBF-STC ACCREDITED</p>			<p>AUG 16-19 SEP 1-4</p>			
 <p>INTELLIGENT MACHINES 4 DAYS IBF-STC ACCREDITED</p>			<p>SEP 27-30 OCT 13-16</p>			
 <p>LEADING TEAMS 4 DAYS IBF-STC ACCREDITED</p>				<p>NOV 1-4 NOV 17-20</p>		
 <p>BUSINESS TRANSFORMATION & INNOVATION 4 DAYS IBF-STC ACCREDITED</p>	<p>JAN 6-9 JAN 20-23</p>				<p>JAN 10-13 JAN 26-29</p>	
 <p>RADICAL PERSPECTIVES (FINTECH) 4 DAYS IBF-STC ACCREDITED</p>					<p>FEB 21-24 MAR 9-12</p>	
 <p>EXPLORING INNOVATION 4 DAYS IBF-STC ACCREDITED</p>	<p>MAR 24-27</p>		<p>AUG 11-14</p>			
 <p>FUTURE SCENARIOS 4 DAYS IBF-STC ACCREDITED</p>	<p>MAR 16-19 MAR 30-APR 2</p>					<p>APR 3-6 APR 27-30</p>

WHAT TO EXPECT?

Our virtual learning experiences are broken up across 1, 2 or 4 days, allowing you to absorb, reflect and apply your learnings. You will be given a briefing pack beforehand to get you prepped.

We use collaborative tools such as **Padlet, Mural and Mentimeter** as part of our discussion during the course to facilitate you through the learning journey.

Briefing Pack



+ Whatsapp Group Chat Invitation for easy communication

Live Session Day 1
9:00am-12:30pm

Live Session Day 2
9:00am-12:30pm

Live Session Day 1
2:00pm-5:30pm

Live Session Day 2
2:00pm-5:30pm

IBF post programme assessment



+ Landing Page with slides, links and content shared



To deliver the best learning experience for everyone, it is highly encouraged for participants to be fully present for each sessions. Aim to be all set & ready 15 mins before session starts.

INVESTMENT - 1 DAY COURSE

FULL FEE 1 DAY COURSE

S\$ 1,000

Full courses fee
without funding
(S\$ 1,070 w/GST)

COURSE FEE WITH IBF ENHANCED FUNDING

For training programme commencing from
1 January 2022 - 30 June 2022

Self-sponsored:

- SC aged 40 years old and above: **S\$107** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$214** (IBF funding: 80%)

*Coy-sponsored:

- SC aged 40 years old and above: **S\$170** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$270** (IBF funding: 80%)

(Above fees are inclusive of 7% GST)

Remarks:

- Self-sponsored participants can utilise their SkillsFuture Credit to pay for the course fees.
- *Coy (Company) refers to FIs and FinTech firms
- SC & SPR refer Singapore Citizen & Singapore Permanent Resident, physically based in Singapore.
- IBF T&Cs/ criteria applies. For further details please see: [IBF STS Enhanced Funding Details](#)

COURSE FEE WITH IBF FUNDING

For training programme commencing
from **1 July 2022 onwards**

Self-sponsored:

- SC aged 40 years old and above: **S\$107** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$321** (IBF funding: 70%)

*Coy-sponsored:

- SC aged 40 years old and above: **S\$170** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$370** (IBF funding: 70%)

(Above fees are inclusive of 7% GST)

INVESTMENT - 2 DAY COURSE

FULL FEE 2 DAY COURSES

S\$ 2,000

Full courses fee
without funding
(S\$ 2,140 w/GST)

COURSE FEE WITH IBF ENHANCED FUNDING

For training programme commencing from
1 January 2022 - 30 June 2022

Self-sponsored:

- SC aged 40 years old and above: **S\$214** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$428** (IBF funding: 80%)

*Coy-sponsored:

- SC aged 40 years old and above: **S\$340** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$540** (IBF funding: 80%)

(Above fees are inclusive of 7% GST)

Remarks:

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COURSE FEE WITH IBF FUNDING

For training programme commencing
from **1 July 2022 onwards**

Self-sponsored:

- SC aged 40 years old and above: **S\$214** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$642** (IBF funding: 70%)

*Coy-sponsored:

- SC aged 40 years old and above: **S\$340** (IBF funding: 90%)
- SC below 40 years old & SPR: **S\$740** (IBF funding: 70%)

(Above fees are inclusive of 7% GST)

INVESTMENT - 2 DAY MASTERCLASS

FULL FEE 2 DAY

DIGITAL TRANSFORMATION MASTERCLASS (DTM)

S\$ 2,500

Full courses fee
without funding
(S\$ 2,675 w/GST)

COURSE FEE WITH IBF ENHANCED FUNDING

For training programme commencing from
1 January 2022 - 30 June 2022

Self-sponsored:

- SC aged 40 years old
and above: **S\$267.50**
(IBF funding: 90%)

- SC below 40 years old
& SPR: **S\$535** (IBF
funding: 80%)

*Coy-sponsored:

- SC aged 40 years old
and above: **S\$425** (IBF
funding: 90%)

- SC below 40 years old &
SPR: **S\$675** (IBF
funding: 80%)

(Above fees are inclusive of 7% GST)

COURSE FEE WITH IBF FUNDING

For training programme commencing
from **1 July 2022 onwards**

Self-sponsored:

- SC aged 40 years old
and above: **S\$267.5**
(IBF funding: 90%)

- SC below 40 years old
& SPR: **S\$802.5** (IBF
funding: 70%)

*Coy-sponsored:

- SC aged 40 years old
and above: **S\$425** (IBF
funding: 90%)

- SC below 40 years old &
SPR: **S\$925** (IBF
funding: 70%)

(Above fees are inclusive of 7% GST)

Remarks:

- Self-sponsored participants can utilise their SkillsFuture Credit to pay for the course fees. .
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LEARNING EXPERIENCES
COURSES OUTLINES



MOST POPULAR



HUMAN CENTERED DESIGN FUNDAMENTALS

**VIRTUAL COURSE
2-DAY LIVE**

**Feb 14-15 | May 23-24
Jul 12-13 | Oct 3-4 | Nov 28-29**

HYPER ISLAND

One of the biggest challenges of applying the Human Centered Design methodology is to remain human-centered in the quest to serve the needs and desires of actual humans. Believe it or not, simply being human is insufficient for understanding most of our fellows. The process requires us to approach familiar situations, people and things as though it's the first time we've encountered them again.

The Human-Centered Design course is a foundational course that will introduce learners to the different tools, techniques and mindsets to kick-start your journey in becoming more human-centered in an ever digitising world.

Learning Outcomes

At the end of this course, participants should be able to:

- Describe the steps of the human centered design process
- Discuss how human centered design techniques help uncover human needs, generate ideas and test possible solutions
- Make specific recommendations on how to apply human centered design within one's own organization to achieve identified business benefits
- Discuss specific behaviours that are required to effectively apply design thinking in a business environment
- Select appropriate digital & collaborative tools to facilitate the design thinking process and communicate ideas

FEE S\$ 2,140 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

BUILD THINGS PEOPLE LOVE

HYPER ISLAND

INVEST 3 HOURS
X WEEK ON YOUR
FB PAGE

DON'T THINK
"CAMPAIGN, BUT
PROJECTS / LONG"

HI

KEEP BUYING THE RIGHT
THINGS

VISIT
GLOBAL EVENTS!

STORY
IS THE BEST
15
FLU

LIKE
+ ENGAGEMENT

by **HYPER ISLAND**

EN DID YOU FIRST
ASK ABOUT BUYING
SOMETHING LIKE
THIS?

HOW DID YOU SHARE
YOUR BUYING STORY
WITH FRIENDS AND
FAMILY?

DAY 1

Onboarding

Expectations, introductions, team building

Why human centered design ?

A look into Design Thinking and how designing for Human Needs & not Products to improve chances of success

Failed Innovation

An exploration and discussion into innovations that never quite succeeded and why. Were they designing for human needs or were they purely product focused?

Problems and Personas

Uncovering needs with Jobs To Be Done (JTBD) framework
Explore how to uncover real customer needs that can never quite be surfaced in a survey or focus group.
Turning observations into insights
Reframing challenges

Retrospective & Check-out

Wrapping up and closing the day

DAY 2

Check-in & Group Reflection

Checking into the day and short reflection on yesterday

Principles of Creativity

Divergent & convergent thinking
Brainstorming
Ideation

Build to test

Prototyping techniques
Testing

Reflection

Reflect on your learnings over the past 2 days and how you might take your learnings back to work.

Assignment

Give instructions on end of programme assignment

Close & Check Out

What am I going to do differently ?
Wrapping up and closing the day

MOST POPULAR



AGILE WAYS OF WORKING

**VIRTUAL COURSE
2-DAY LIVE**

**Feb 17-18 | May 23-24
Jul 14-15 | Oct 3-4 | Nov 28-29**

HYPER ISLAND

Many organizations, including fast-growing startups live and breathe agility – but what does it take to be agile? And why does it matter? Agile companies can resist competition and embrace changing technologies, as well as unexpected shifts in the market.

During your this course you will be equipped with essential tools to boost your confidence in working with agile productivity and understanding the process to drive productivity in your organization. Additionally, you'll become very acquainted with prioritizing and know how to plan for uncertainty.

Hyper Island Sessions help participants learn transferable skills that can be directly applied to their own workplace and career. We will draw on current and emerging international, local & Asian perspectives and case studies; and help participants consider the legal, social and ethical issues involved.

Learning Outcomes

At the end of this course, participants should be able to:

- Describe the benefits of Agile Ways of Working
- Apply Agile tools, technique, or frameworks to their team or organisation
- Outline steps and possible barriers to implementing Agile in their own organisation

FEE S\$ 2,140 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

STOP WASTING TIME

HYPER ISLAND

LIVE

SETTING THE STAGE

by **HYPER ISLAND**

**KAMBAM PIZZA GAME
AGILE CHALLENGE**

NEW EXPERIENCE
REFLECTION
NEW EXPERIENCE
APPLICA

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DAY 1

Onboarding

Introductions, set expectations create culture of success

The Agile Mindset

Introducing core ideas of Agile
Why projects fail
Setting the stage

Exploring Agile

Agile values & principles
Applying agile mindset
Simulation :
Experiencing and exploring agile principles

Overview of the Agile Process

Tackling a Challenge (part 1) -
Experience the Agile Process
Sprints, Process, Teams & responsibilities,
Visualising work and Time boxing

Experience Agile

Challenge : Experiencing a Sprint
Group presentation
Discussions
Product review & retrospective

Summary & Check-out

Wrapping up and closing the day

DAY 2

Check-in & Group Reflection

Checking into the day and short reflection on yesterday in groups
Facilitation for impediments in Agile

Agile in Organizations

How organizations apply Agile
Selected cases
Extracting principles

High Performing Teams

Agile teams = high performance teams
Describing high performing teams
How to build high performing teams :
Building a culture of trust

Creating an Action Plan

Tackling a Challenge (part 2) -
Implementing Agile in a challenge
Group presentations
Review action plan

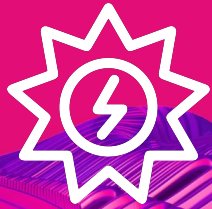
Bringing Agile Back at Work

Summary of learnings
Making plans to apply Agile ways of working

Close & Check Out

What am I going to do differently ?
Wrapping up and closing the day

MOST POPULAR



DIGITAL MARKETING & GROWTH HACKING

VIRTUAL COURSE
2-DAY LIVE

Jan 20-21 | Mar 21-22 | Jun 16-17
Aug 4-5 | Oct 6-7 | Nov 10-11

HYPER ISLAND

Participants will explore the technologies and practice the techniques driving growth and value in their businesses using social media channels, content, and data. This will give them the confidence to lead their own clients and colleagues through the digital media marketing ecosystem.

Hyper Island Sessions help participants learn transferable skills that can be directly applied to their own workplace and career. We will draw on current and emerging international, local & Asian perspectives and case studies; and help participants consider the legal, social and ethical issues involved.

Learning Outcomes

At the end of this course, participants should be able to:

- Evaluate different marketing channels and discuss the interactions between them
- Select appropriate digital marketing and communication tools for a range of business objectives
- Discuss digital marketing strategies with others
- Evaluate the effectiveness and impact of digital marketing and advertising platforms
- Prepare high level digital marketing plans and growth strategies for their organisation justifying their choices

FEE S\$ 2,140 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

STAND IN THE DIGITAL OCEAN

Acquisition
How do users find out about you?

Activation
How do you turn your users into active/passive users?

Retention
How do you make sure they come back?

by HYPER ISLAND

ROUND #2 NUDDGE TACTICS

- 1 \$200**
Show items as running out soon
- 2 \$400**
Place expensive items for customers to reject
- 3 \$200**
Simplify choices. Make it easy to choose.
- 4 \$300**
Show what is popular or common behaviour
- 5 \$200**
Use language to drive desire and action

DAY 1

Onboarding

Introduction to the core ideas of digital marketing, setting the stage

Exploring the Digital Marketing Landscape

Understand the digital marketing framework & Strategy
Understanding marketing in real time world
Understand different digital marketing mix

Kinds of Marketing

Types : Owned, Earned, Paid
Understand considerations to advertise on digital media platforms
Discussion, sharing & reflection

Conducting a Brand Audit

Tackling a challenge (Part 1)
-exploring the marketing mix for an organization
- suggest improvements

Presentations & Discussions

Teams will make their presentations
Q&A
Debrief by facilitators

Retrospective & Check-out

Wrapping up and closing the day

DAY 2

Check-in & Group Reflection

Checking into the day and short reflection learnings from Day 1

Influencer Marketing

Influencer marketing & how that fits with the digital marketing landscape
1-9-90 Principle

Tackling a Challenge

Growing a start up using growth tactics (part2)
Learning from digital first companies
Exploring growth tactics that drive customers from Awareness to Retention

Let's Make it Viral

Group activity to explore ways to obtain more virality through referral traffic growth.

Action Plans

Creating action plans to apply learnings back to work

Assignment

Give instructions on end of programme assignment

Close & Check Out

What am I going to do differently ?
Wrapping up and closing the day

MOST POPULAR



DATA STORYTELLING FOR BUSINESS *

**VIRTUAL COURSE
2-DAY LIVE**

**Jan 20-21 | Mar 21-22 | Jun 16-17
Aug 4-5 | Oct 6-7 | Nov 10-11**

HYPER ISLAND

Participants will explore how to use data and analytics to support business decision making. They will be introduced to a wide range of tools and approaches to find, manipulate and visualise data and will apply these to case studies and identify opportunities within their own organisations. The goal of the course is to develop data confidence and a “data detective” mindset.

Hyper Island Sessions are highly interactive and engaging. We let you try things by yourself, work in small group breakout sessions. There will be lots of opportunities to ask questions and engage with the 3 facilitators in the 2 days. They will share many tools so that you will be able to develop data confidence and use back at work.

Learning Outcomes

At the end of this course, participants should be able to:

- Select and apply a range of data visualisation and analysis tools to a range of business situations and justify your selection
- Develop a clear story from a dataset such as analytics data using visualisation or other presentation method
- Discuss data storytelling and visualisation techniques with others
- Identify and develop ways to transform analytics data into visual stories
- Develop a high level dashboard for their organisation and describe how it supports the business of the organisation

***This course was formerly known as Data-Driven Decision Making**

FEE S\$ 2,140 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

SEE
WHAT
OTHERS
DON'T



DAY 1

Onboarding

Introduction to core ideas of Data Visualization and Storytelling

Developing a Data Detective Mindset

Group activity :
Can you piece together the data clues and solve a mystery?

Data Treasure Hunt

Activity : Explore and evaluate various data tools and discuss their narrative qualities along with impact to other industries
Group presentations of their findings
Big ideas from the Treasure Hunt

Data Sources & Dashboards

Finding data sources
Exploring the relationship between data sources and dashboards

Feedback & discussion

Sharing of learning
Question & answer session

Retrospective & Check-out

Wrapping up and closing the day

DAY 2

Check-in & Group Reflection

Checking into the day and short reflection on yesterday in groups

Exploring Analytics

Analytics basics
Activity : Discover who your customer is with Google Analytics
Decisions supported by Analytics

Turning Data into Actionable Insights

Vanity vs actionable metrics
Group activity
Group presentation and feedback on dashboards with insights and recommendations

Creating Action Plans

Creating action plans to apply learnings back to work
Summary of learning

Assignment

Give instructions on end of programme assignment

Close & Check Out

Wrapping up and closing the day

NEW



EXPERIMENTAL MINDSET

VIRTUAL COURSE
1-DAY LIVE

Jan 17 | Jun 13 | Nov 7

HYPER ISLAND

In the Experimental Mindset 1 day programme, participants will explore what it means to have an experimental mindset in the digital age by exploring new tools, ways of doing, thinking and working. The focus will be on supporting participants to develop key habits and mindsets that are biased towards experimentation.

At the end of the learning programme, we aim to see participants describe the importance of experimentation in a digital world; identify actions and behaviours that help or hinder experimentation; apply prototyping, testing and feedback as a way to learn and iterate solutions further; involve stakeholders, team members in experiments; Select and apply effective tools and techniques that support experimentation.

Learning Outcomes

At the end of this course, participants should be able to:

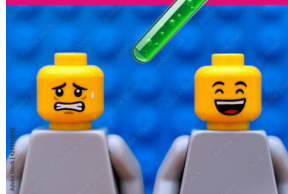
- Understand experimental mindset and the value of adopting experimental process
- Application of tools in the execution (experience mapping, prototyping, visualising ideas)
- Simulate solutions by creating prototypes
- Share ideas with customers and internal stakeholders through storytelling

FEE S\$ 1.070 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

FAIL LIKE A PRO

HYPHER ISLAND



by HYPHER ISLAND



Build your plan!

Imagine you're the CEO of an organisation where teams are not feeling the need to experiment.

You realise this is putting your company behind - because your competitors keep launching solutions and keeping their customers happier on a quicker pace than yours.



Come with a small experiment that can be done in the next 2 months!

Reflect on a barrier that you would like to tackle and think of a small experiment that you can do to tackle it.

In this page we have put



DAY 1

Onboarding

Expectations, introductions, get to know your teams

Visualize Your Ideas

Master the skill of articulation and visualization.
Constantly answering the question “how” or immediately visualizing ideas and solutions in an experimental habit that distinguishes innovators from others.

Build. Test. Improve

Trying out *NOW* and allowing each user to try out your idea, use your solution. Then observe. Simulate your solution and let users respond spontaneously.

Storytell Your Idea

Get into the habit of storytelling with listener’s needs in mind.
We design for user’s needs yet when getting buy in, we need to design our story for listener’s needs and expectations..

Retrospective & Check-out

Wrapping up and closing the day

NEW



EXPLORING PLATFORM BUSINESS MODELS

VIRTUAL COURSE
1-DAY LIVE

Jan 17 | Jun 13 | Nov 7

HYPER ISLAND

Most business people would be familiar with the Business Model Canvas (BCM) as a strategic tool to map current business models, design new models and to manage a portfolio of businesses.

With the meteoric rise of platform companies such as Amazon, Facebook, Ant Financial, Alibaba, and GoJek (among others), we now see how powerful platforms are created where consumers and producers do businesses seamlessly.

As such, the approach to utilising the BCM has to be made more robust and the question is now focussed on how organisations create can business opportunities by bringing together consumers and producers.

Learning Outcomes

At the end of this course, participants should be able to:

- Demystify what a platform business really is.
- Raise a sense of wonder and curiosity around business modelling
- Set a common language among teams on the content
- Explore using toolkits / activities which will enhance the opportunity spotting skills

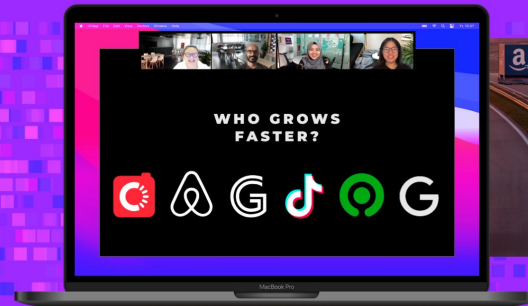
FEE S\$ 1.070 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

GROW
LIKE
AMAZON



by HYPER ISLAND



DAY 1

Overview of Platform Companies

Platform companies Landscape (Alibaba, Tencent, Amazon) and why are they different.
Case study: Amazon: Ecosystem, Product philosophy "Everything as a service" , business model and culture
"Everyday is day 1"

Platform Thinking & Models

Explore a model to understand how platform companies operate (their supply, demand, community, infrastructure, data strategy, revenue streams etc)

Customer Needs in an Age of Disruption

- The shift in the values and expectations of customers as a result of technology.
- How businesses are finding new ways of satisfying them.
- How to surface unmet needs to turn them into business opportunities

Opportunity Spotting

- Different strategies and tools to spot emerging opportunities
- Create a draft presentation with the opportunities of their choice, taking into consideration current external (market needs, trends, regulation) and internal context (technology infrastructure, clients, internal stakeholders...).

Action Planning in Summary

- Making change tangible
- Personal responsibility and actions needed to address the opportunity
- Discuss an action plan to address the opportunity of their choice including experiments, measurement, resources, stakeholders
- Enhance it by active listening in small teams to find synergies and improvements

Retrospective & Check-out

Wrapping up and closing the day

NEW



DIGITAL TRANSFORMATION MASTER CLASS

VIRTUAL COURSE
2-DAY LIVE

Apr 20-21 | Sep 15-16 | Dec 8-9

HYPER ISLAND

This course will help participants sense and explore how digital is changing their businesses, their industries and their customers expectations and provide tools to help them improve their role as leaders. It will also provide an opportunity to question their assumptions and discuss each other's perspectives.

Hyper Island Sessions help participants learn transferable skills that can be directly applied to their own workplace and career. We will draw on current and emerging international, local & Asian perspectives and case studies; and help participants consider the legal, social and ethical issues involved.

Learning Outcomes

At the end of this course, participants should be able to:

- Explore tools to sense, make sense and respond to change
- Explore data as the foundations for an experimental mindset
- Show how digital first companies obsess about the customer and their needs
- Explore technologies that are driving change in Finance
- Show how culture underpins successful transformation projects
- Experience and reflect on new agile ways of working
- Describe methods to lead digital transformation within your organizations

FEE S\$ 2,675 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).

SURVIVE IN THE NEW ERA

by **HYPER ISLAND**

**UPGRADING
HUMANS**

DAY 1

Onboarding

Expectations, introductions, agenda setting

Digital & the changing landscape of the financial sector

Company focus: Fintech, Big Digital, Platforms, Digital Banks

- What's changing in Finance?
- What do digital first Fintech companies have in common? Compare with non finance and big players
- Introduce Platforms as a way of thinking

Technology transforming finance

AI, APIs, Blockchain, Cloud

- Explore technologies that are changing Finance
- Hands on with at least one of these per group
- Short presentations back to the group

Exploring the power of data

Collect, manage, visualise

- New data treasure hunt with links to fintech
- Reflect on what we need to know and why

Developing a culture of transformation

Learning from the others in the industry

- Amazon culture
- Ways to build culture (DBS example)

Homework

DAY 2

Setting the scene for day 2

What did you do yesterday that changed your perspectives?

- Helpful and hindering team behaviour

Meeting changing finance customer needs

How digital companies obsess about their customers

- Jobs to be done intro
- Wealth management persona
- Buy them a gift (do we have empathy?)

Designing future finance (workshop)

Design a service for our persona building (incorporating technology, data and platform thinking) to meet specific needs

- Sketch a prototype
- Write a press release

Presentation & feedback

Feedback tools

- present back your work
- get feedback from others
- reflection on process on being more agile and experimental

Leading transformation

5 roots of transformation

- What small changes will you make
- How will you lead transformation?

Close & Check Out

Assignment details/instructions
Wrap up and close

NEW



HARNESSING THE POWER OF THE INTERNET OF THINGS (IoT)

VIRTUAL COURSE
2-DAY LIVE

Apr 18-19 | Sep 12-13 | Dec 5-6

HYPER ISLAND

Participants will explore shifts in the digital landscape and identify, transform, and utilise new ways of thinking as a source of business growth. This will give them the confidence to describe technologies and trends, identify how digital first companies, using the Internet of Things as a core driver for discussions in IR4 and propose small actions to transform your own work.

Hyper Island Sessions help participants learn transferable skills that can be directly applied to their own workplace and career. We will draw on current and emerging international, local & Asian perspectives and case studies; and help participants consider the legal, social and ethical issues involved.

Learning Outcomes

At the end of this course, participants should be able to:

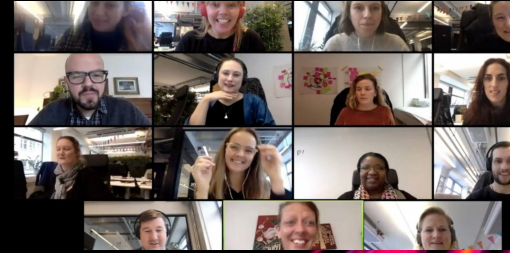
- Understand the Internet of Things (IoT) and its impact across industries
- Appreciate the IR4 : Why, What & How (Tech, business and cultural perspectives of the big digital companies)
- Map the future of IoT using IR4 lens
- Discuss the changing shape of customer in IR4
- Discuss opportunities and ethical risks in applying new technology within an organization
- Develop change experiments back at work

FEE S\$ 2,140 (with GST) before applicable funding

For more information on fees, please click on this link [here](#).



BECOME A MASTER OF TECHNOLOGIES



Jonathan Briggs + 7 • 1h

What's the most important skill you need to learn?

Check-in here

Jonathan Briggs 2h

I want to learn to create sessions that feel as fun as games

Romulo Castillo De Fre... 2...

I want to learn the best ways to scale change in organisations

ptpacquing 2h

I want to learn to create immersive Transmedia Storytelling Learning Journeys inspired by "Alice" on Ideo's "The Future of the Book."

DAY 1		DAY 2	
Onboarding	Setting expectations and ways of working for the sessions together	Check-in & Group Reflection	Checking into the day and short reflection on yesterday in groups
The Internet of Things (IoT)	What it is How it is creating impact across industries	From the Lens of the Customer	What are technologies which are driving new behaviours
Exploring IoT Roadmap	How it started Where it is moving towards	Opportunities & Risks	What are the opportunities and risks of applying new technologies within organizations
Working with IoT	Explore key transformative technologies Using widely available tools to develop prototypes with IoT	Thinking Inwards	Developing behaviours to drive effective teams Within the 4th Industrial Revolution
Understanding IoT	How is IoT a driving force for the 4th Industrial Revolution (IR4)	Taking it Home	Creating change experiments to apply back at work
What Have We Learned ?	Sharing of learning Wrapping up and reflection on the day	Close & Check Out	Wrapping up and closing the day

HYPER ISLAND.asia*

Stay curious :)



For individual registrations, contact
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For corporate training and bulk registration, contact
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