Day 1

- **Morning**
  - Approaches to creativity and innovation
  - Patterns of invention and psychological inertia
  - TRIZ algorithm (ARIZ)
  - Ideal Final Result concept
  - Case studies and examples
- **Afternoon**
  - Resource identification, use, and conversion
  - Use of “negative” resources
  - 40 Inventive Principles
  - The TRIZ Contradiction Table and its updates
  - Case studies and examples

Day 2

- **Morning**
  - Using the TRIZ contradiction table
  - Case studies and examples

- **Afternoon**
  - Using TRIZ for business problems
  - TRIZ in “reverse” for failure analysis and prediction
  - Case studies, group projects, and examples

Day 3

- **Morning**
  - TRIZ Lines and Patterns of Invention and Evolution
  - Cause and effect modeling tools for problem definition
  - The TRIZ “9-Box” Approach to Strategic Planning
  - Case Study

- **Afternoon**
  - Final case studies and use of tools by participants
  - Report Outs
  - Implementing TRIZ, and using TRIZ with other tools
    - Six Sigma, DFSS, CPS, DeBono, QFD, brainstorming
  - Final Exam/ Q&A