“When it comes to risk, the most common error that people make is to think about the future in terms of a single scenario.”

Ron Dembo, FastCompany.com, First Impression, 3/12/02

Two types of risk-takers

- Type “t”
  - 2/3 of the people in the U.S.
  - Risk is difficult

- Type “T”
  - 1/3 of the people in the U.S.
  - Like to take risk

Risk Type “t”

- Cautious approach
- Experience simulated risks
- Never experience “cliff hanging” decision making
Risk Type “T”

- Thrill seekers
- Great experimenters of life
- Break rules
- Entrepreneurial spirit

Risk Coping Skills

- Be Intelligent
- Handle stress positively
- Have high self esteem
- Be committed to risk
- View that failure is temporary set-back
- Control odds; know the design

Creative thinking:

Boosting your risk abilities
Creative thinking is
Looking at the same thing as everyone else and thinking something different

Characteristics of Creative People

1. Curious
2. Vivid imagination
3. Takes risk
4. Prefers complex & difficult
5. Intuitive
6. Emotionally sensitive
7. Honest
8. Independently judges
9. Fails often
10. Futuristic

Creative Problem Solving

- Many solutions
- Draw on past experiences
- Break down problem in various ways
- Try out many solutions
- Use imagination
Using Creativity

- Your club has just been stranded without provisions on a deserted island. In your search for supplies, you and your fellow members locate a little food and 2,000 bricks. In discussing the situation, the group determines that rescue will not occur for at least 2 weeks and that food is insufficient to support everyone.

Using Creativity

- So, the members decide that the task of immediate importance is to generate creative ways of using the bricks to increase chances of survival.

- Using your creative thinking, list all the things you can do with the bricks to help you survive!

BLOCKS to Creativity

1. Only 1 right answer
2. Must be logical
3. Must follow rules
4. Must be practical
5. Play is frivolous
6. Not my area
7. Avoid ambiguity
8. Can't look foolish
9. To "err" is wrong
10. I'm not creative