W‌‌‌‍‍‌‍‍‌‍‌‍‌‍‍‌‌‌‌e would like you to explore benign structures and how they help or hinder creativity and innovation. Benign structures are frameworks, models, principles, protocols and practices that aim to help individuals, teams or organisations. You could refer to general research or explore your current employer or a previous employer or client, or some other real organisation. You do not need to name the organisation. You could also refer to your experience in MICL classes and the CPS&L practice sessions in December in particular. This is an applied piece of work so does not demand academic references, though this can readily be included if you choose. We are providing an opportunity for you to apply various aspects and strands of the MICL and the CPS&L module in particular and think about how benign structures help or hinder creativity and innovation. A guideline of 4000 words is suggested excluding any bibliography. NOTE : I WILL REFER TO THE STUFF BACK IN CLASS SO WHAT YOU WILL DO IS BASICALLY REFER TO ANY ORGANIZATION (PRETEND LIKE ITS MINE SO NO NEED TO MENTION THE NAME OF IT) Coursework 2 is worth 60% of the overall marks available for this module. Marking criteria for this piece of work are: A. Ability to draw on and synthesise your own experience (25%) B. Appropriate selection of model‌‌‌‍‍‌‍‍‌‍‌‍‌‍‍‌‌‌‌s and frameworks (25%) C. Demonstration of the ability to apply and abstract models and frameworks to and from practical organisational context/s (25%) D. Demonstration of originality, usefulness, and well-craftedness (25%). professor asked us to look at this video as well: <https://www.youtube.com/watch?v=Az1zS93yeu8&t=1037s> PLEASE Check it and try referring to the terms HERE ARE SOME POINTS THE PROFESSOR MENTIONED IN CLASS TO US REGARDING THIS COURSEWORK: 1. Must read the course marking criteria 2. Useful (links to the coursework) 3. Course handbook 4. Original thought 5. Spam method? 7. Some popular questions to the theme 8. Class experiences - show that I understand it (I WILL DO THIS) - Content (two article) the articles I Attached - List all benign structure - Group around the 4 p's - Read slides - high performance (low barrier and higher barrier) - Who is more likely to like benign structures developers or explorers - Orientation - paradox of structure - Why are there paradox of structure - Weave it with stuff - Touchbacks - Use of benign structure hands - Helps hinders - Organizations - Management changing their mindset (psychology) please make it look nice and add graphs / pics/ or any other elements if necessary feel free to ask any questions‌‌‌‍‍‌‍‍‌‍‌‍‌‍‍‌‌‌‌!