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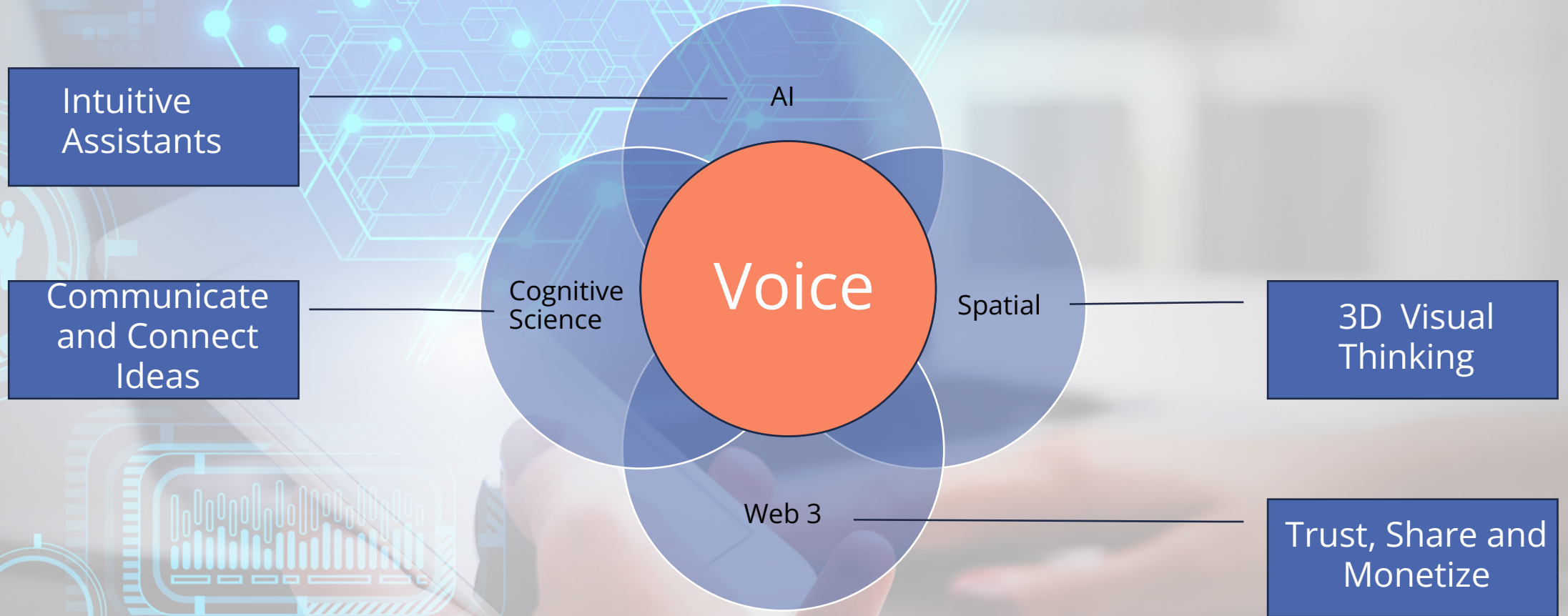
STRATEGIC THINKING SYSTEMS

Enabling **Teams** to:

- •Think **Smarter**
 - Make better **Decisions**
 - Achieve meaningful **Outcomes**



Enable Techs and Sciences



STS core Interface

← STS42: Study English

Gap Analysis

Identifying gaps between the current and desired situation, and how to fill those gaps

This exercise provides important input to change planning as well as a good contribution to teamwork. It will typically result in an analysis of 'things to do' which will be needed when crafting or validating the change plan, as well as providing a forum for participants to exchange their knowledge, ideas and perceptions.

Topic / Issue where change is needed

Change the above text to a short headline. Replace the text here with a more detailed description.

WHAT IS: The current situation / state

Type in the "Add term" section below and hit "enter" to briefly describe an aspect of the situation.

+ Managers are retiring

THE GAP TO FILL: Preliminary "to do's"

Type below and hit "enter" to briefly describe concrete steps to address the issue.

+ Create a pipeline of leadership candidates

WHAT SHOULD BE: The desired situation

Type below and hit "enter" to briefly describe the new state after a successful transition.

+ A strong and resilient organization

Your robotic research assistant

Enter a term (single word) below, then hit "enter" to see relevant definitions and examples

planning

Definitions

- the cognitive process of thinking about what you will do in the event of something happening
- an act of formulating a program for a definite course of action
- the act or process of drawing up plans or layouts for some project or enterprise

Examples

- his planning for retirement was hindered by several uncertainties
- the planning was more fun than the trip itself

Engage in focused intellectual activities, learning, and deep thinking.

Inspired by and related to:

-Memory Palaces

-Second brains

-Jerry's Brain

2D available today

3D (spatial/VR)

Almost MVP

PROBLEM for the Hackathon

Teams struggle with rapid evolution, leading to costly misunderstandings.

Delayed understanding costs billions



Solution for the Hackathon

Enable teams to visualize 3D representations of objects in collaborative VR ideation space

-

TECHNOLOGY USED

- VR
- AI
- Unity
- Python
- 3D
- StableDiffusion
- Shap-E



+ Design Thinking and Ideational Space

The Larger Problem STS is Solving

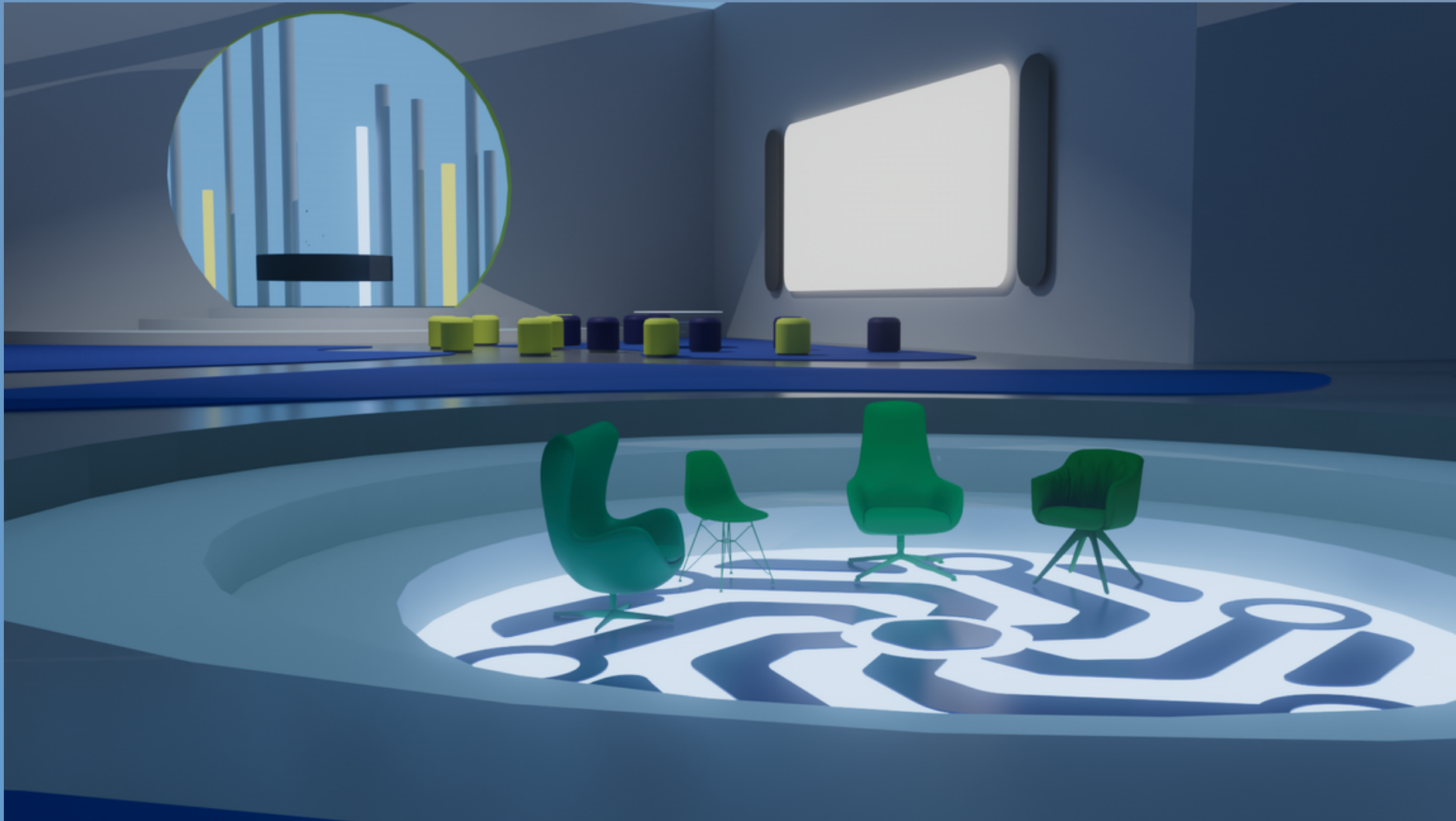
Teams face challenges

- *generating*
- *structuring and*
- *visualizing ideas*

for shared understanding
and informed decision
making.



Welcome to the Future



MONETIZATION PLAN

- **3 tiered subscription model**

- **Level 1:** Basic - Amphitheater with 3D Generation Capabilities
- **Level 2 :** Environments - Customizable Creative Spaces
- **Level 3:** Tools - Idea generation and decision support tools in 3D environments



STS 3D HACKATHON

STS Founders

11-14. AUGUST HACK TEAM



Francis Dion
CEO



Chris Cooper
Change
Leadership



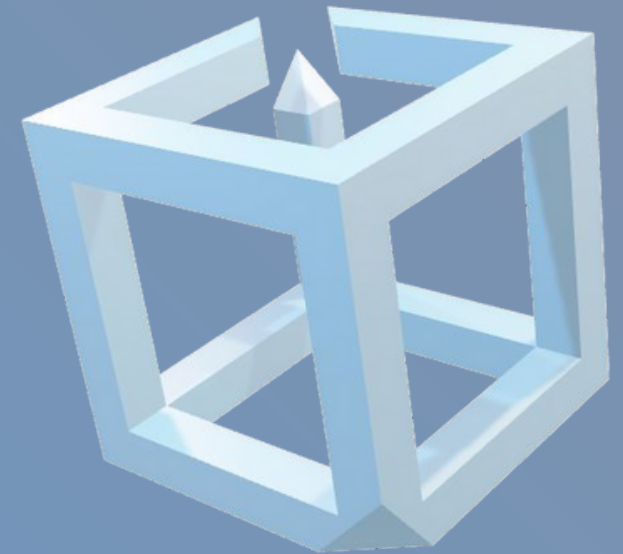
Paul Shay
AR/VR



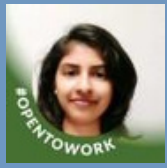
Patricia Girard
Empowerment



Robi Guha
Dev Team



THE HACKATHON TEAM THAT MADE STS GO 3D INTO VIRTUAL REALITY FOR ENHANCED DECISION MAKING AND BETTER OUTCOMES





CHIEF AI & INNOVATION OFFICER

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