

How to create social innovations for social inclusión

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Imagine just for a moment that this baby is you



But you don't know who is your mother



In fact you don't know even who or how are youself



Or rather, you have no idea who you are going to be.



You don't know your sex, your height, your IQ, whether you have a congenital disease or will be born with a disability.



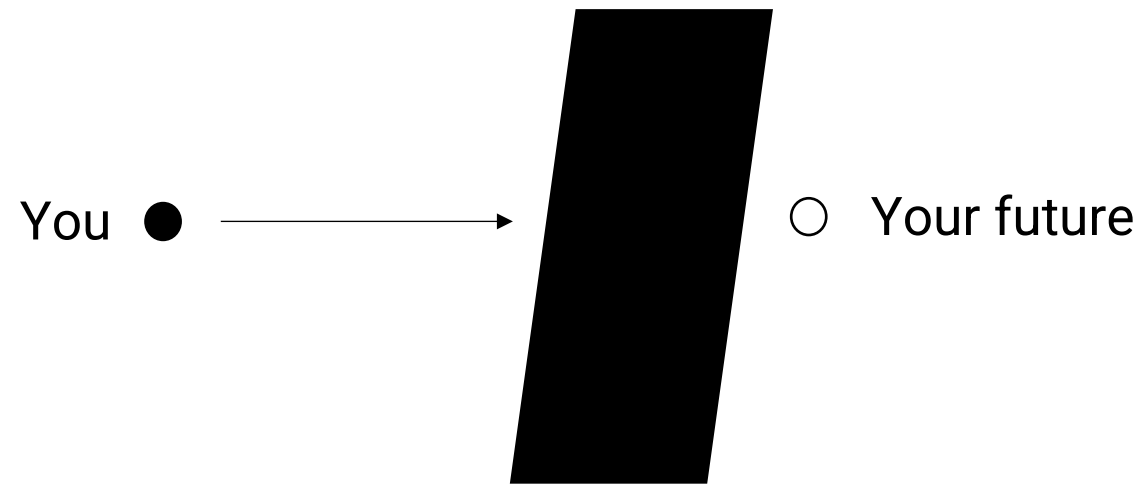
You also don't know if your family will be working class,
or on the contrary a rich or maybe a really poor family.



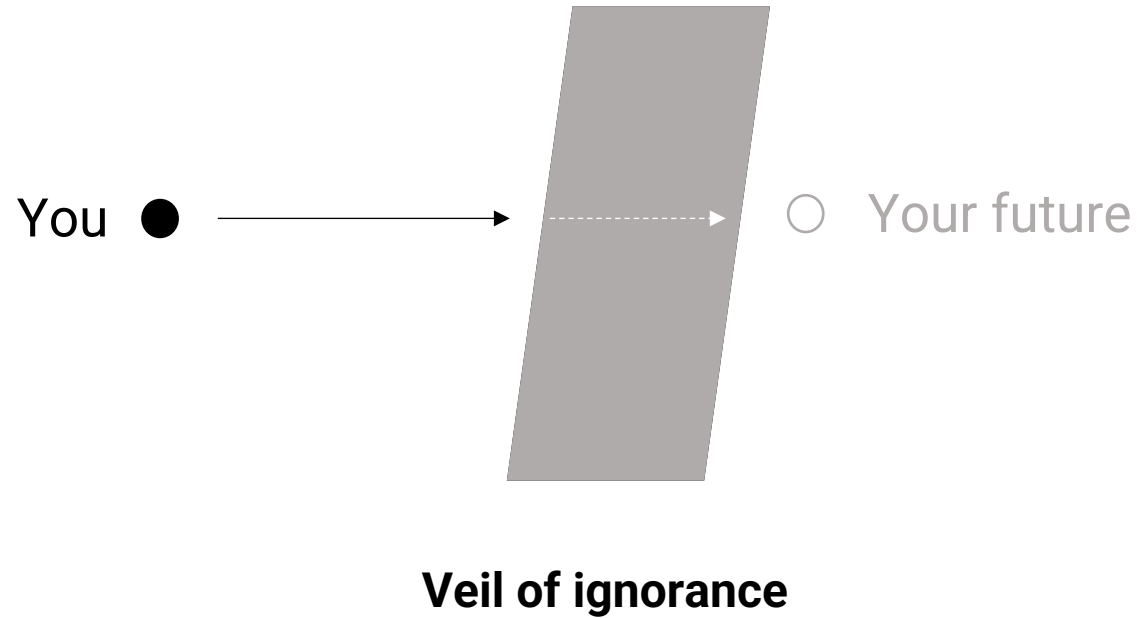
You basically know nothing of what awaits you out there
when you are born.



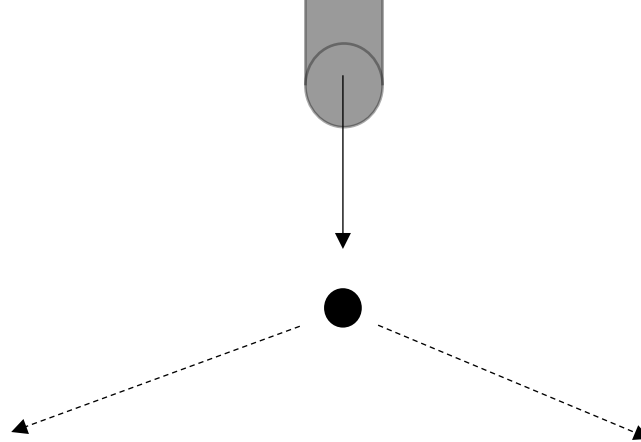
this hypothetical situation was described by John Rawls,
the most important philosopher of the twentieth century,
as the **veil of ignorance**



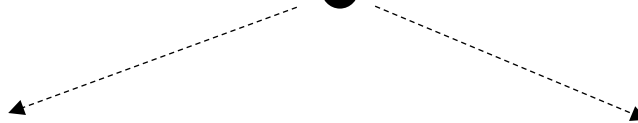
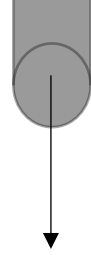
Veil of ignorance



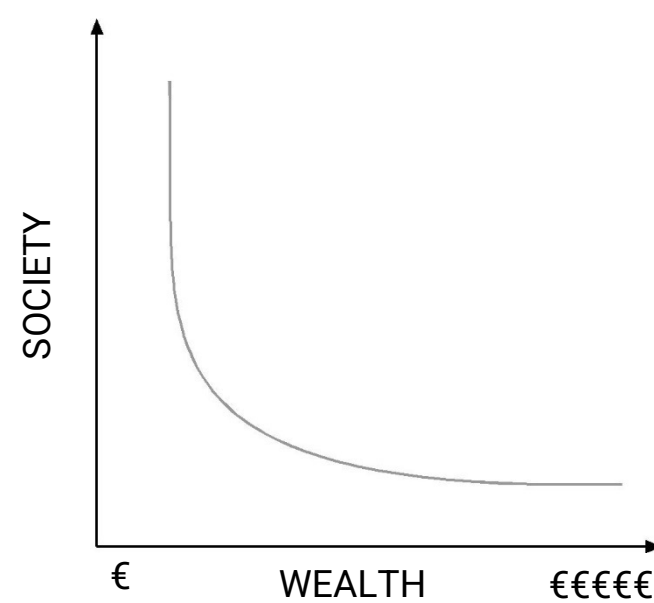
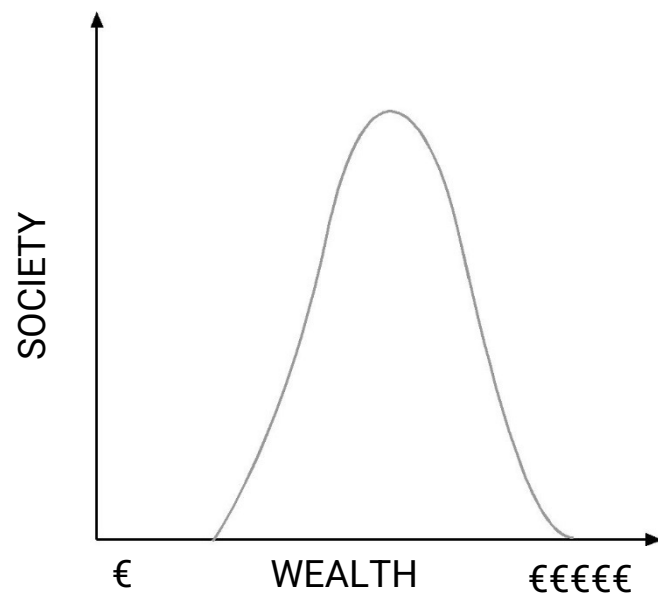
But at the last moment, fate takes pity on you, and allows you to make only one choice.



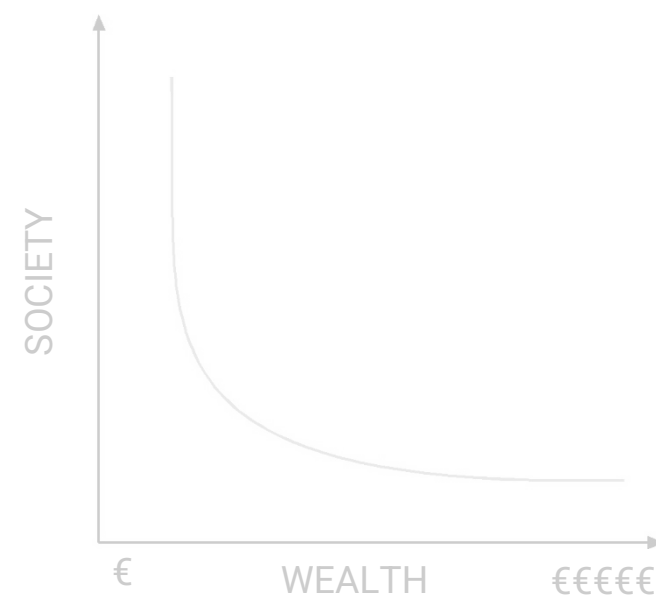
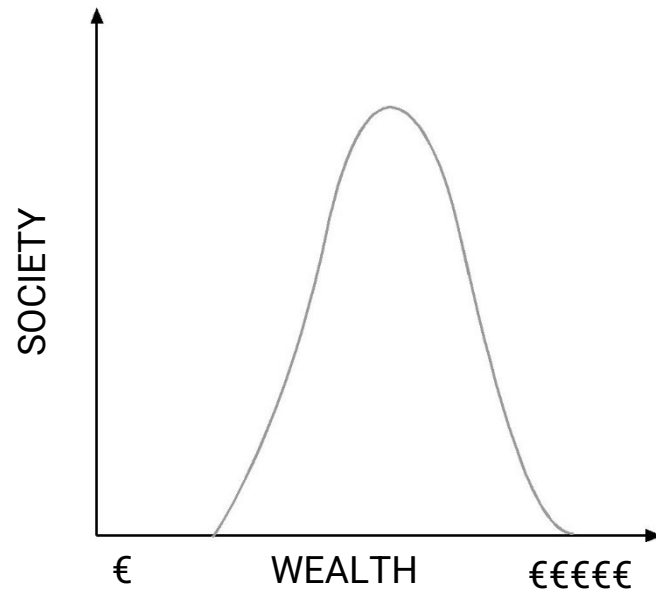
You can choose the city where you will be born.



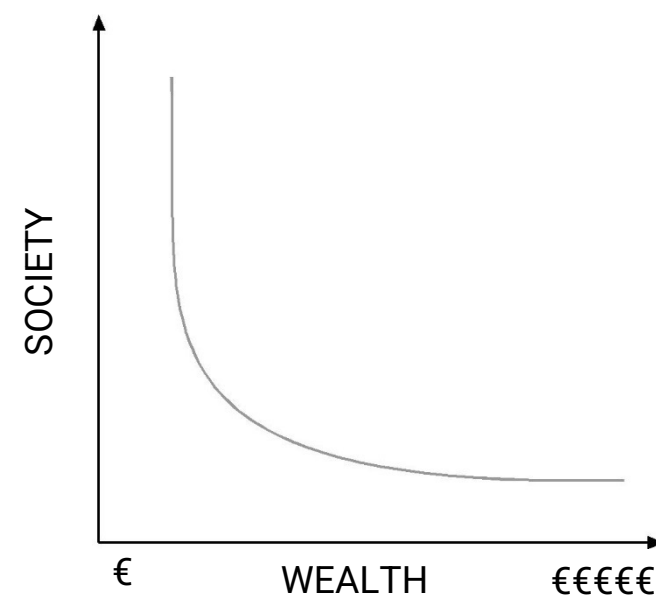
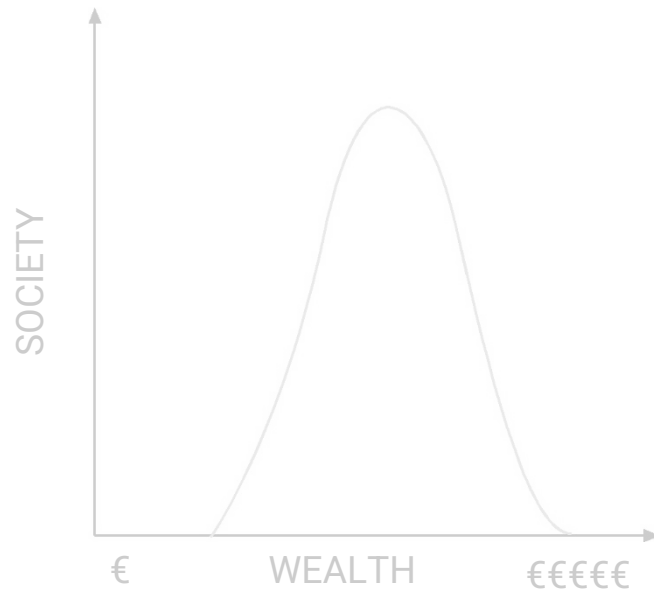
And to make it a little easier they give you some information about each city

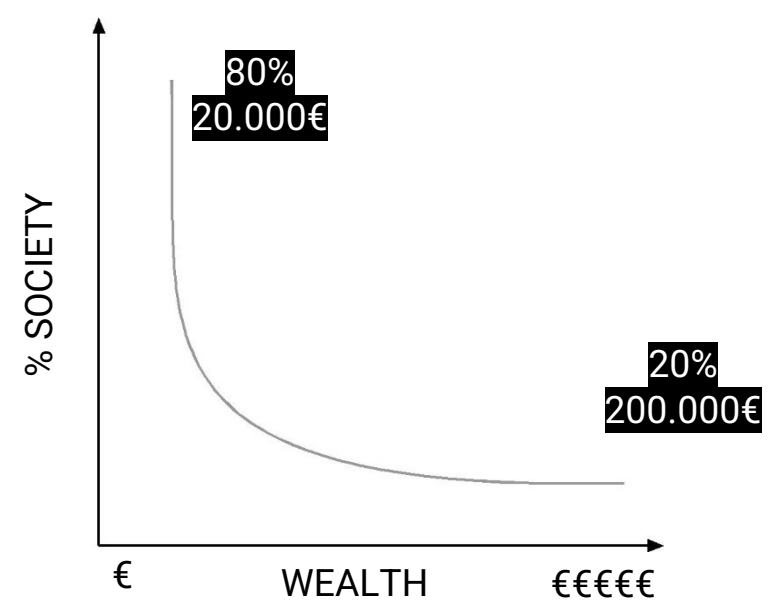
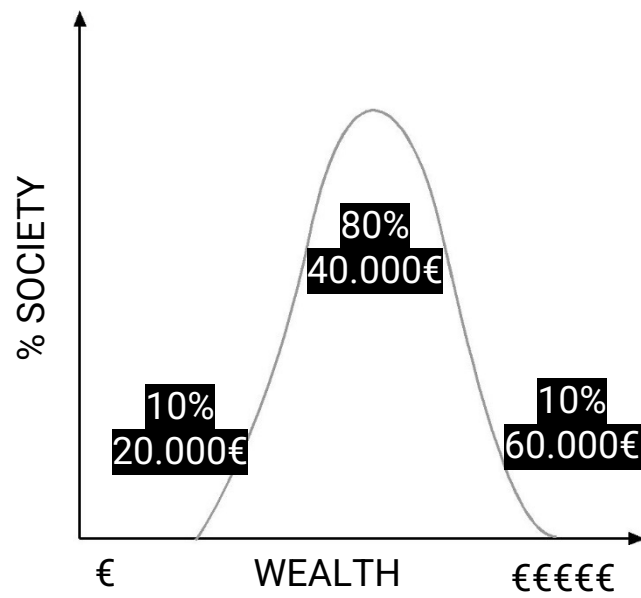


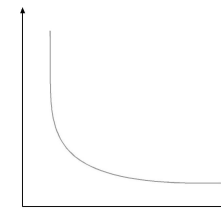
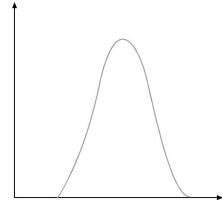
In Nöreland, **income is fairly evenly distributed**. The gaussian bell defines a large middle class that is not so far away from the richer and poorer strata.



In cryptown, **income is distributed asymmetrically**. The wealthiest layers have very high incomes versus a majority with low incomes, as reflected in the Pareto diagram.

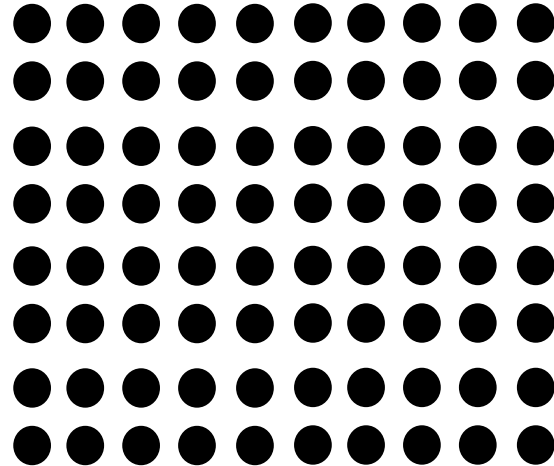
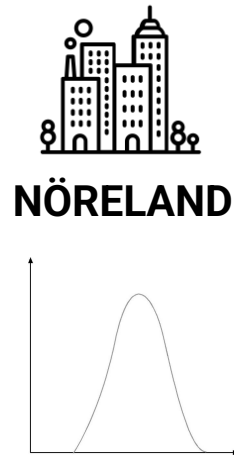




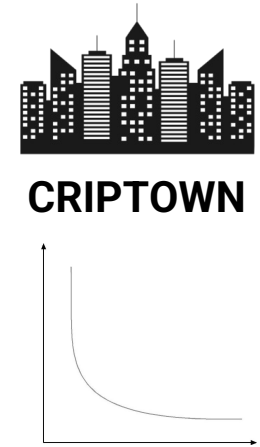
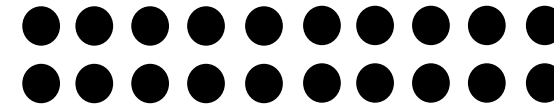


Knowing all this information, in **which city would you choose** to be born, considering that you don't know which family you will be born into?

80%



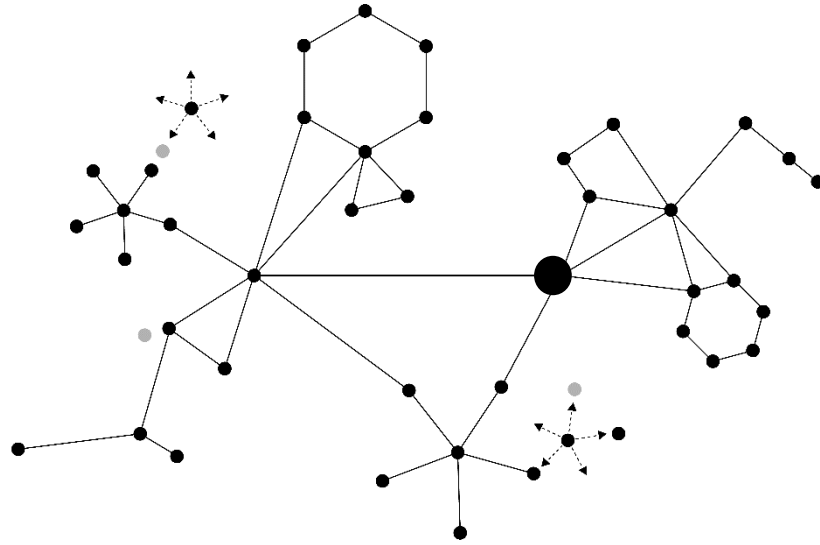
20%



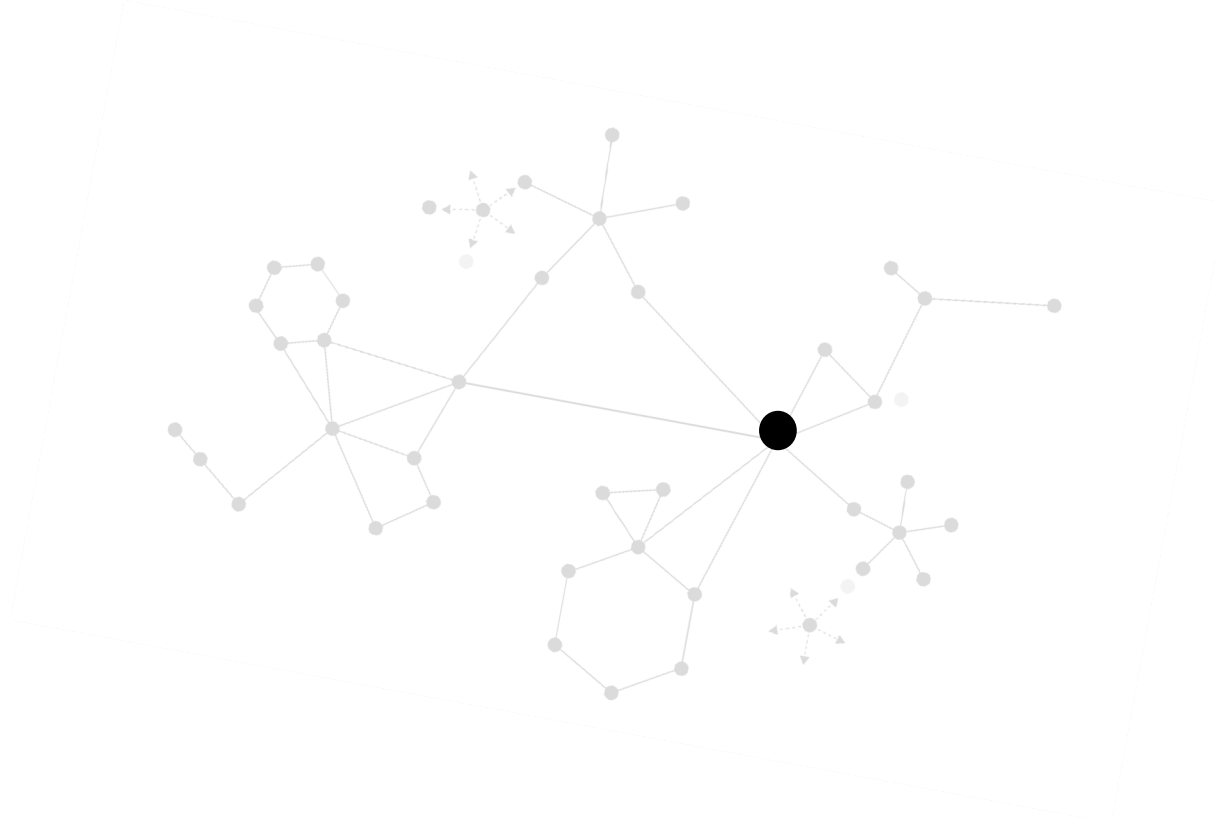
People mostly choose Nöreland as a **matter of probability**. And there are always some who prefer Criptown, just as there are those who invest in cryptocurrencies or play Russian roulette.



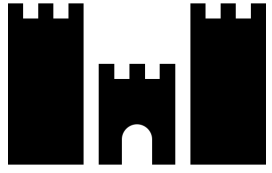
Well, I have good news and bad news. The bad news is that **no one can really choose** where they are born, in which city or in which family. The good...



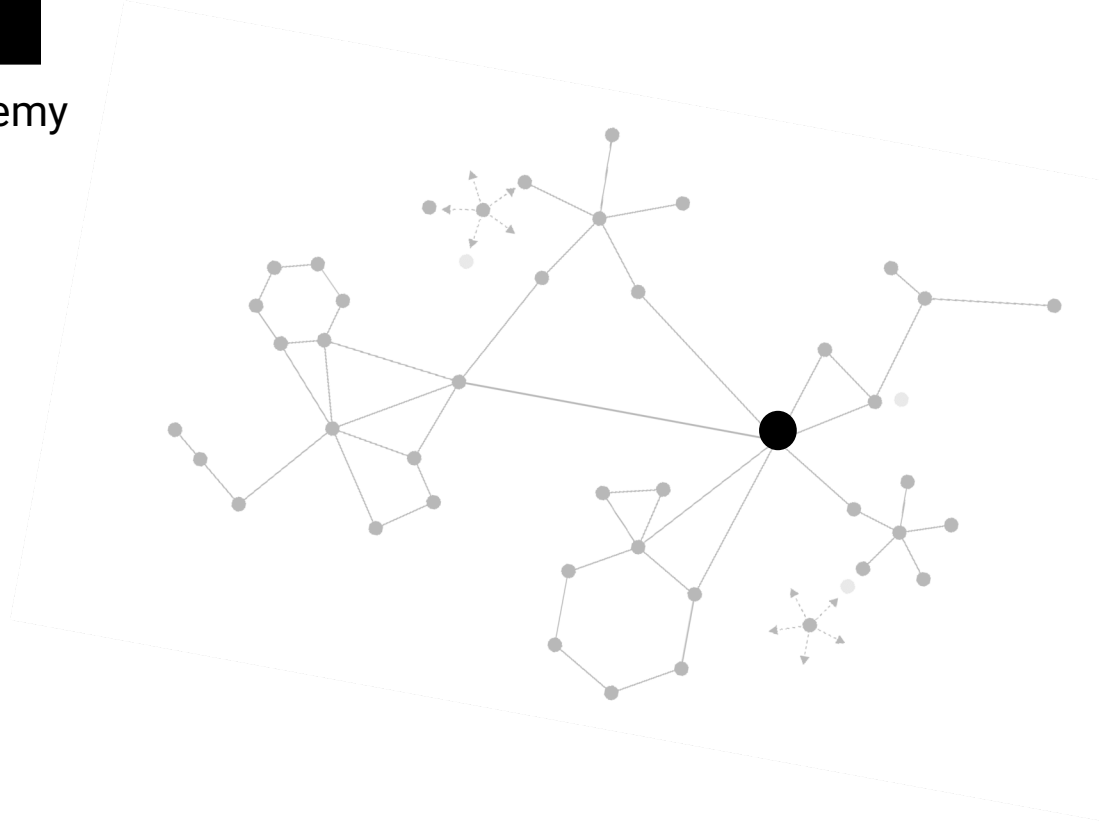
The good news is that we are not alone. Everyone (or almost everyone) is born **surrounded by other people**. And that is always an opportunity.



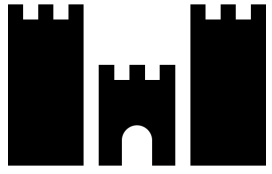
Humans are not an isolated sum of individuals. If we have advanced so far, among other things, it is because of our ability to associate.



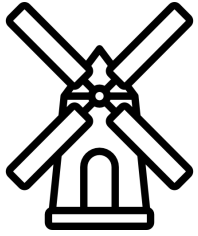
Common enemy



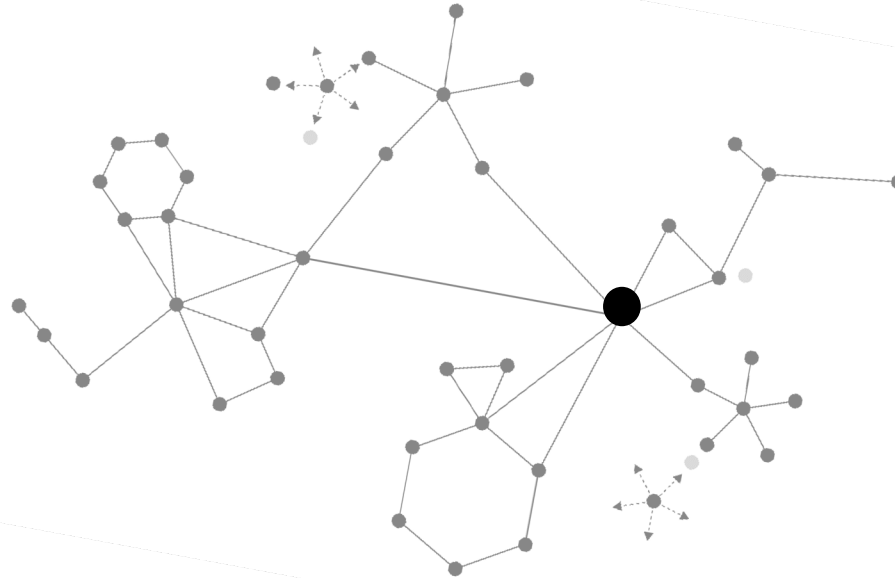
The greater the challenges we have faced, the more we have had to collaborate with each other.



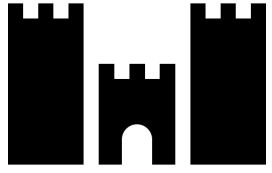
Common enemy



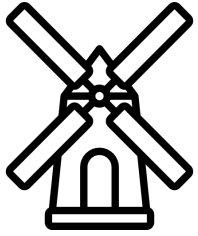
complex
infrastructures



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have faced, the
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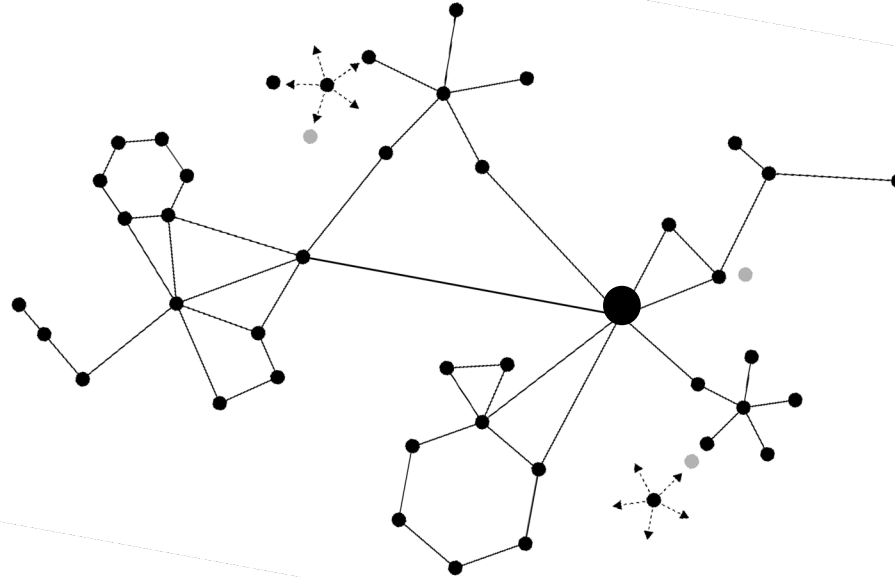
Common enemy



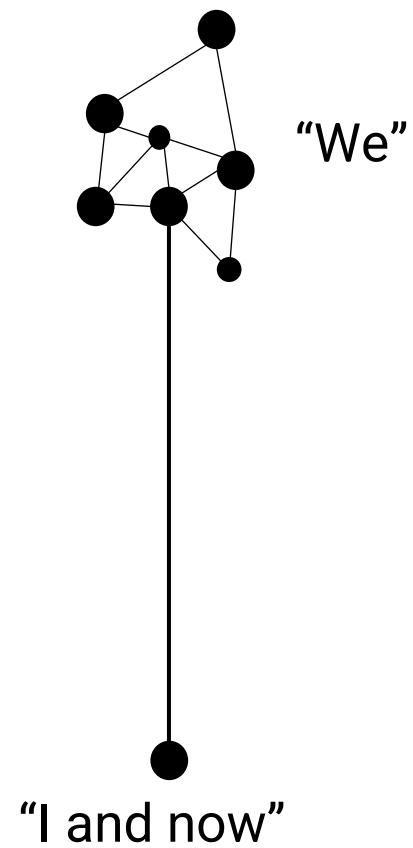
complex
infrastructures



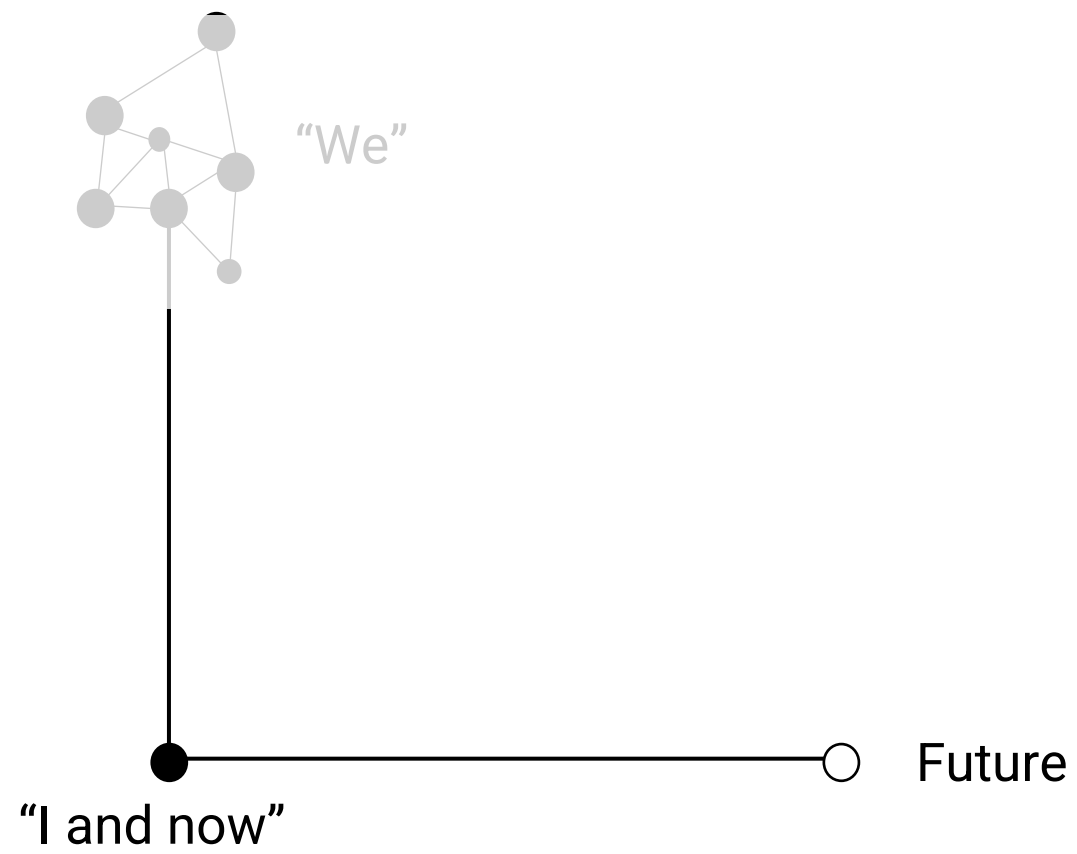
Division of labor



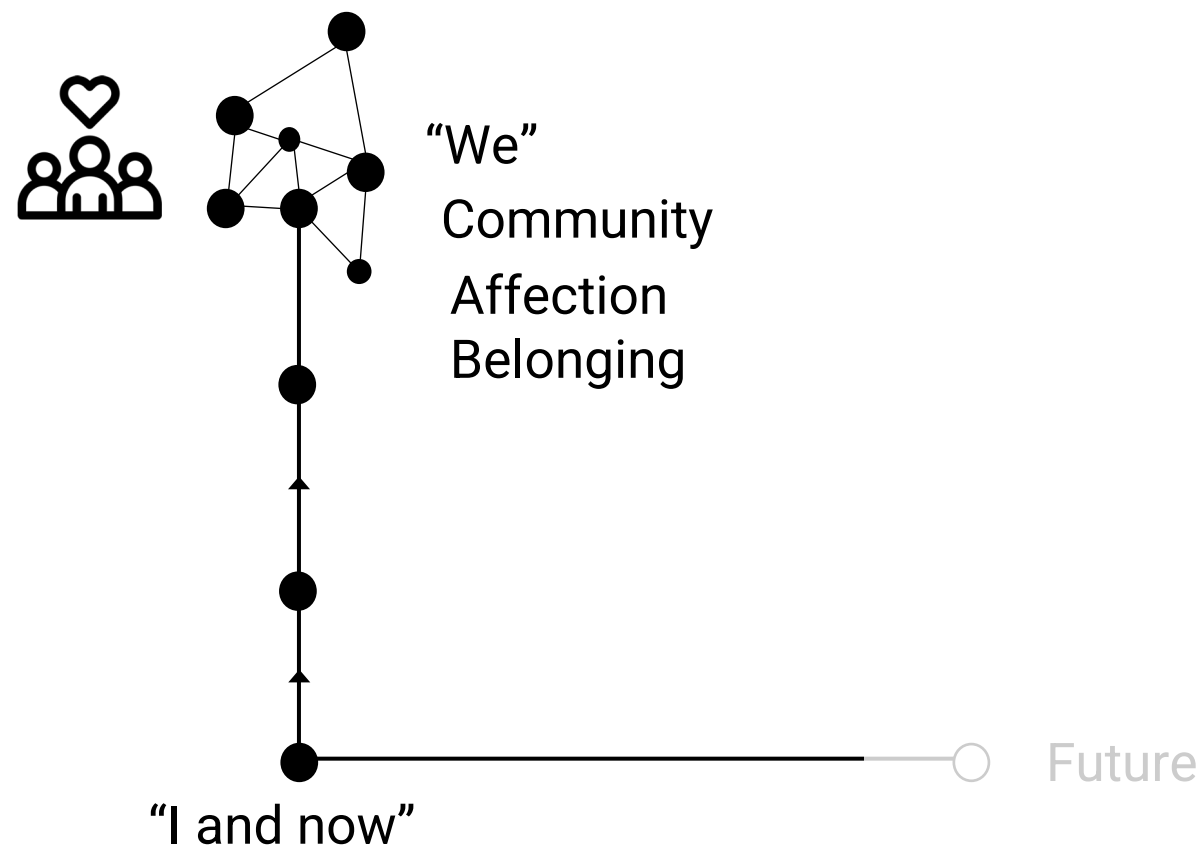
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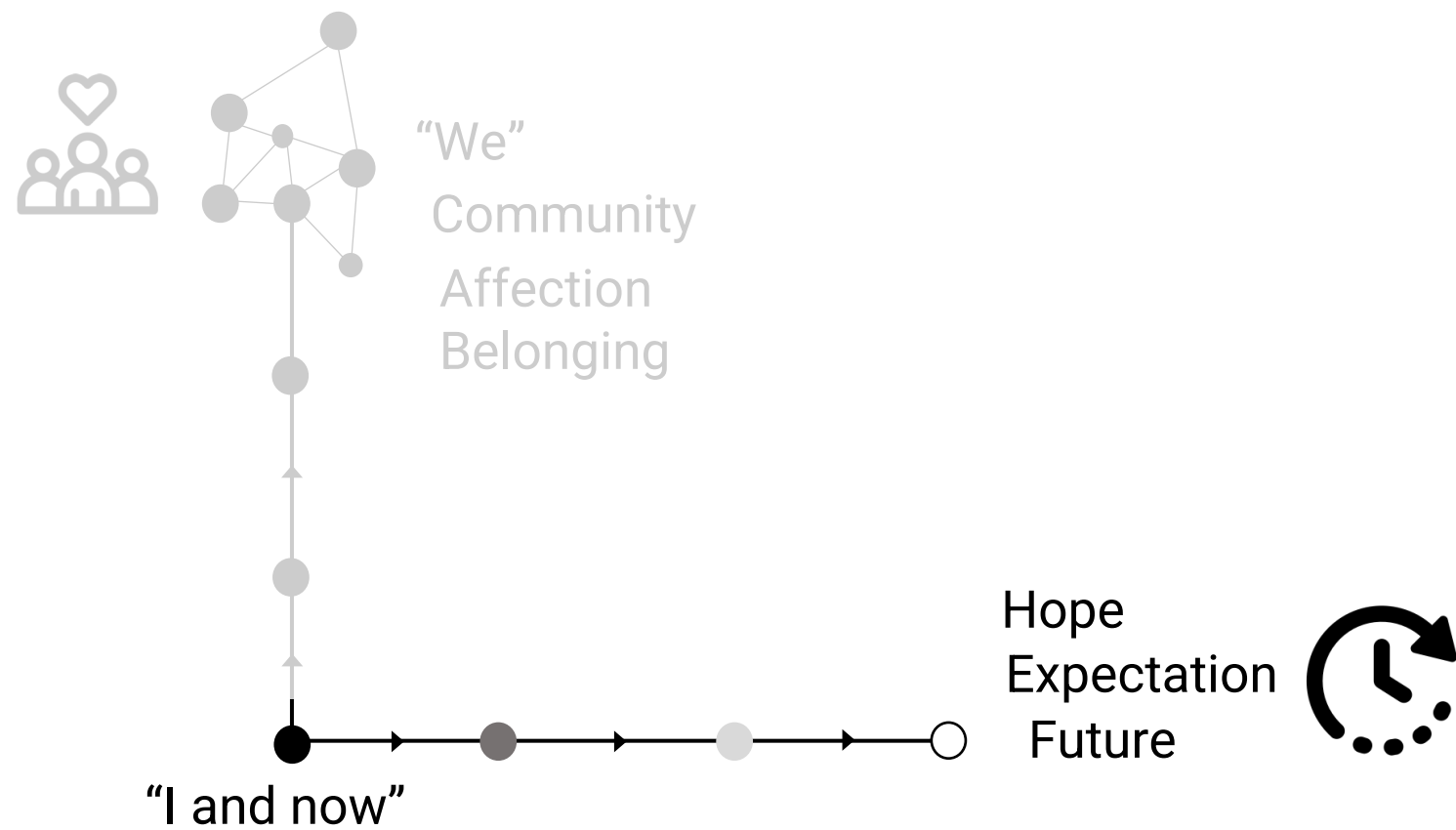
The social contract is, basically, a journey from
"I and now" to "We"...



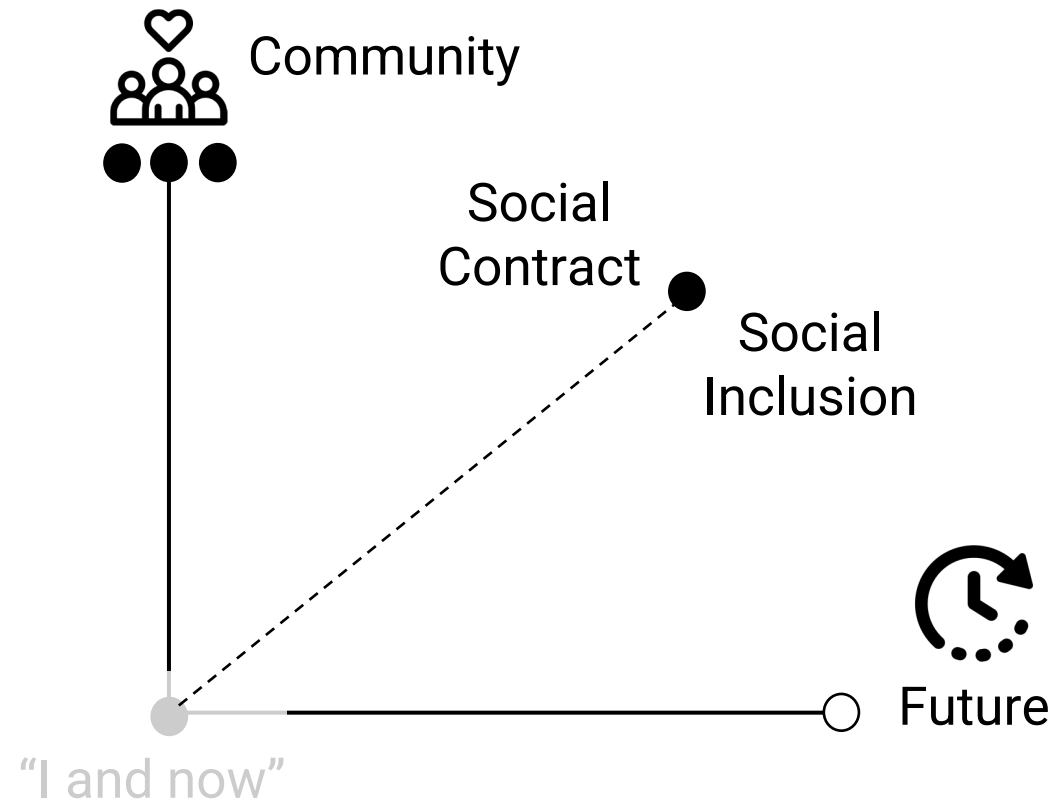
... and the Future.



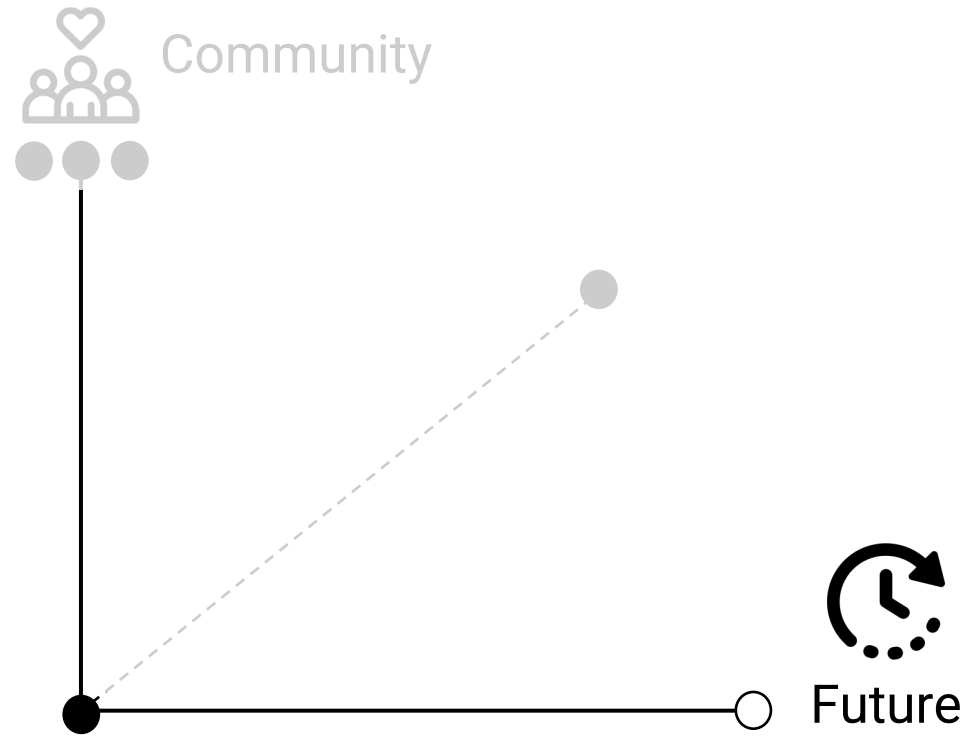
In other words, a social contract exists because there is a group of people who share and recognize each other in some way and form a **community** whose substance is **affection**, a kind of collective love.



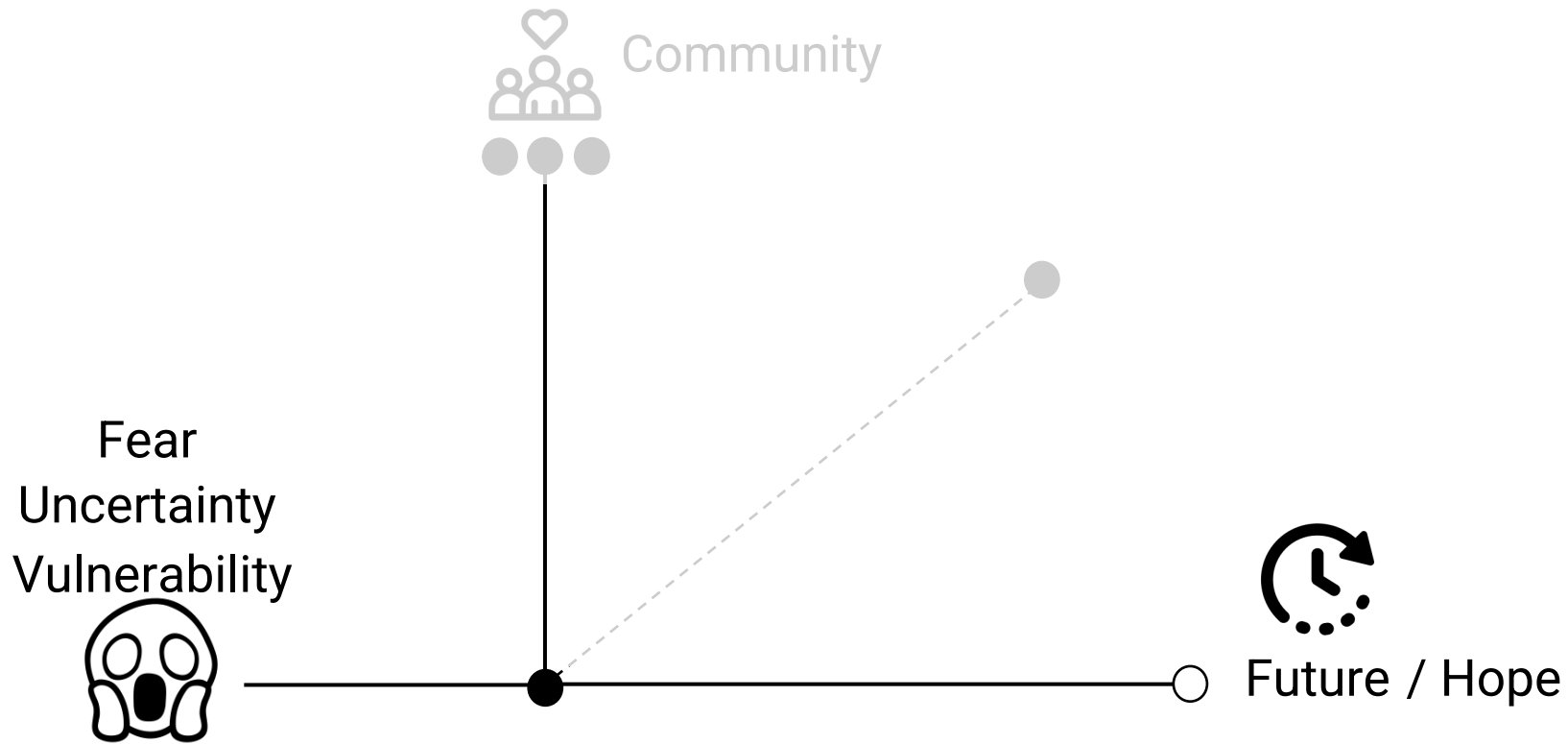
On the other hand, there is a **social contract** in the **hope** of building a better **future** for our children. The pact is based on the **expectation** that young people have of living a little better than their parents did.



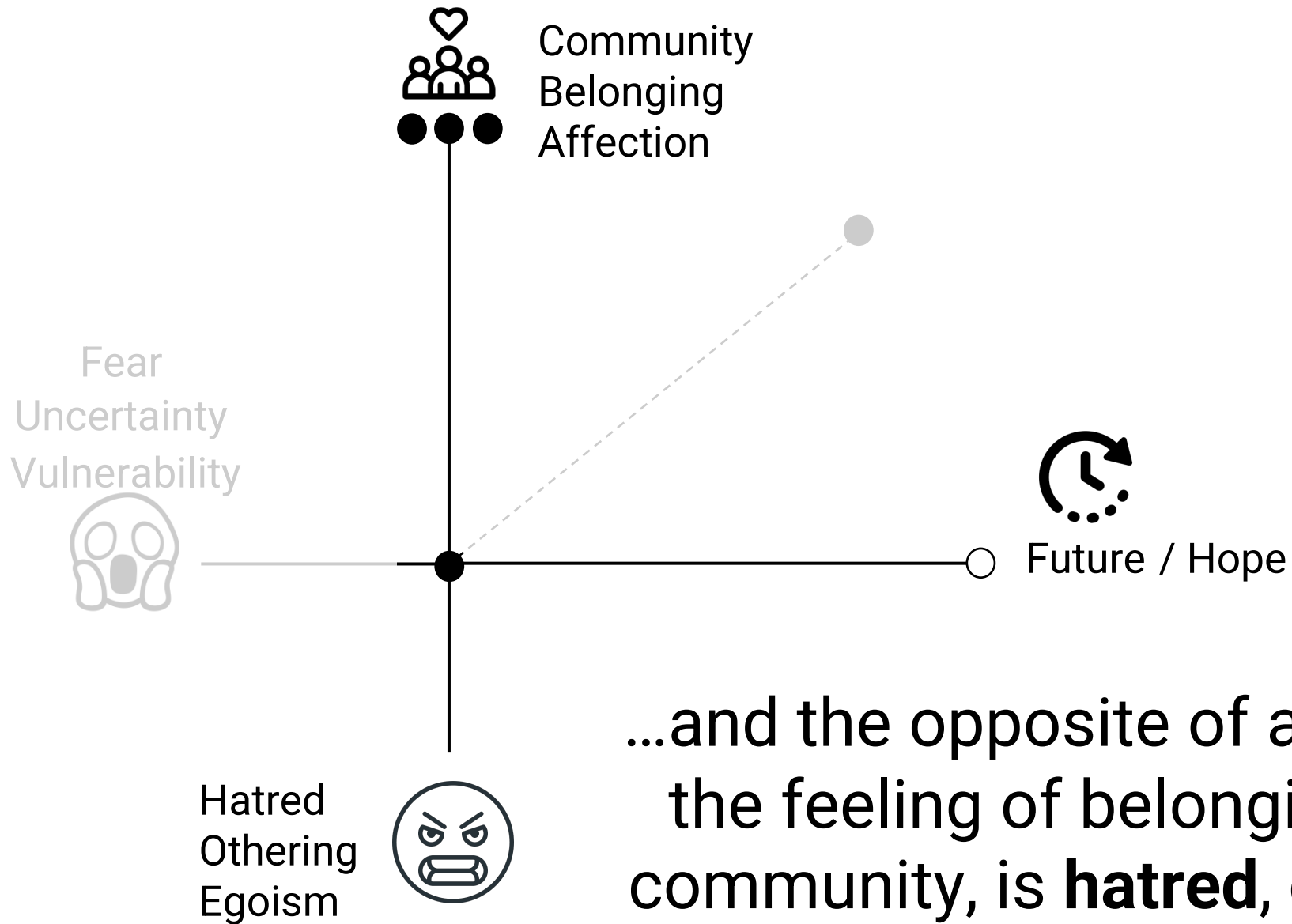
These two axes, community and future, define the social contract, but also what social inclusion is.



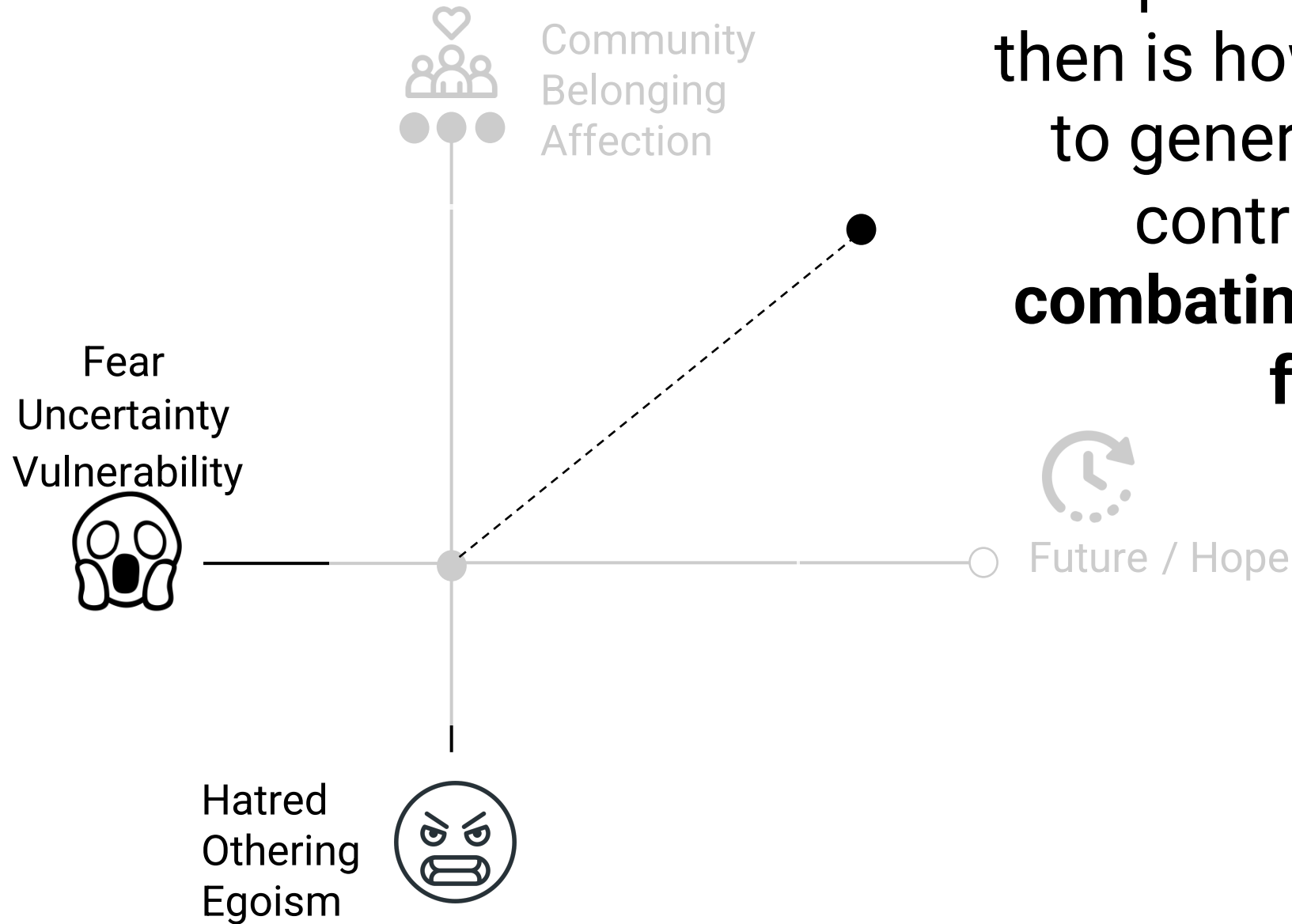
But not everything is simple. There are challenges, vectors, forces and actors that work **against the construction of this social contract.**



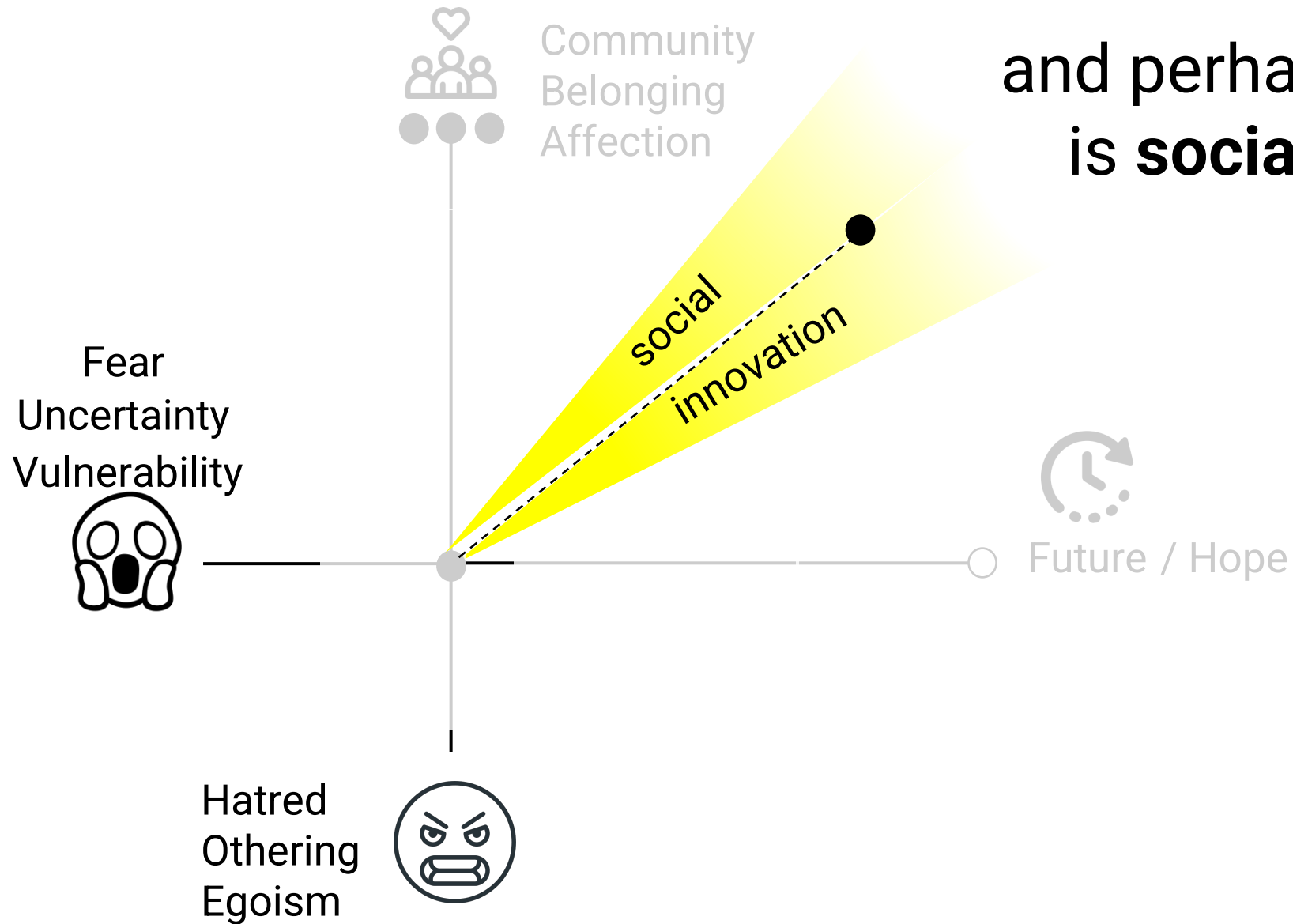
The opposite of hope for the future is **fear. Uncertainty.**
Fear of being out of **work**, fear of growing old and
having **no resources**, fear of **war**....



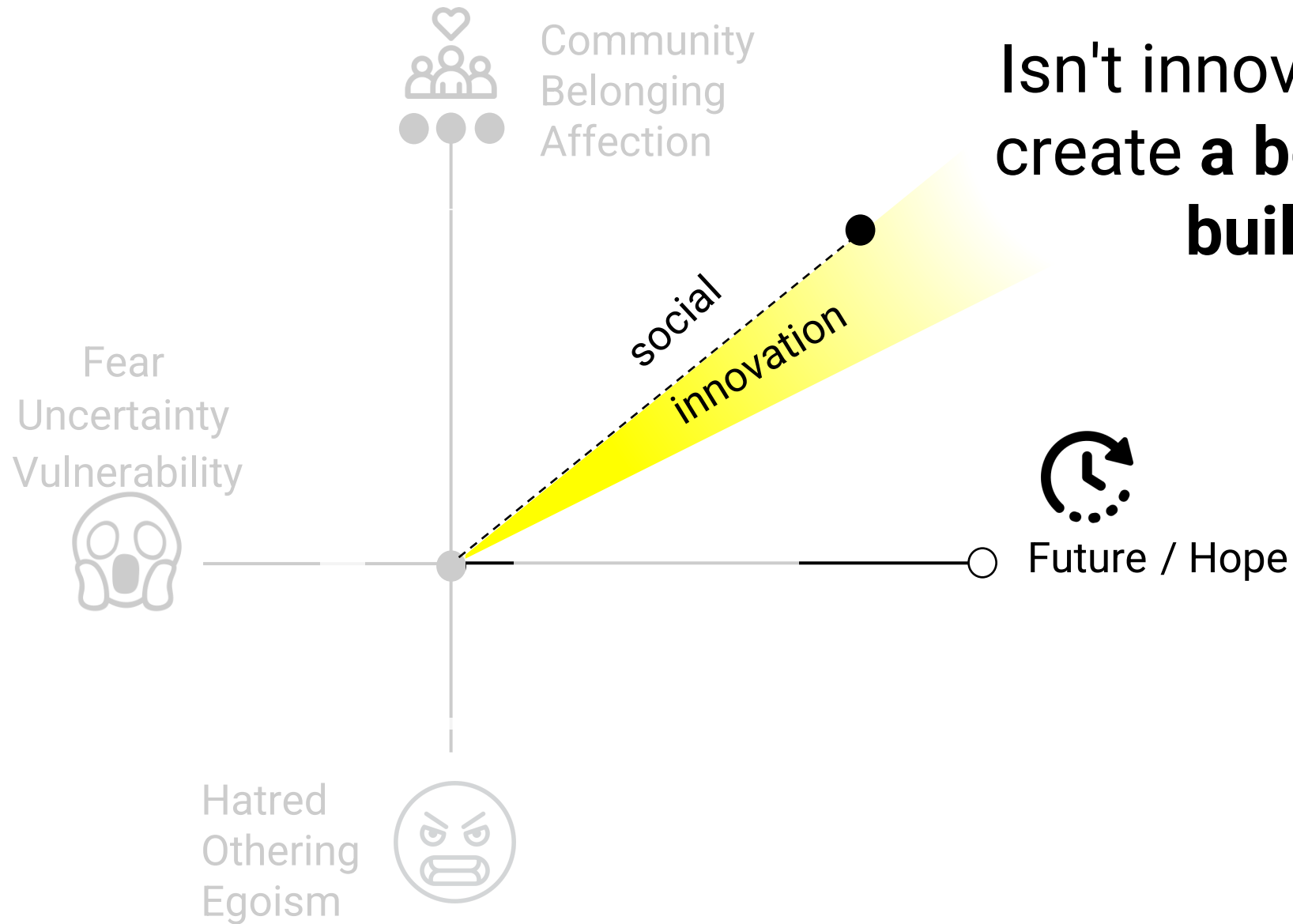
...and the opposite of affection,
the feeling of belonging and
community, is **hatred, othering**
and **egoism**.



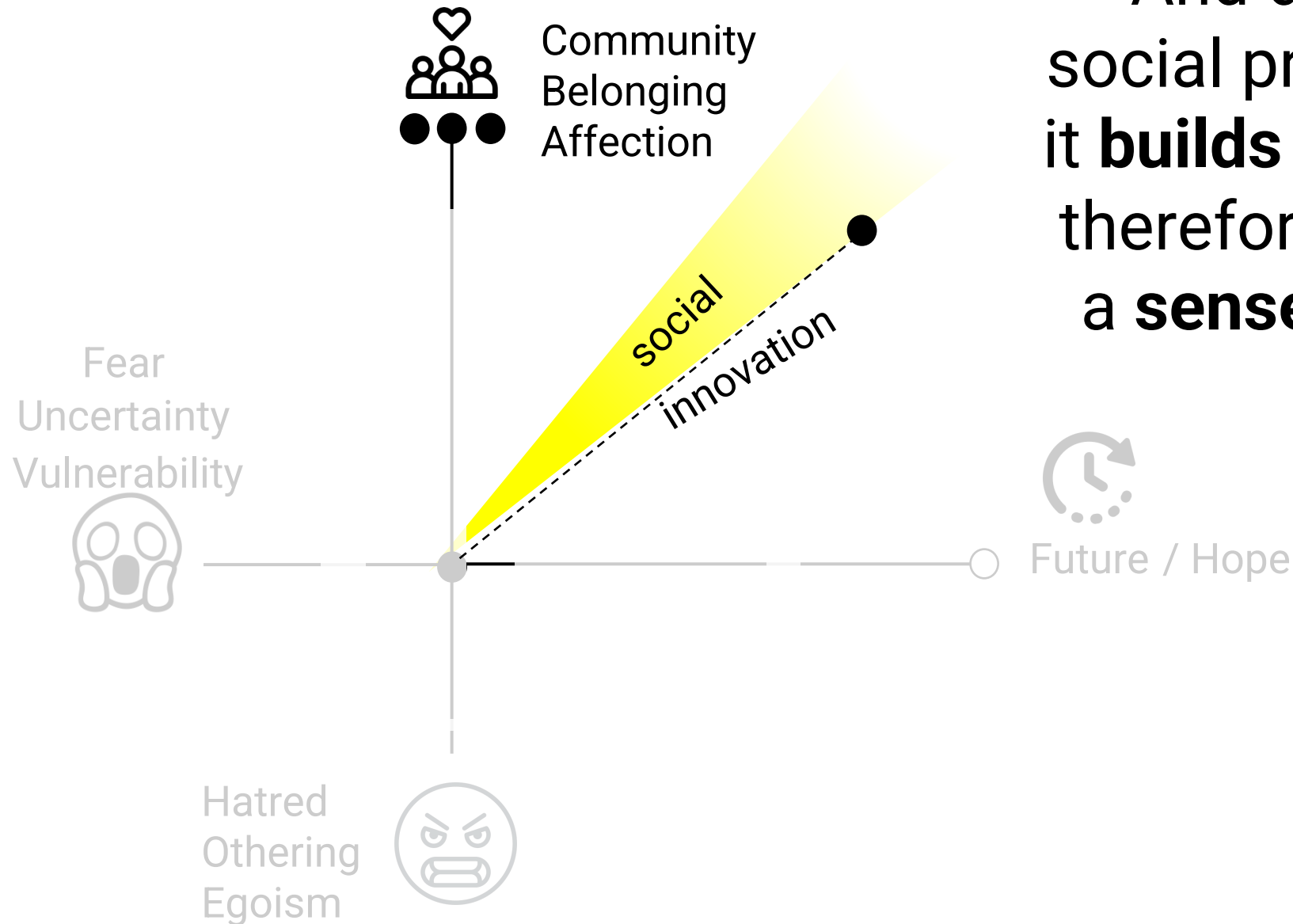
The question that arises
then is how are we able
to generate a social
contract while
**combating hatred and
fear?**



and perhaps the answer
is **social innovation**

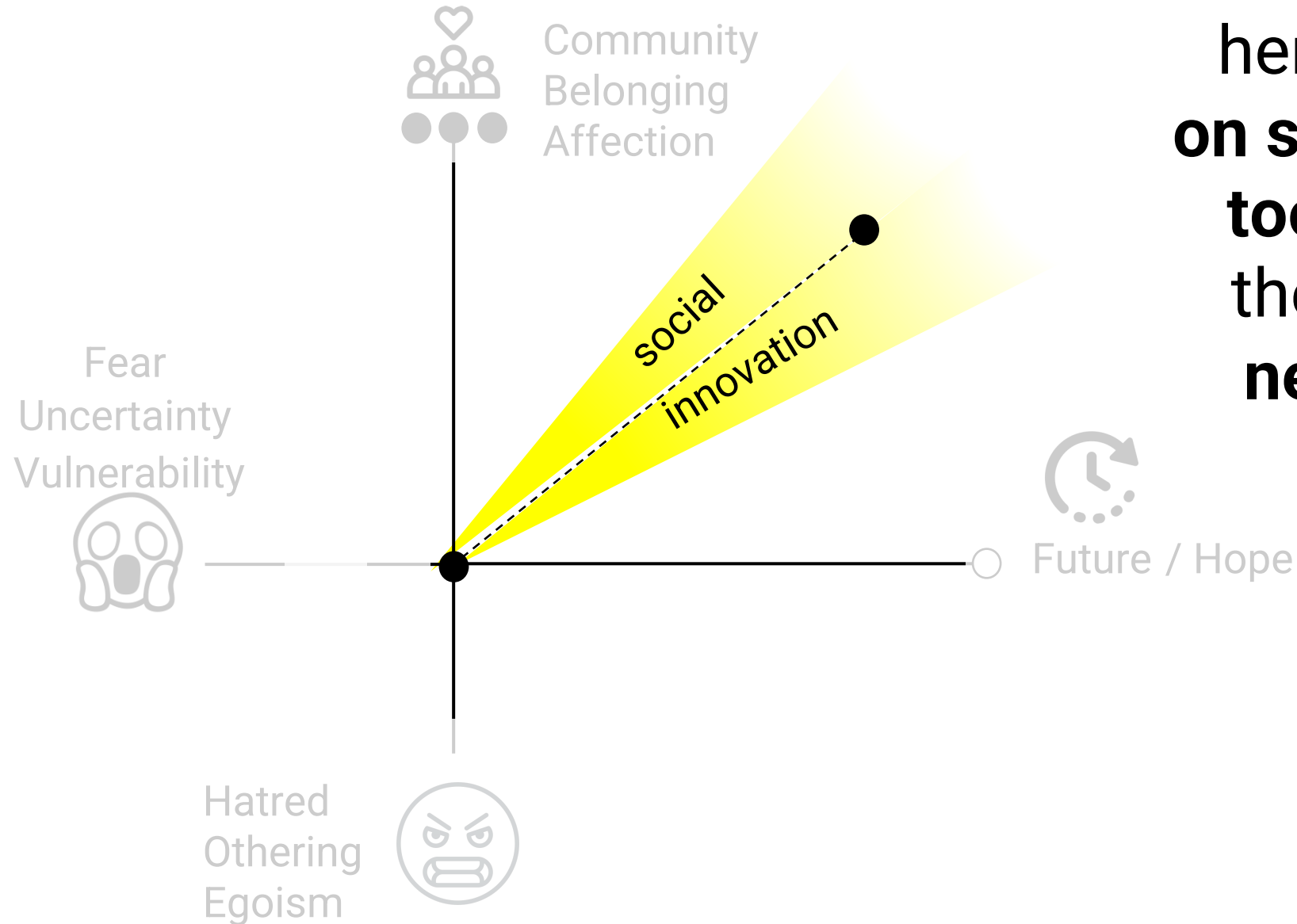


Isn't innovation a way to
create a **better future**, to
build hope?

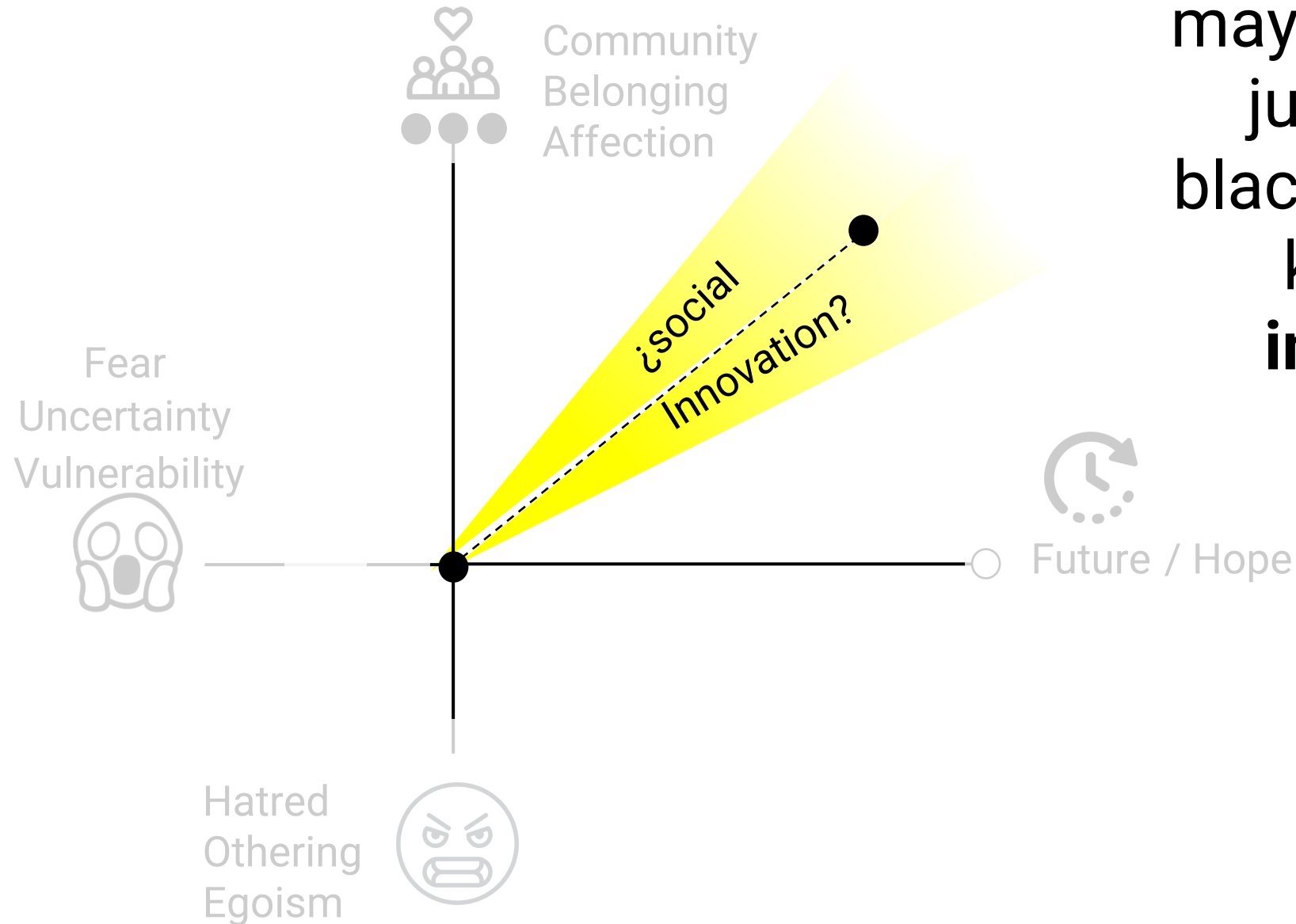


And don't we call it
social precisely because
it **builds community** and,
therefore, **affection** and
a **sense of belonging**?

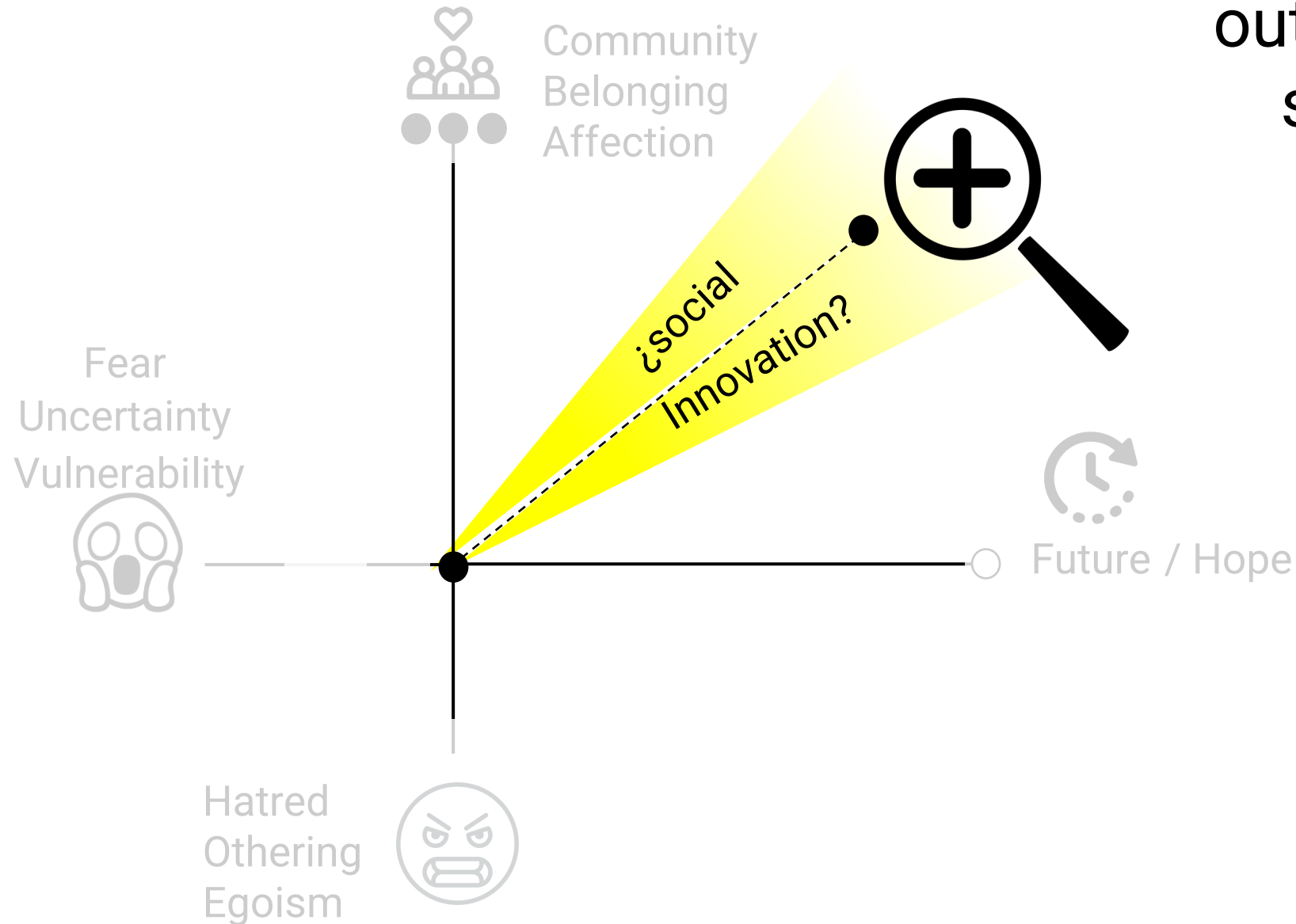
And this is the driving idea that has brought us here today. **Reflecting on social innovation as a tool for inclusion and the development of a new social contract.**



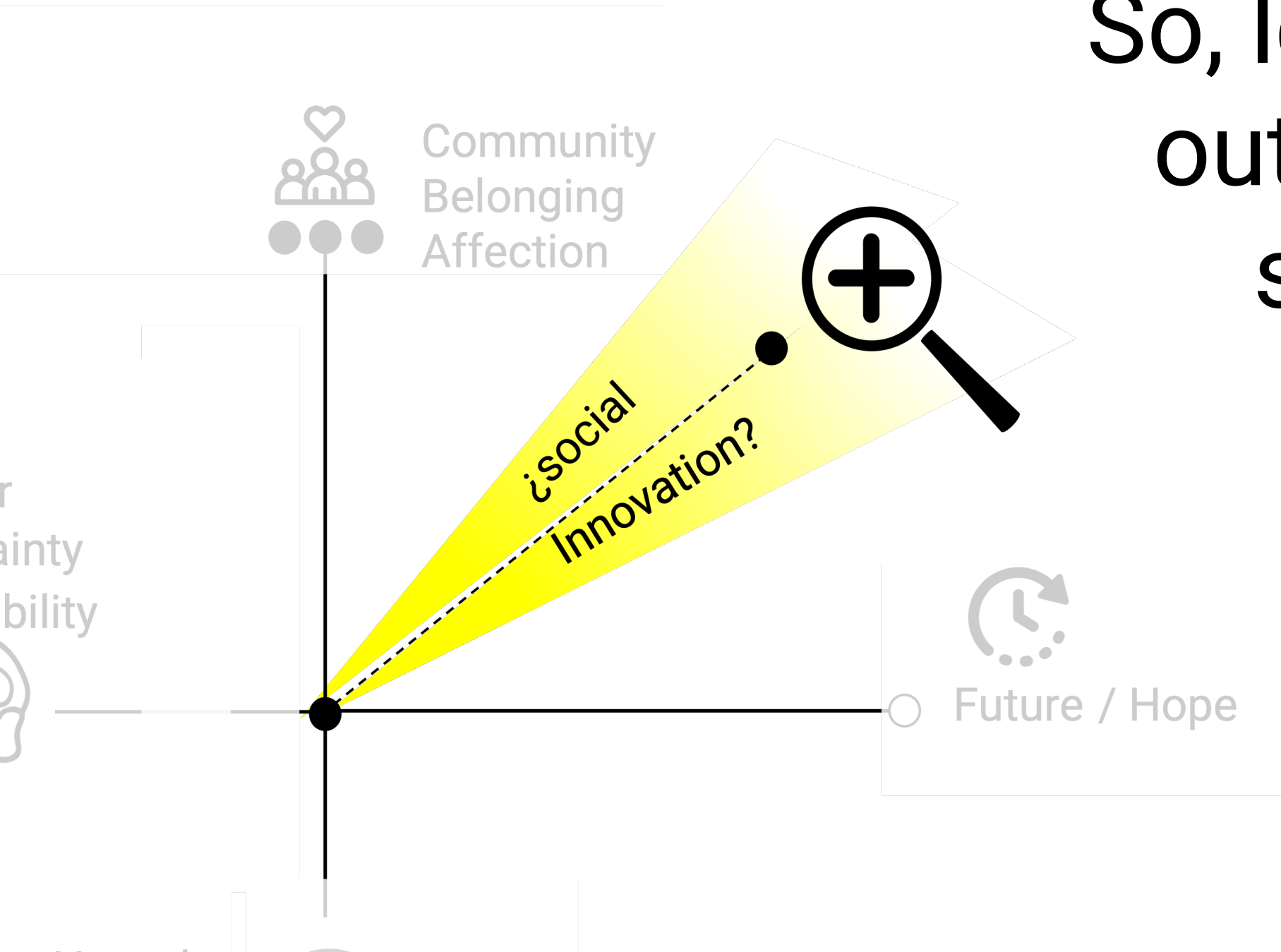
At this point some of you
may be thinking -ok, but I
just see a line and a
black dot, and I still don't
know **what social
innovation means.**



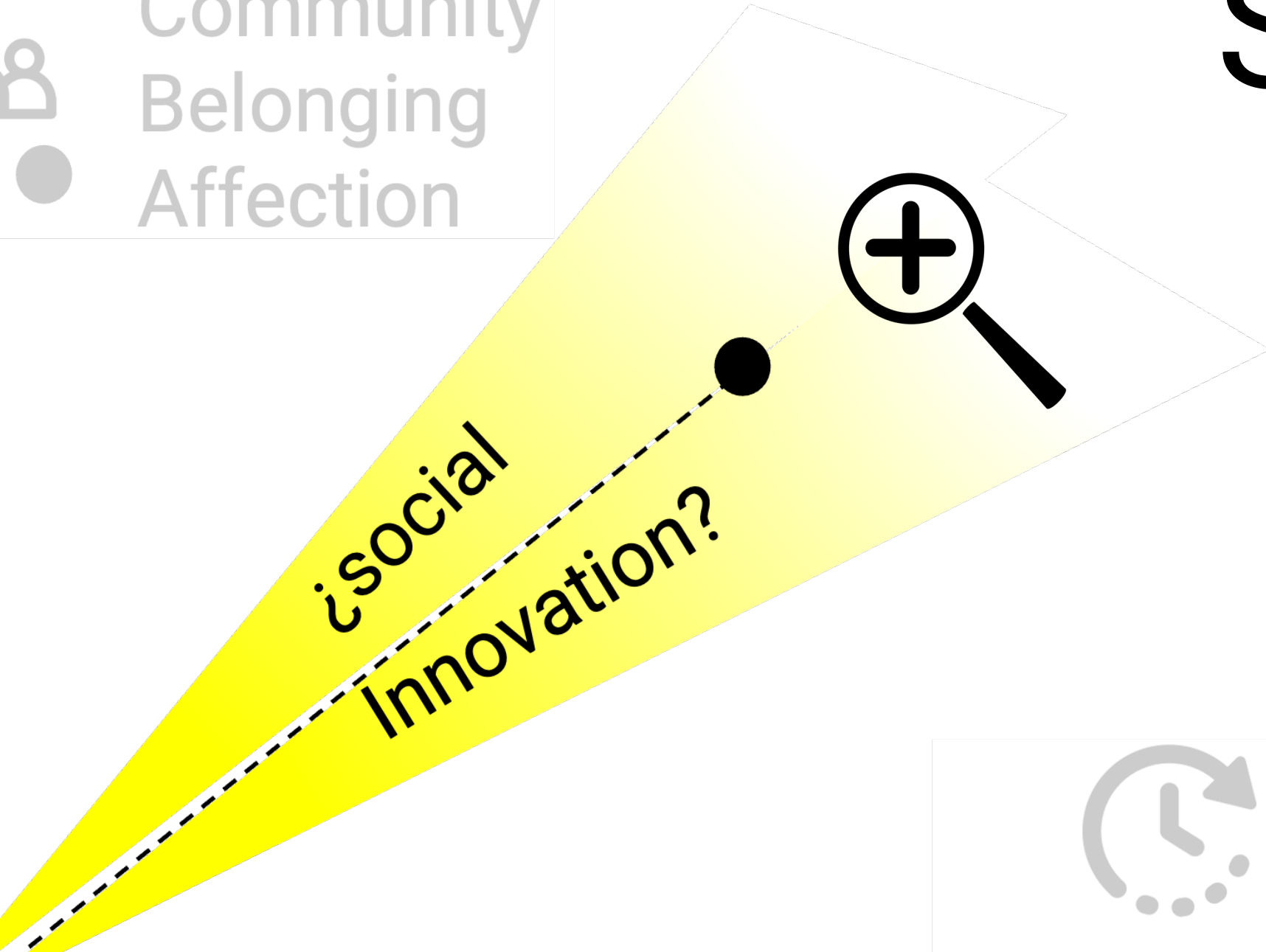
So, let's zoom in and find out a little more about social innovation.



So, let's zoom in
out a little more
social innova



Community
Belonging
Affection



So, let's z
out a lit
social

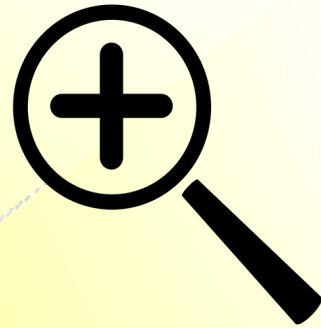


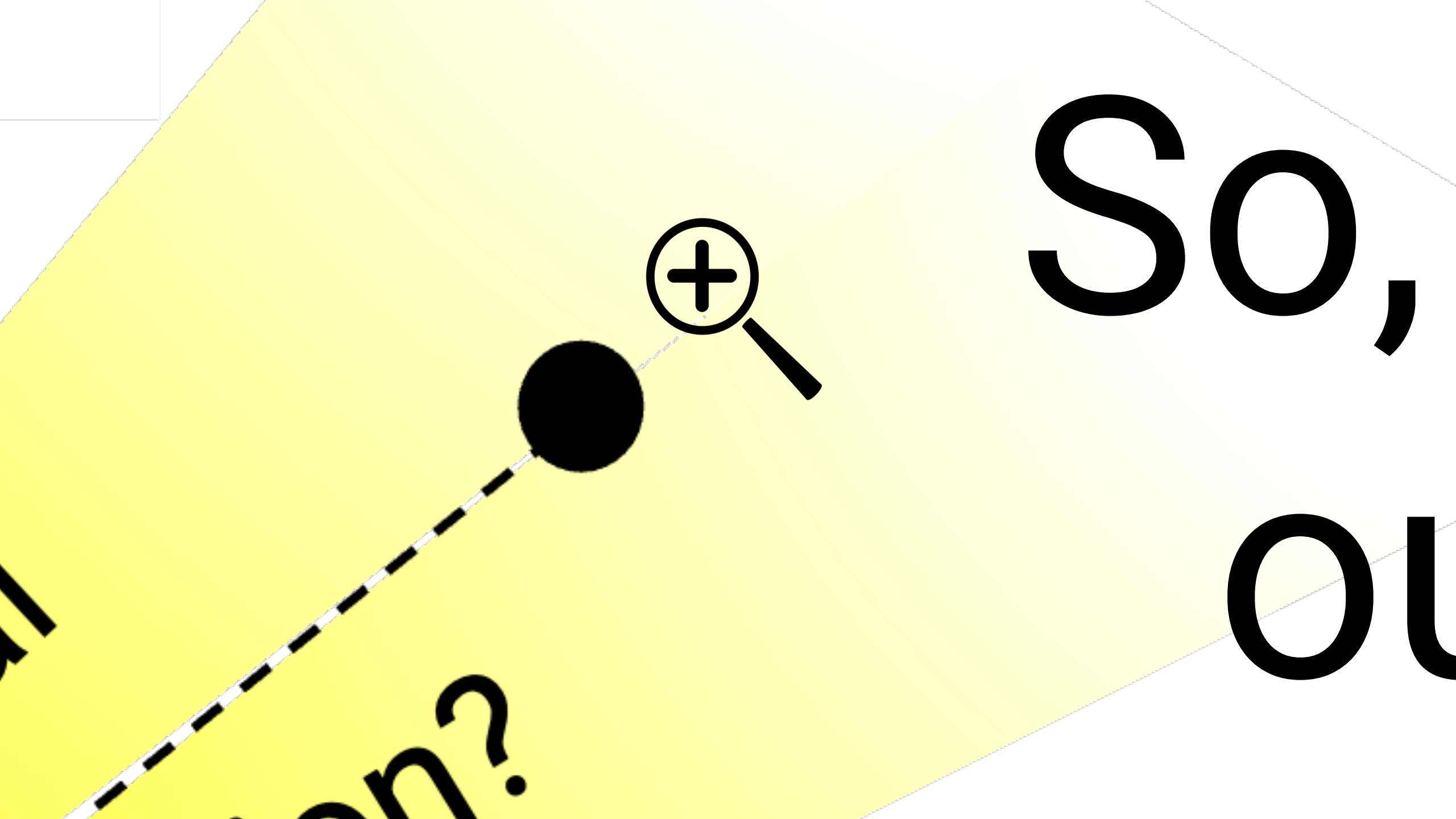
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So, let
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iSocial

Innovation?



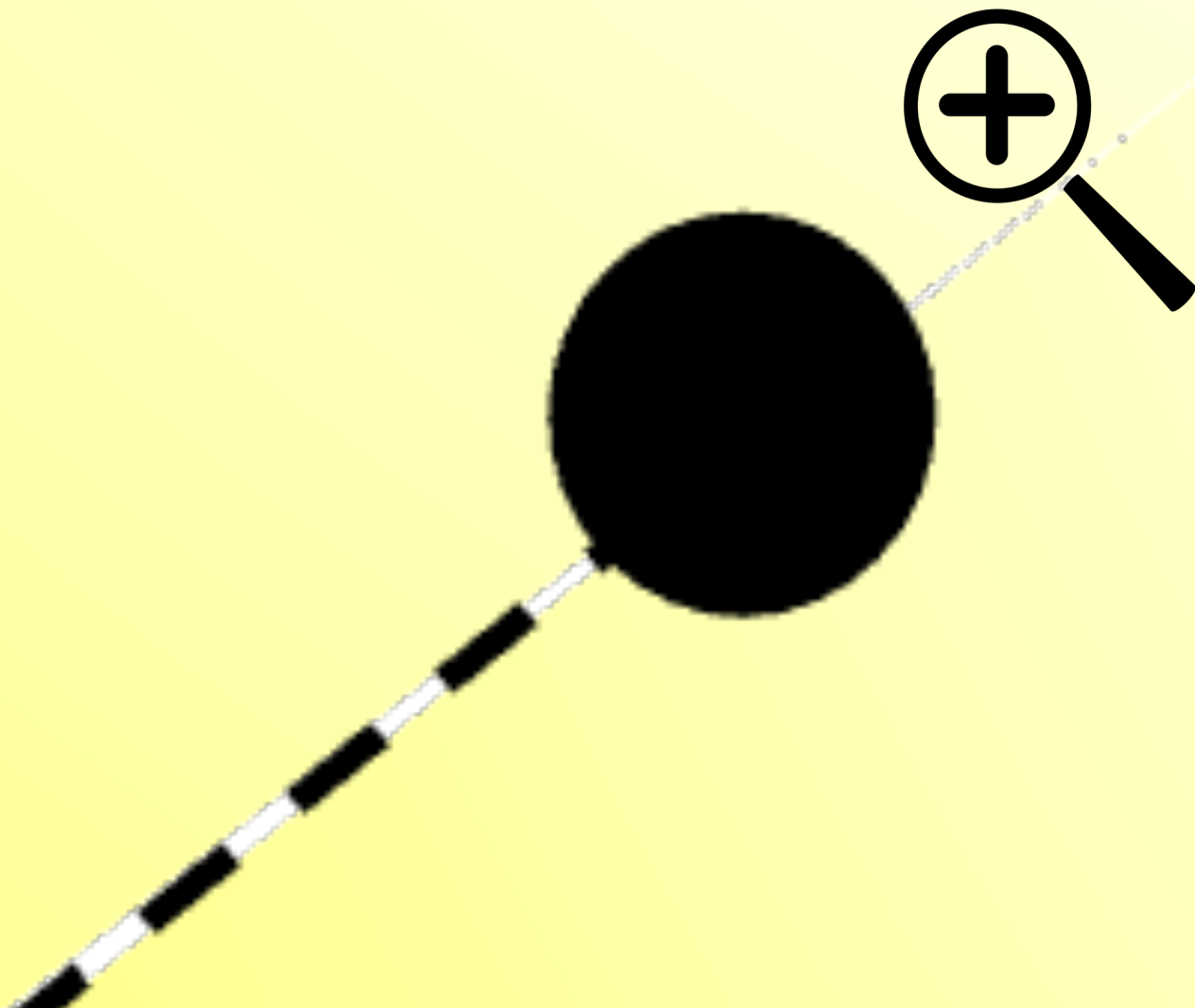


So,

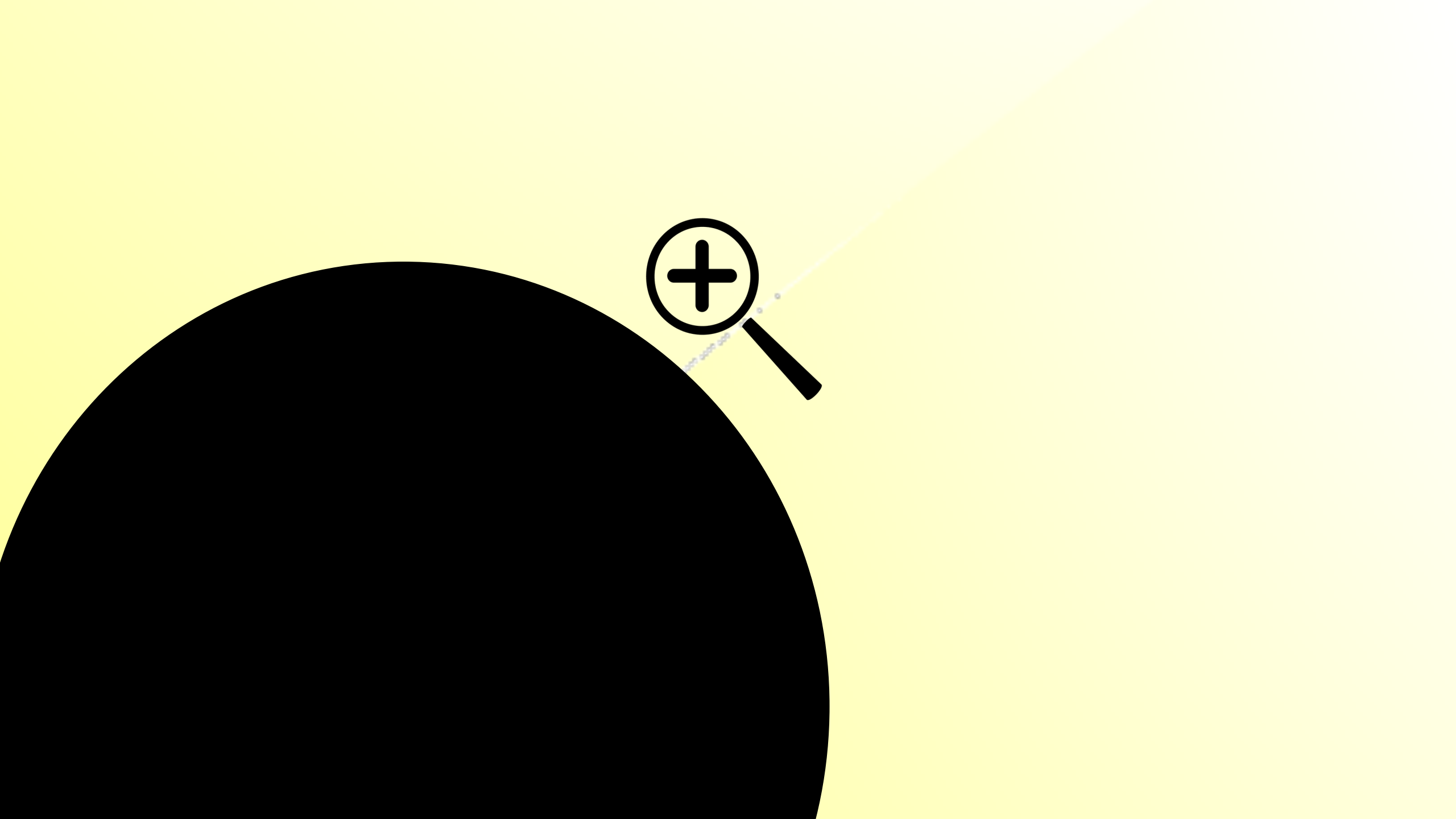
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AI

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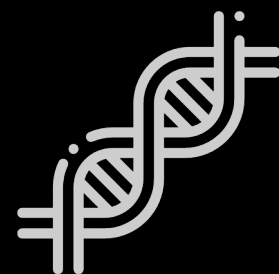


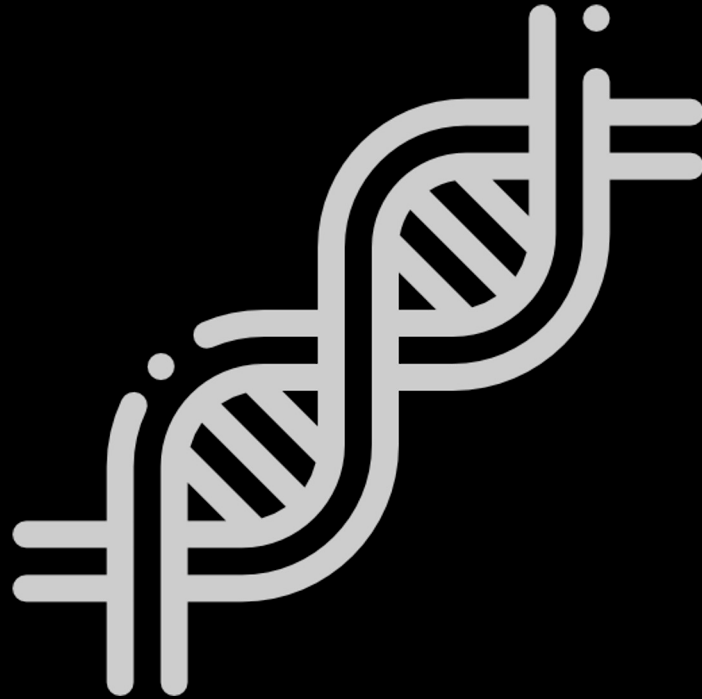
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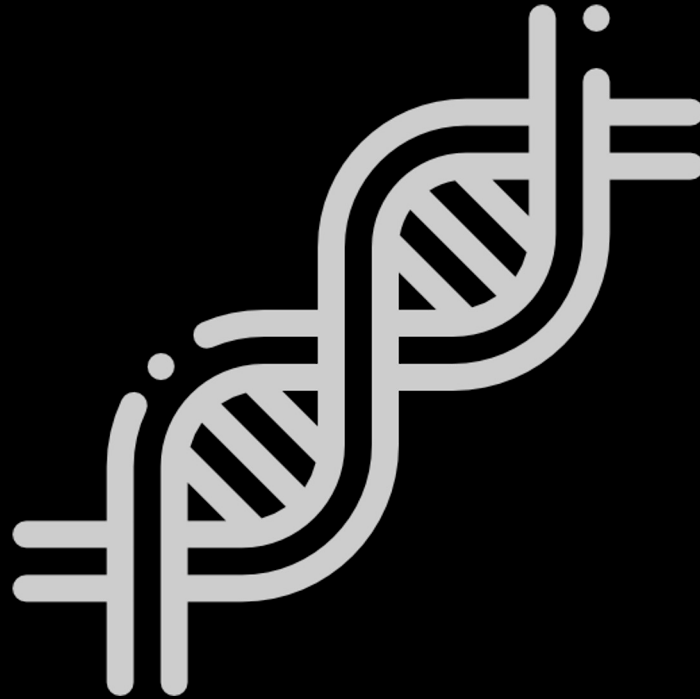




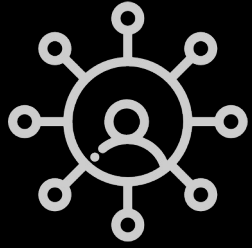




We have become so close that we can see the **DNA of innovation**



Studying the DNA of innovation has been my job and my field of research for many years.



Network science



Analysis 105



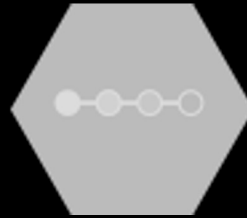
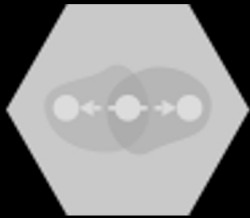
Hacker ethics



Ecosystem
experience



I used four sources to synthesize my innovation model. Network science, the analysis of 105 methodologies used by the most prestigious innovation ecosystems, hacker ethics and my own experience leading two innovation ecosystems for almost two decades.



Although at first I thought it was impossible to identify the DNA of innovation... in 2020, after having **researched**, **visited** and **participated** in many projects and with all my personal experience, as I myself had led two large ecosystems (Zaragoza Activa and LAAAB) I was able to synthesize innovation in **6 vectors**, which were repeated as an almost universal pattern in all innovative places in the world...



Open



Mix



Agile



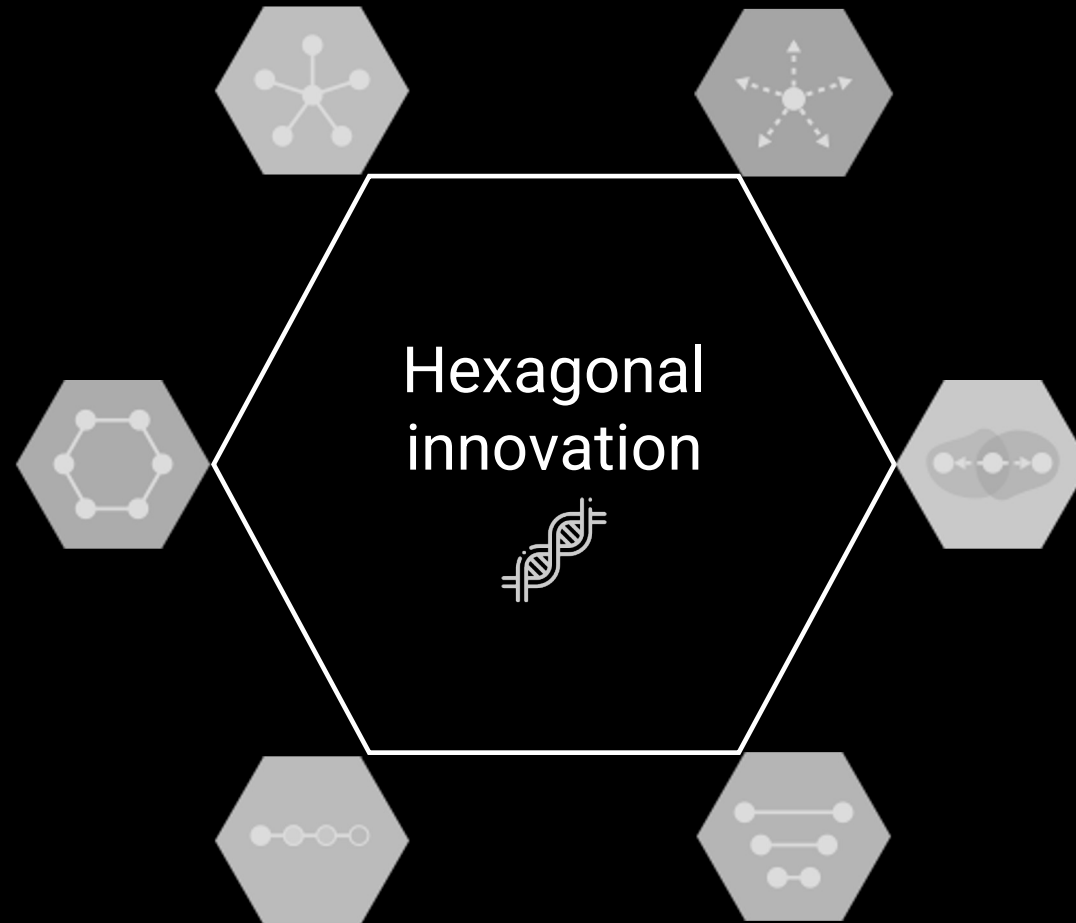
Prototype



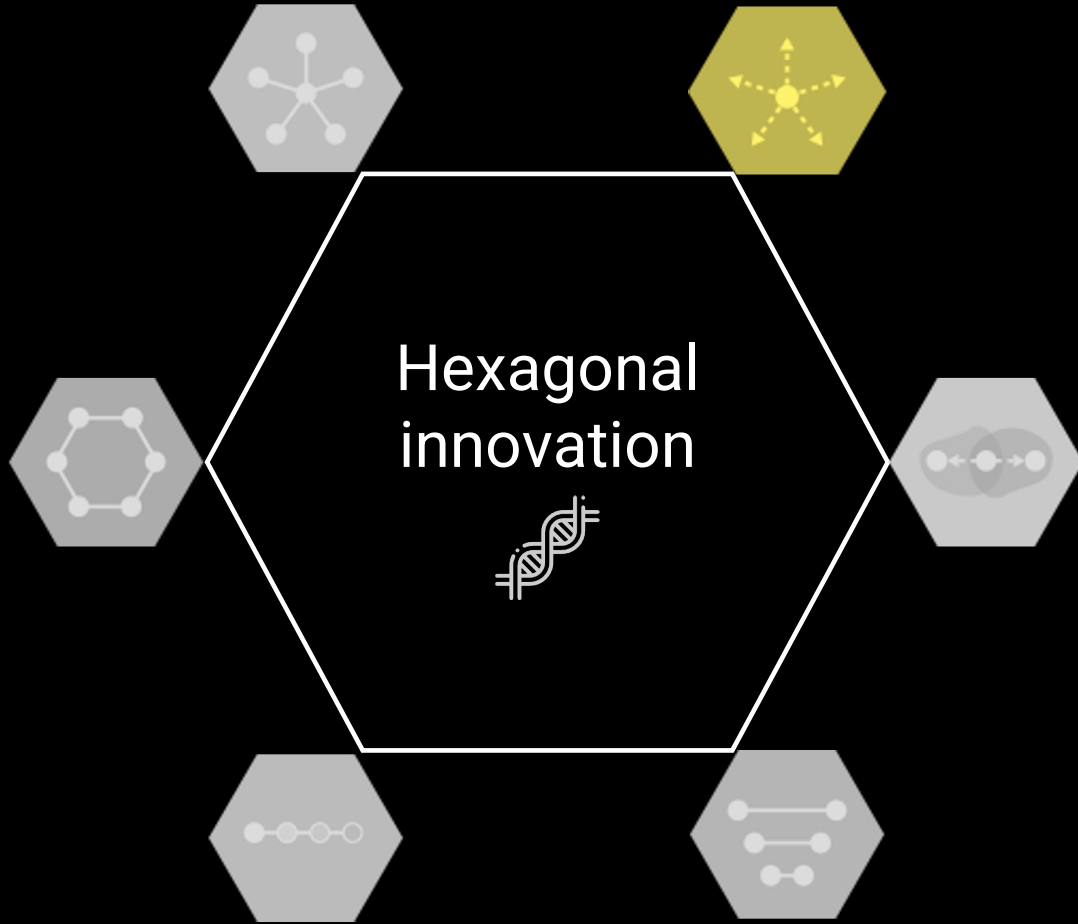
Collaborate



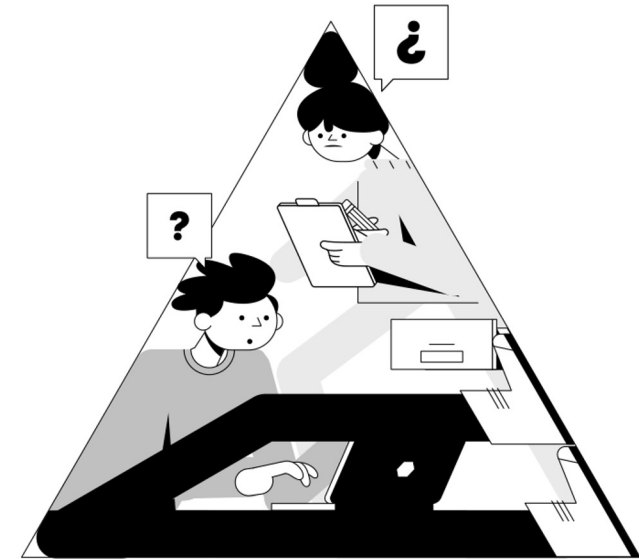
Digitize



Open

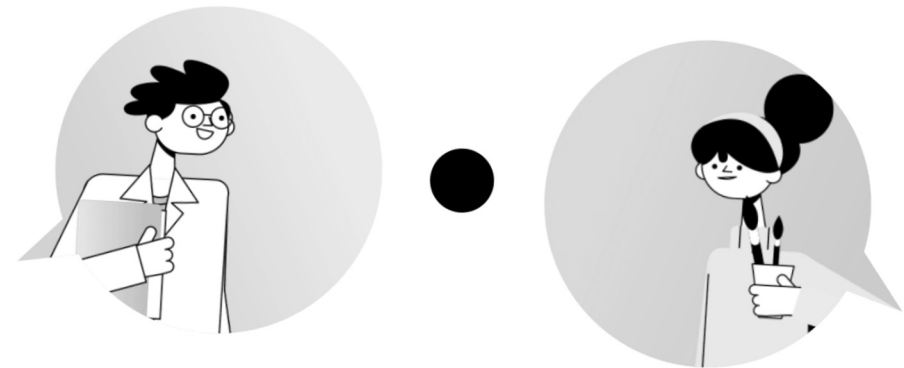
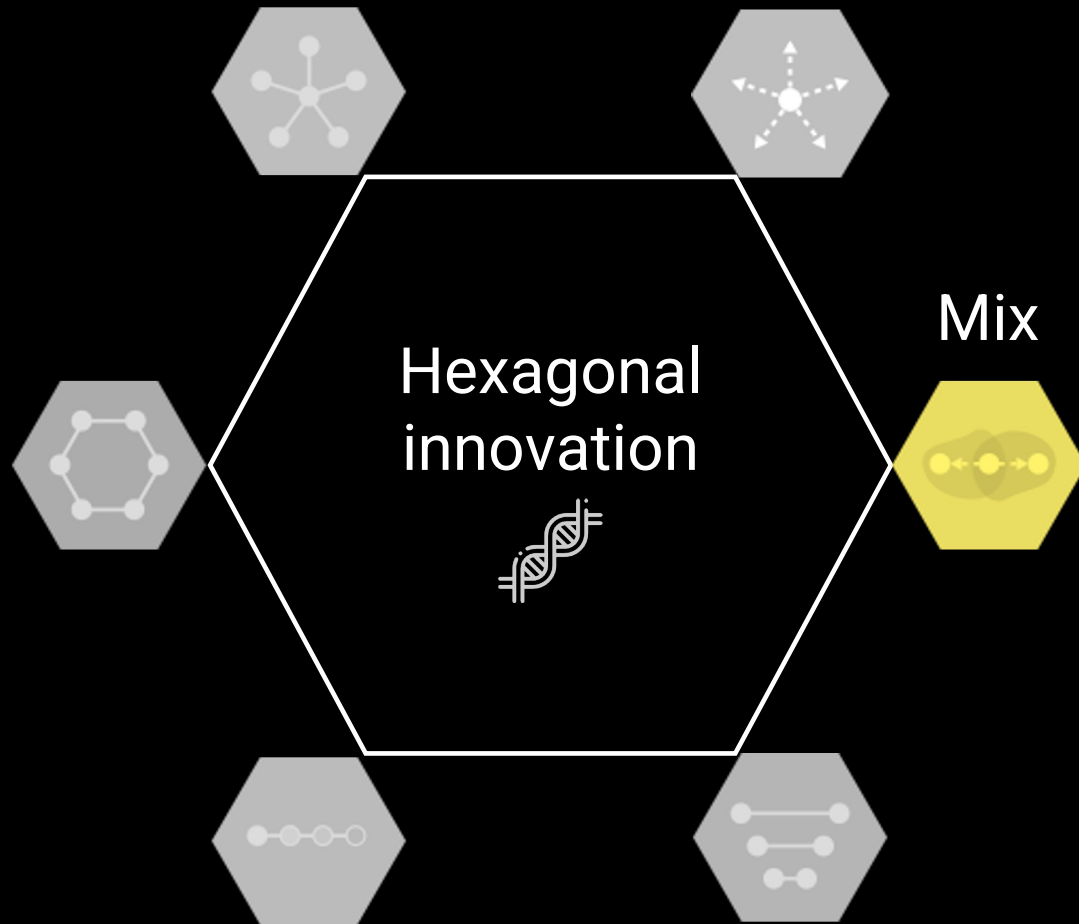


Open organizations, expand collaborator networks, have two-way conversations, connect it to the demands of society ...

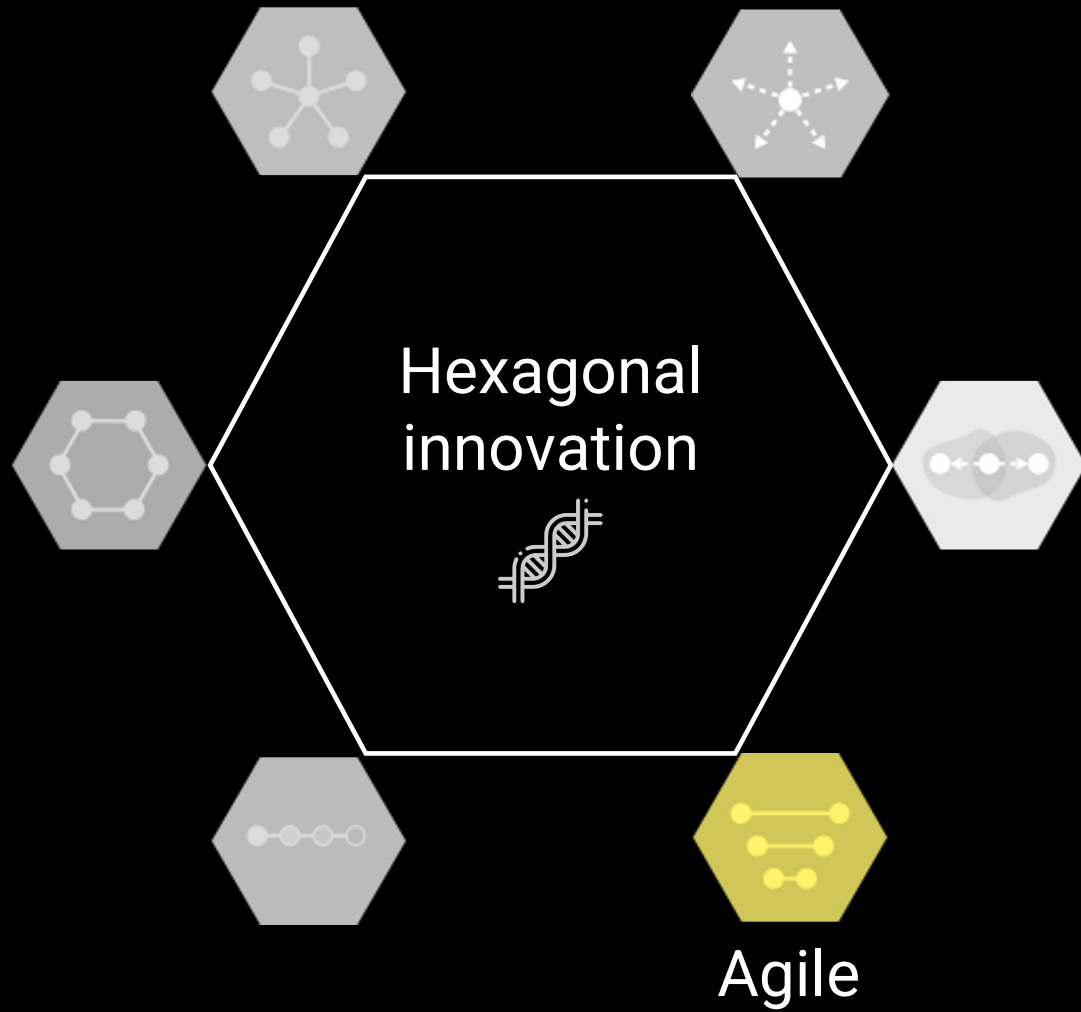


OPEN

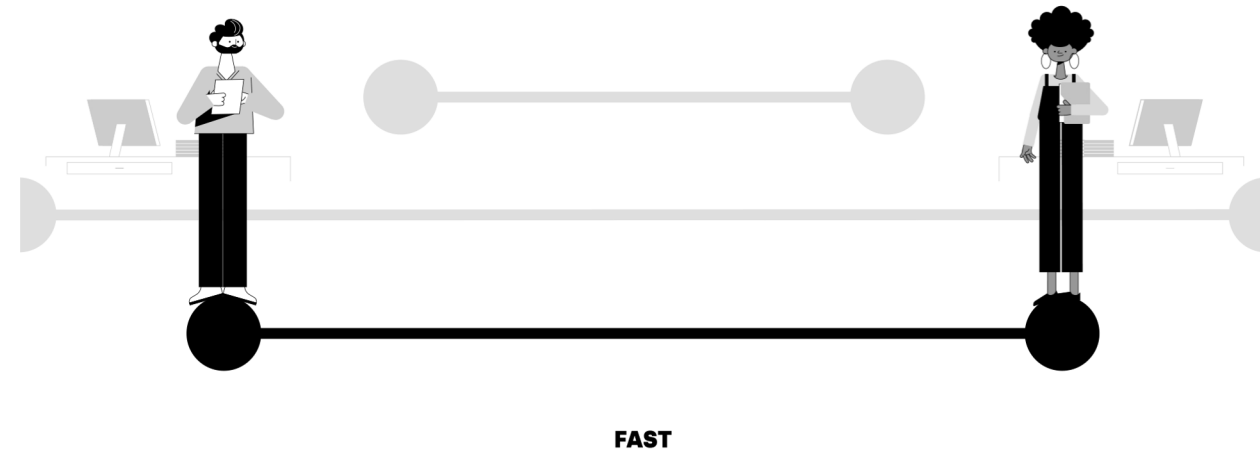
Work in a transversal way, promote interdisciplinary teams, mix and hybridize ideas, overcome bottlenecks in the hierarchy ...



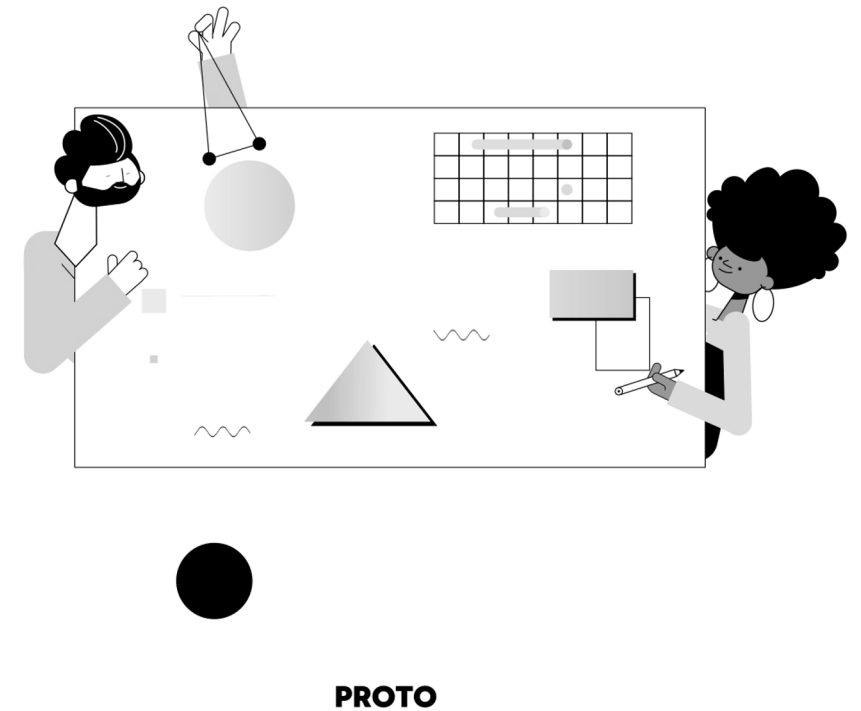
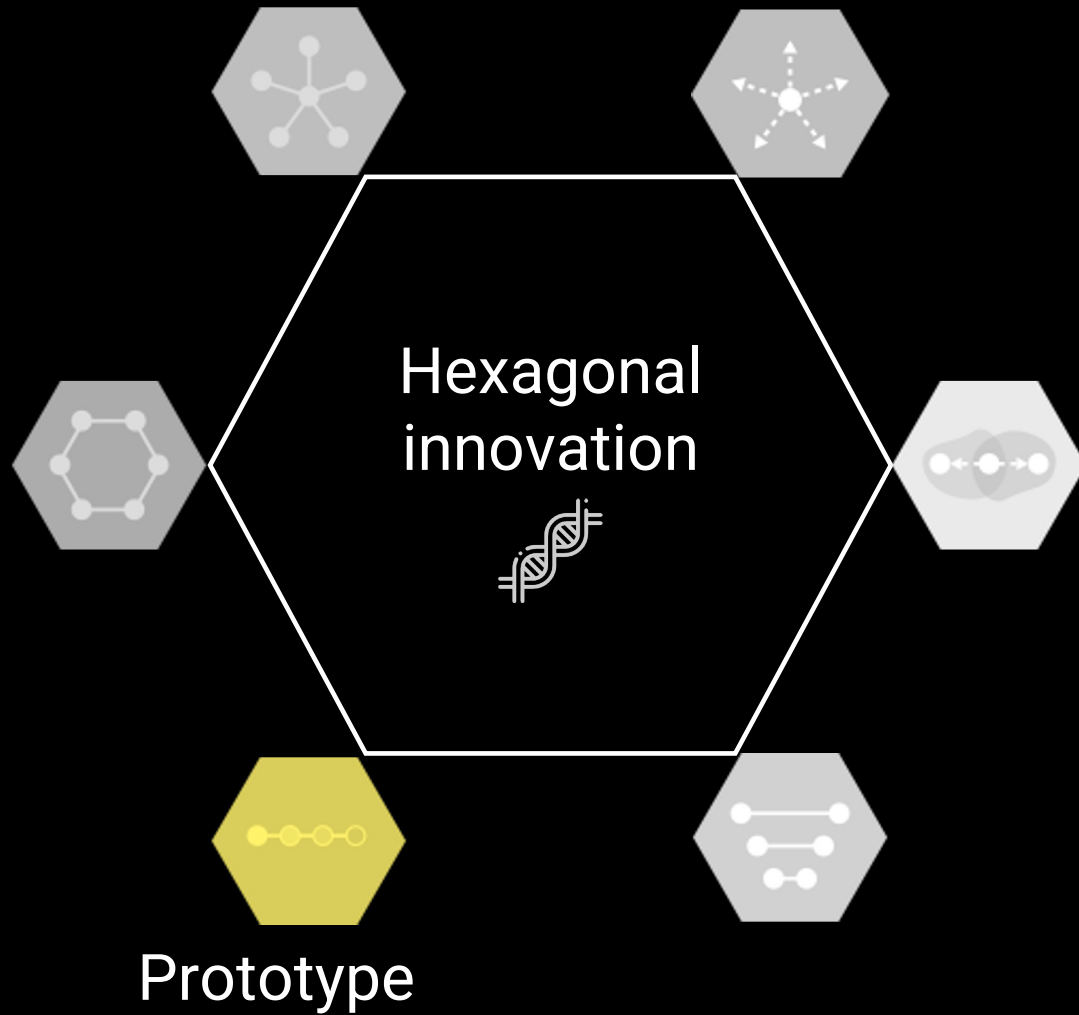
TRANS

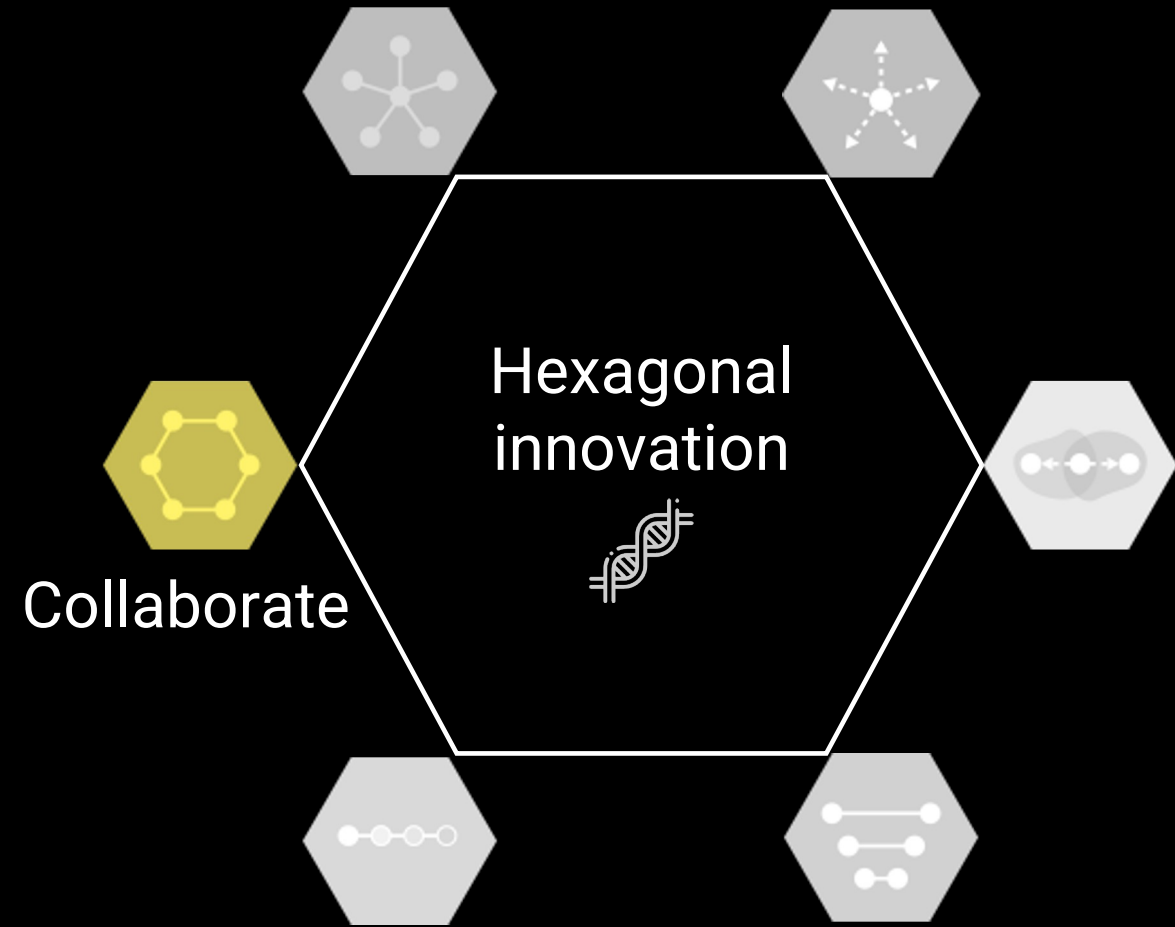


Introduce agile dynamics in the organization, reduce distances between actors, make intensive use of available time, increase the time dedicated to productive conversations ...

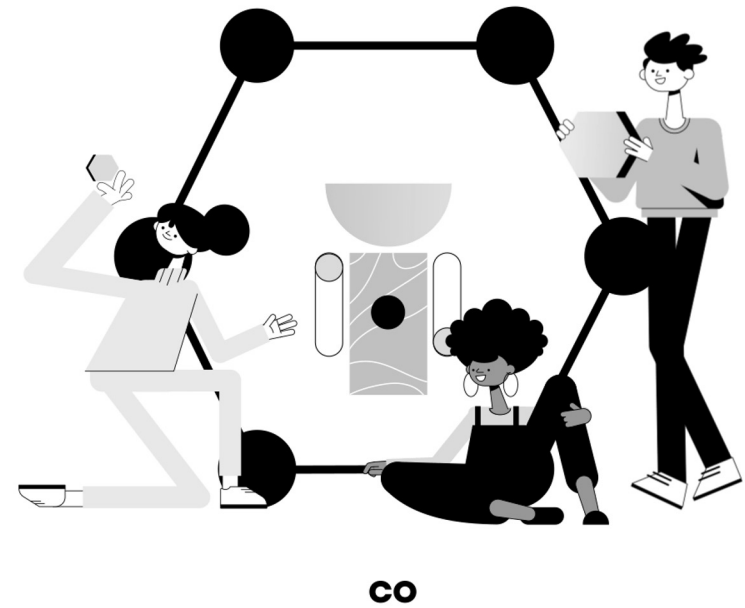


Work focused on the production of prototypes, pilots or minimal products, reduce the level of abstraction, align visions and inspire change with examples ...

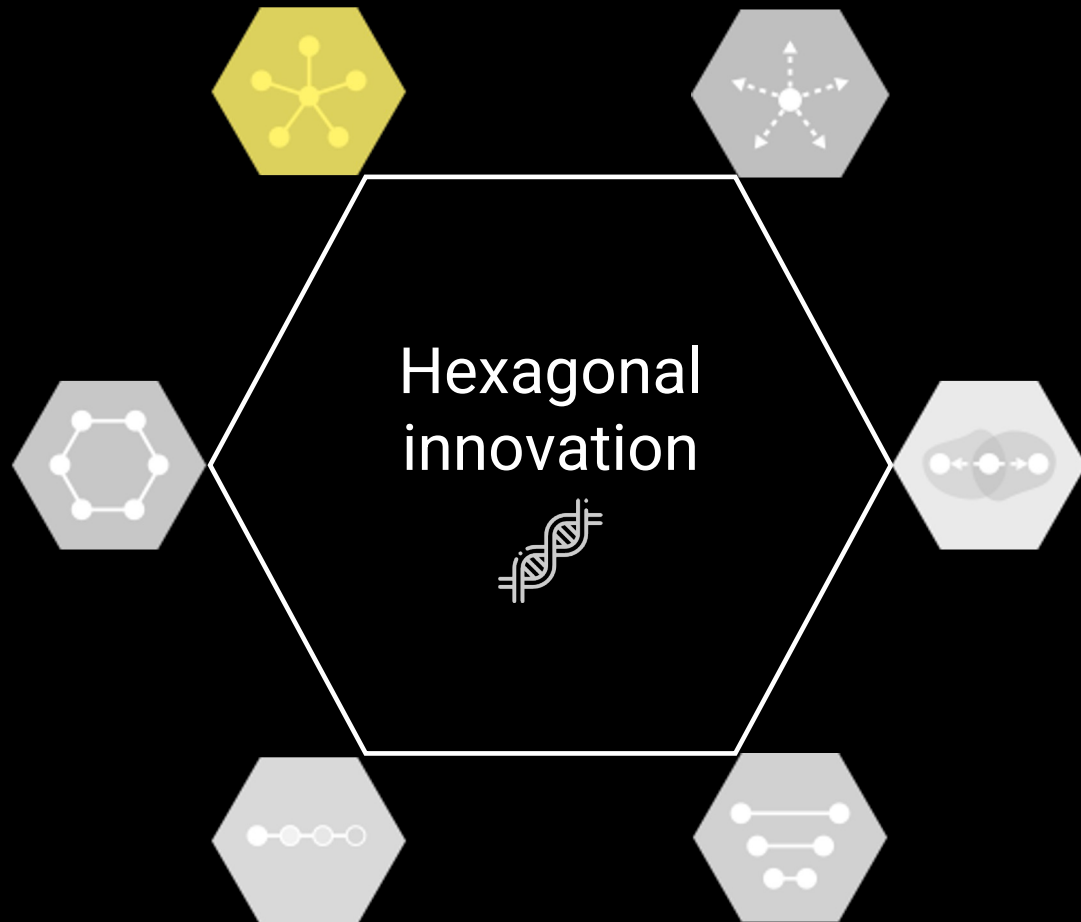




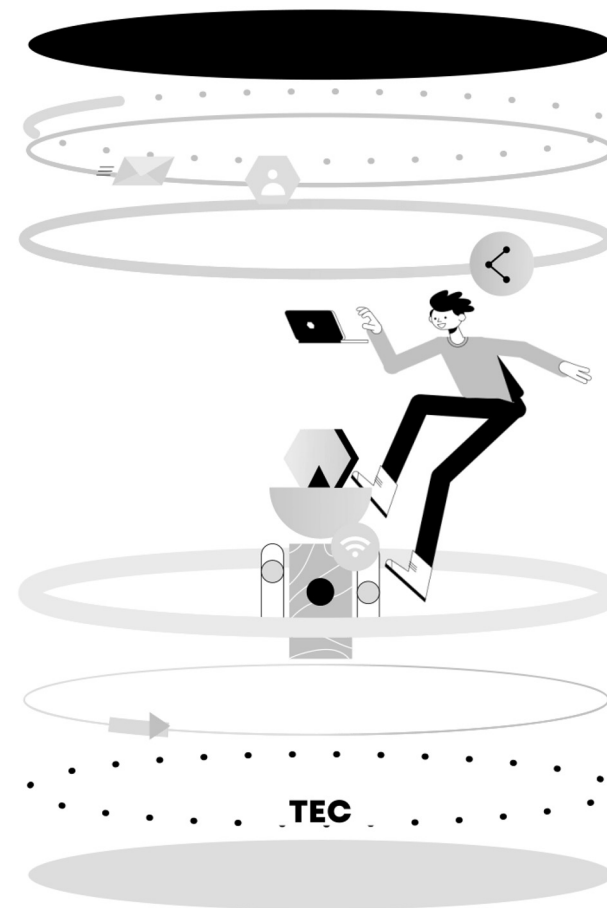
Encourage collaboration and cooperation, co-creation and collective intelligence, enhancing the feeling of belonging and the creation of communities ...

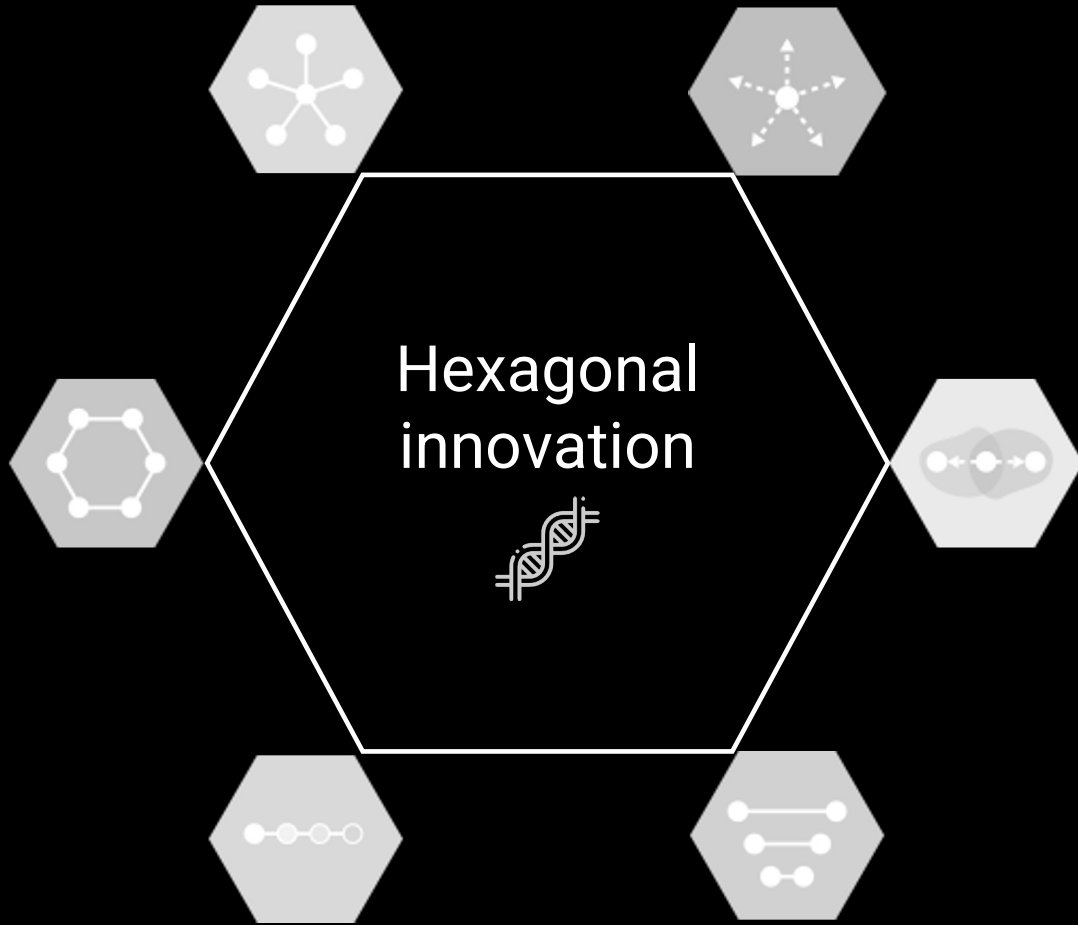


Digitize

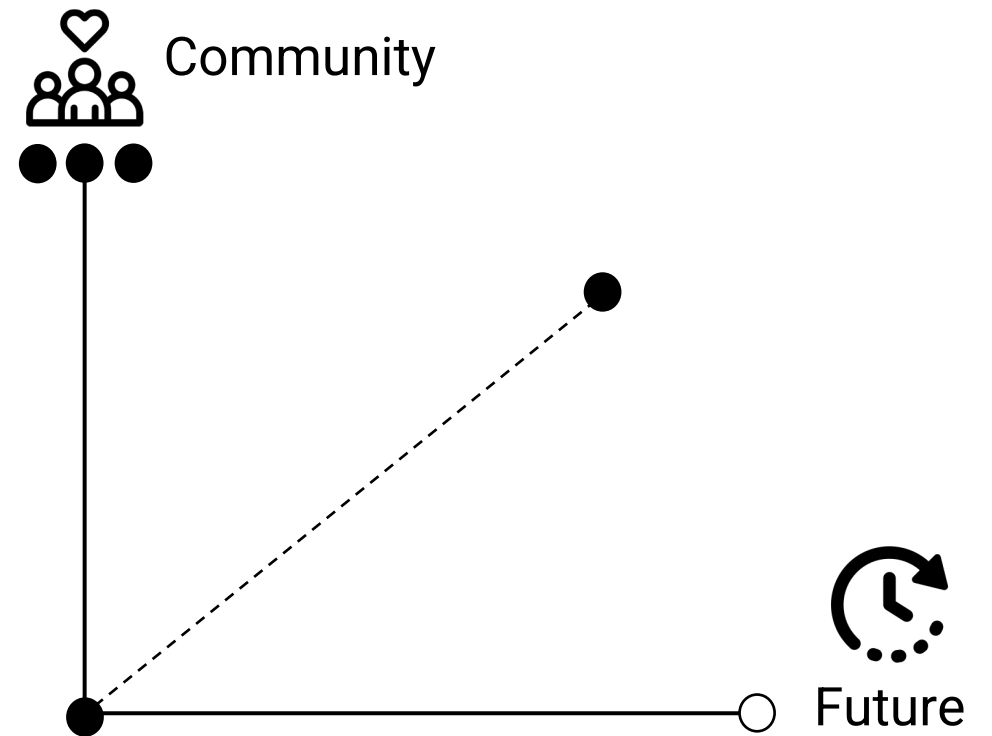


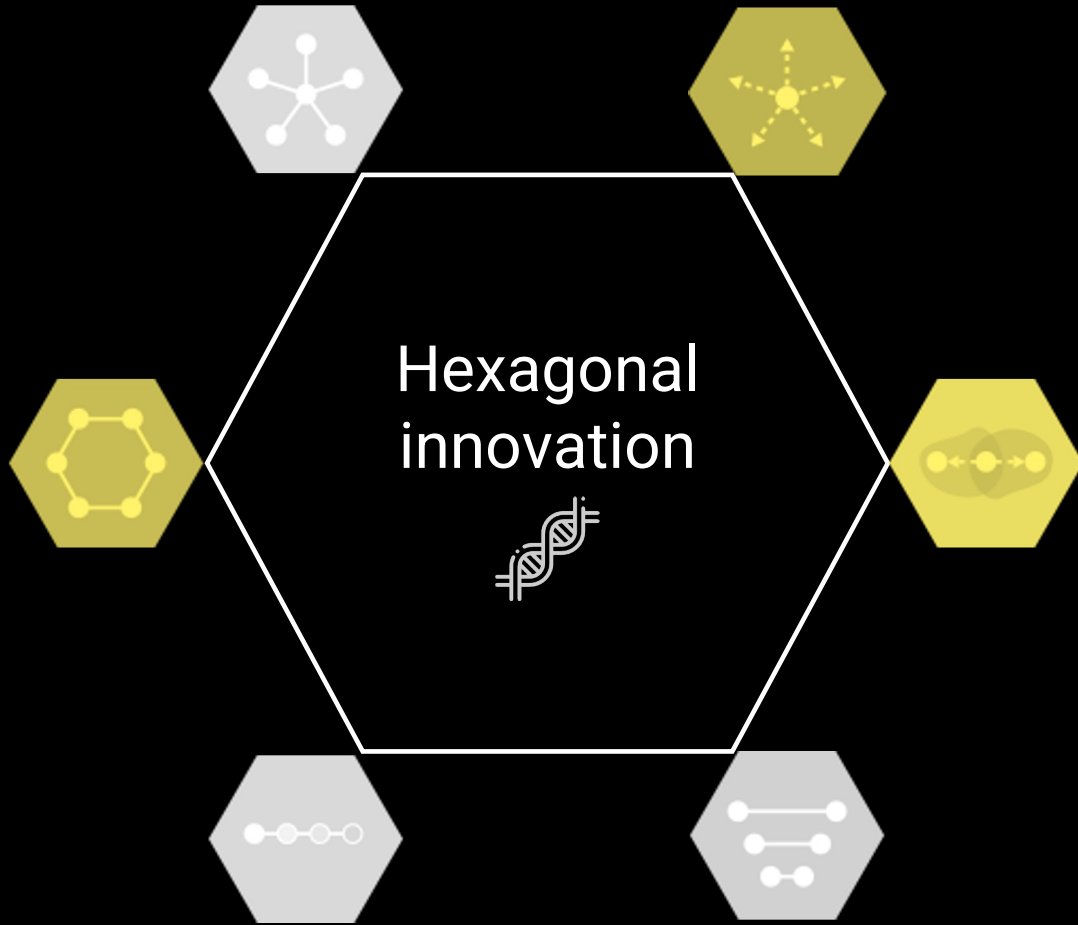
Promote digitization and other technological tools that multiply connectivity, allowing more and better conversations ...



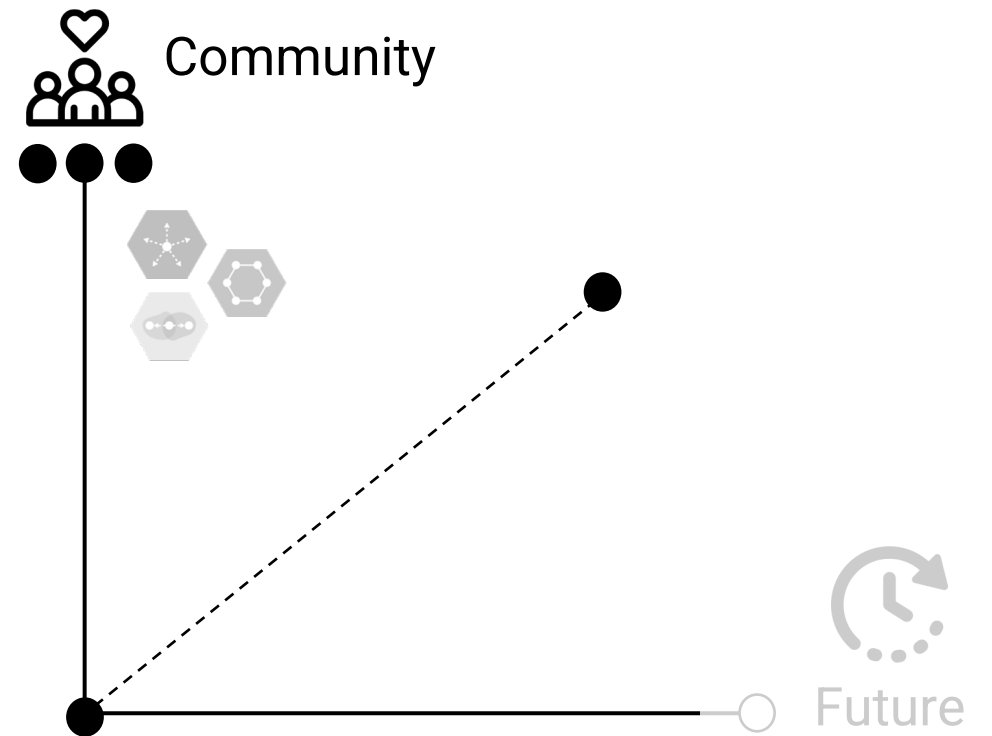


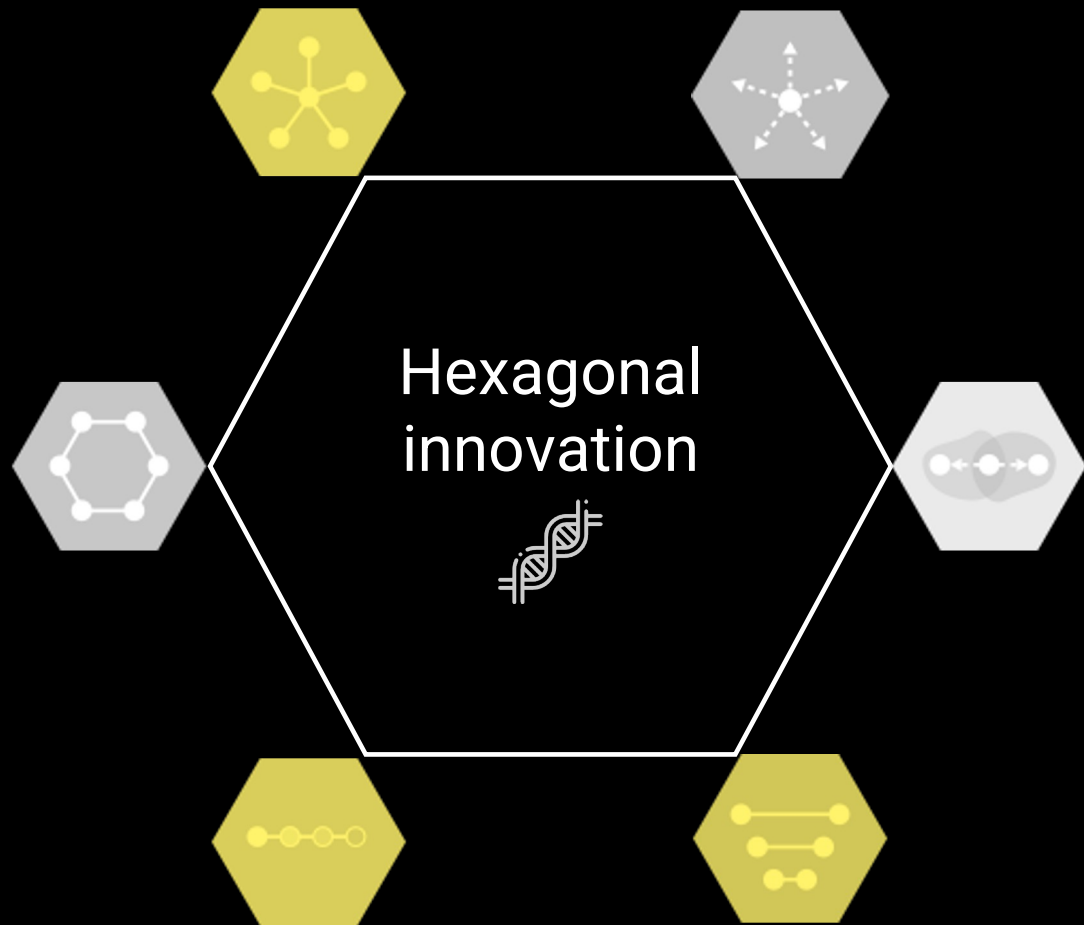
Returning to the axes of the social contract, it is simple to align the vectors.



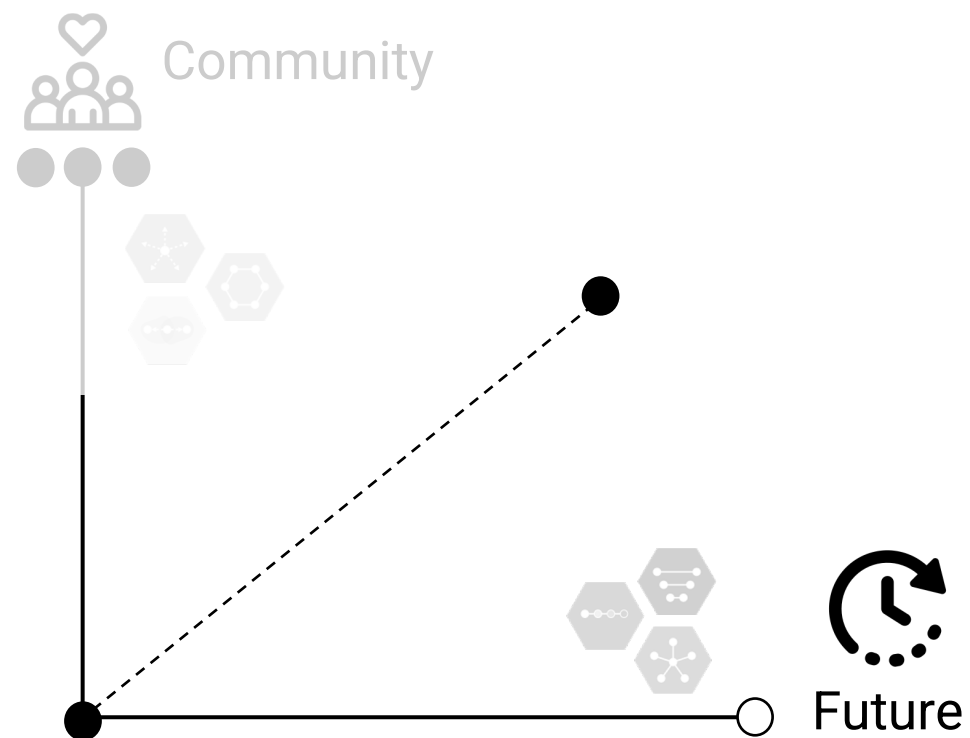


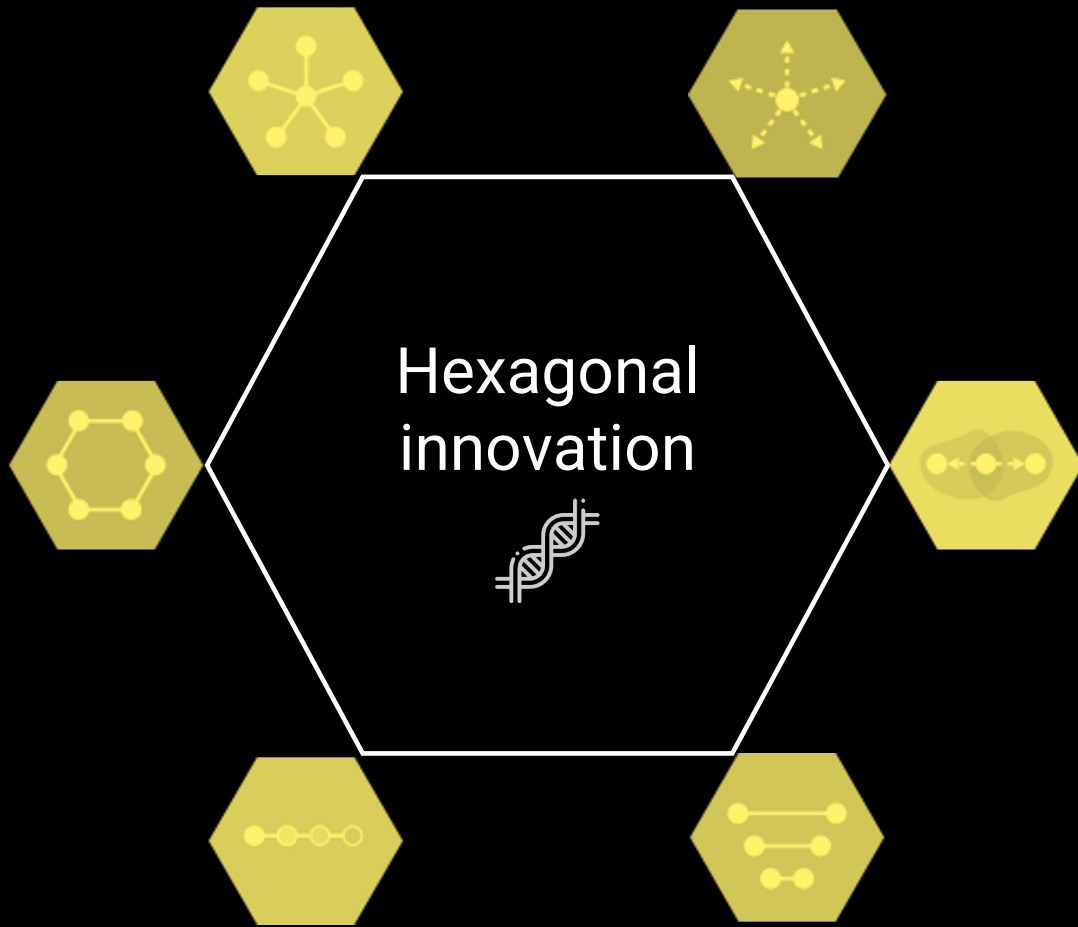
On the one hand, the vectors Open, Mix and Collaborate, build belonging, diversity, plurality, integration, openness, community.



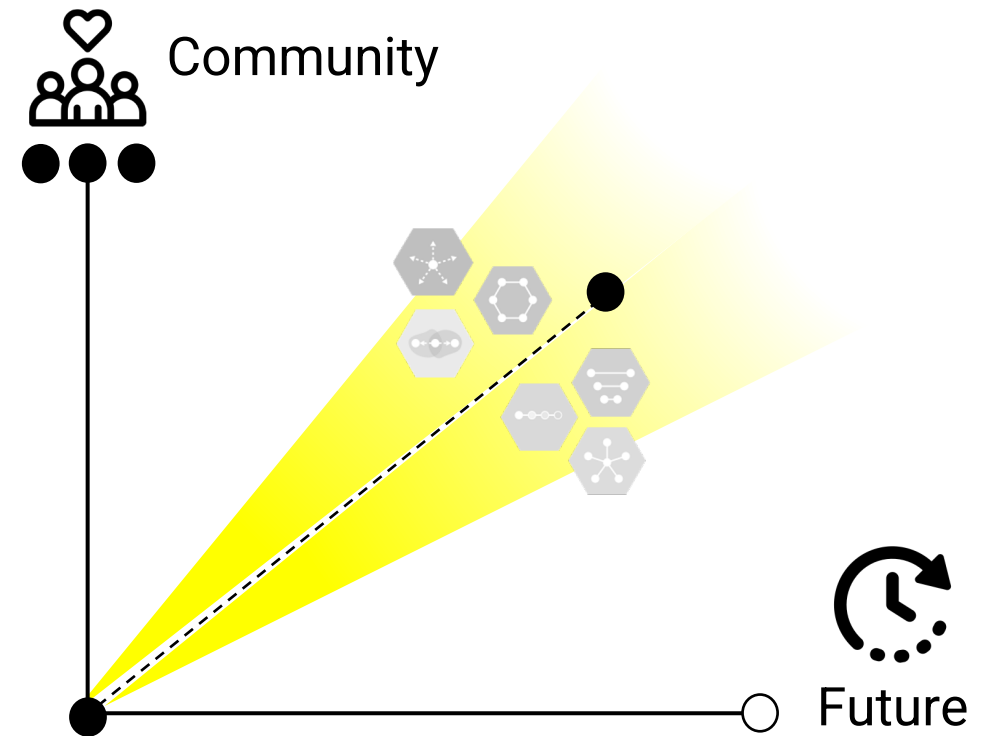


On the other hand, the vectors Prototype, Streamline and Digitize produce the future, reduce uncertainty and free up time.





In short, the systemic action of the six vectors at the same time, applied to a project or an organization, allows us to identify the universal ingredients of which social innovation is composed.

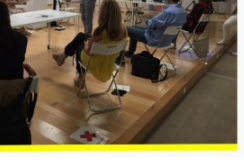
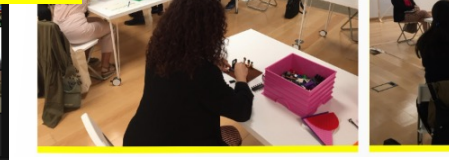
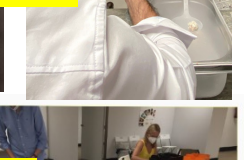
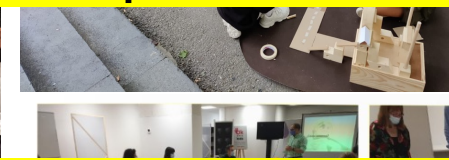
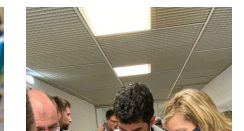
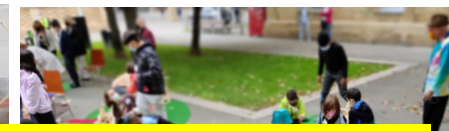
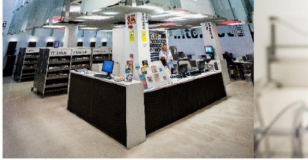
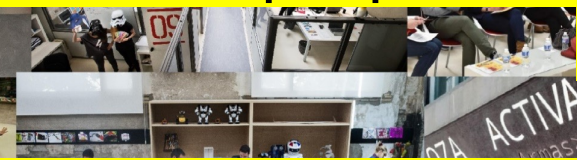
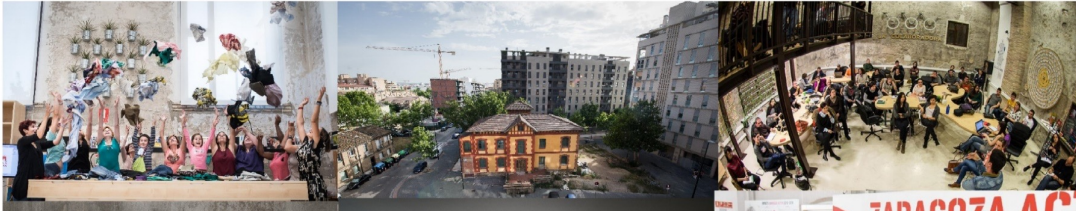


Wait a minute, if you were thinking that I'm just another academic talking about social innovation from his office desk at the university... that's not exactly reality



The truth is that I am more of an action person, who has always worked with people, but who uses dots and dashes to explain abstract and complex subjects.

These are photos of the two great ecosystems that I have designed and led in the last 15 years, Zaragoza Activa and LAAAB, full of communities, projects, groups and networks... with which I have connected literally thousands of people.

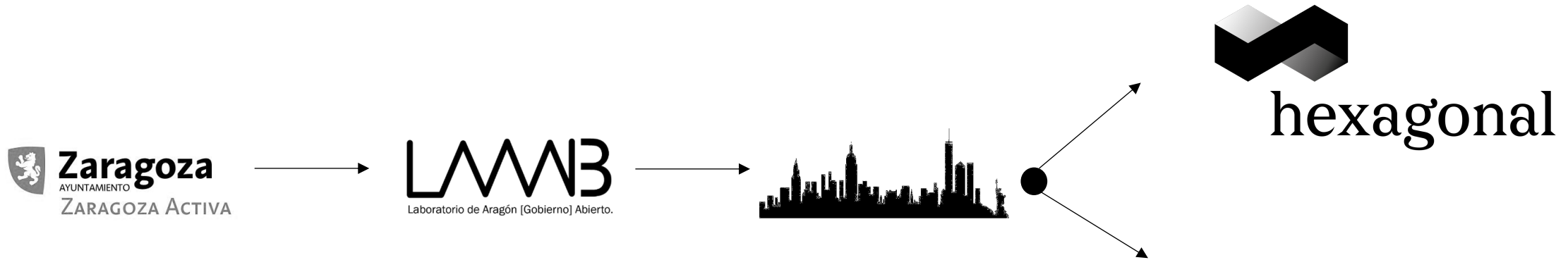




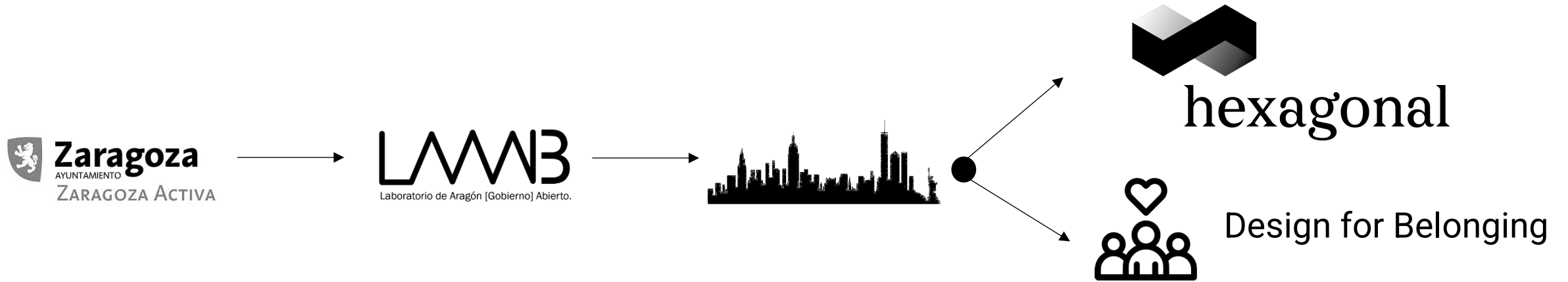
After these intense years, we took a family break and we all went to New York for a few months...



In New York, I did two things related to what we are talking about today...



On the one hand, I decided to create Hexagonal, which is at the same time Laboratory, Foundation and Consultancy.



On the other, I decided to expand my research on community and design for belonging.



Design for Belonging

Inspired in Stanford.D School book

Using the work of the Stanford Design School as a reference, let's go through the different milestones of the **journey that builds a sense of belonging** to identify what we can learn and apply to our projects.



Design for Belonging

Inspired in Stafford.D School book

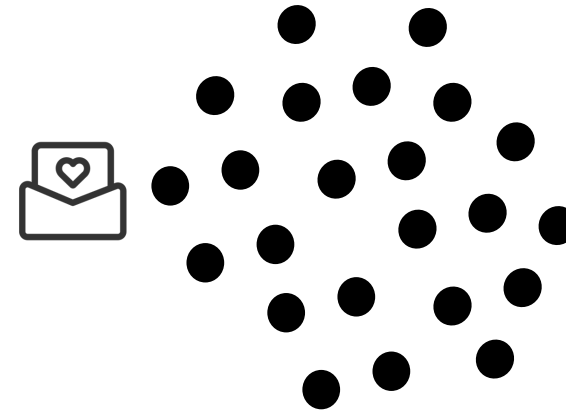


01



THE INVITATION

Community



The invitation, whether formal, by email, on a website or in a brochure, is a crucial moment in our journey. Is it clear? Does it explain how to enter the community? Does it express the desire to welcome new people?



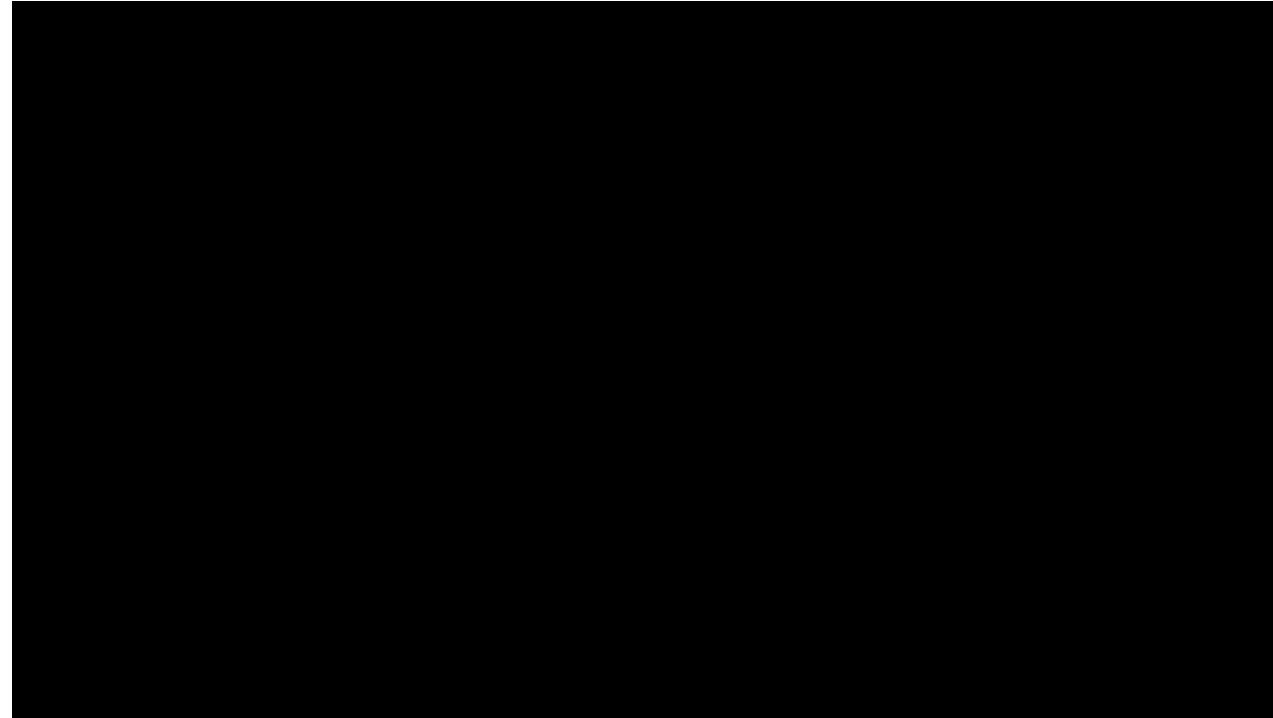
Design for Belonging

Inspired in Staford.D School book

01



THE INVITATION



Example: Social Impact Academy, an accelerator for young social innovators, **how to invite this group to join our new community?**





Design for Belonging

Inspired in Staford.D School book

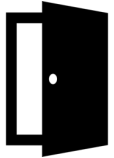


01



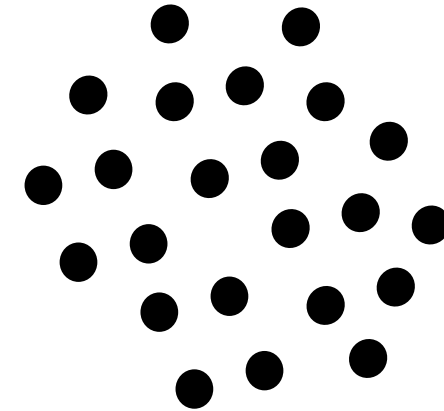
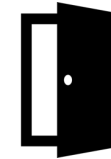
THE INVITATION

02



ENTERING

Community



The moment of **entering** the community is also an important milestone. Do you remember the first time you peeked into a classroom full of people? Or when you arrived in that space that made such an impact on you? Entering places and communities is quite an **experience, a rite of passage.**



Design for Belonging

Inspired in Stafford.D School book

02

ENTERING



Example: The hall of the Azucarera (Zaragoza Activa) was also the main assembly hall. We called it La Plaza, and it was incredible to see how people who came in from the street because they wanted to use any of the services of the building, when they entered, they saw the space full of people, with activities, in an open hall in the hall itself, inviting them to be part of whatever was happening at that moment.





Design for Belonging

Inspired in Stafford.D School book

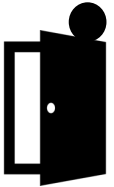


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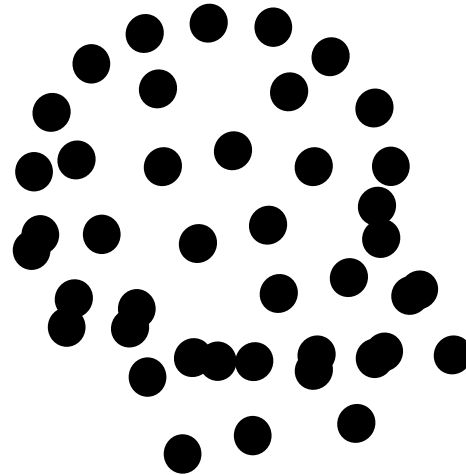
THE INVITATION

02



ENTERING

Community
Community



03



PARTICIPATION

Participation is the critical point of belonging to the community. It is its reason to exist. There are **many forms of participation**, assemblies, working groups, questionnaires... or co-creation laboratories. And although it is obvious, there are still many organizations in which there is little or no participation.



Design for Belonging

Inspired in Staford.D School book



PARTICIPATION



Example: We have always thought that **participation is learned from an early age**, that's why we design projects such as Open Kids.





Design for Belonging

Inspired in Stafford.D School book

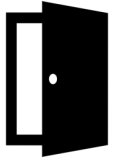


01



THE INVITATION

02



ENTERING

03



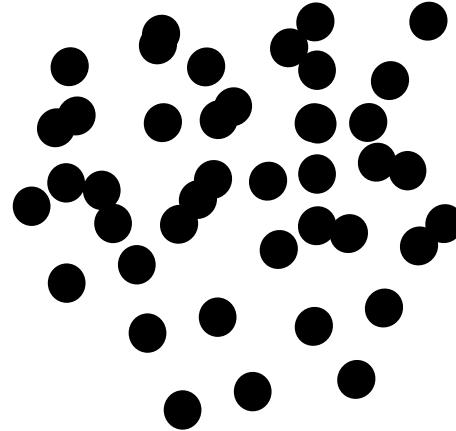
PARTICIPATION

04



CODE SWITCHING

Community



Code switching refers not so much to the different languages we speak, but also to the **jargons, idioms, forms of expression**, that each person uses in his or her environment. For example, the language used by young people is not the same as the language used by the government.



Design for Belonging

Inspired in Staford.D School book

04



CODE SWITCHING



**Gobierno
Fácil**

LAMB



Example: **Gobierno fácil** took code switching even further, inviting children with disabilities to translate some official texts into easy-to-read language.





Design for Belonging

Inspired in Staford.D School book

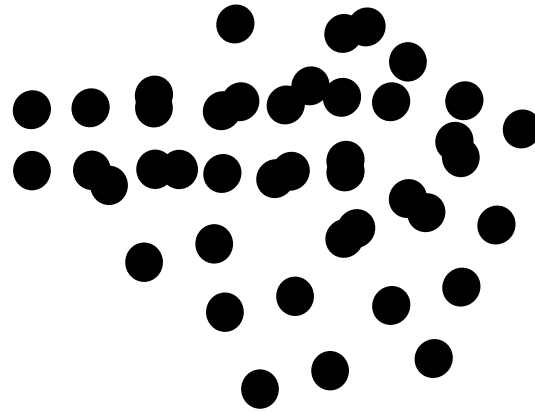


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THE INVITATION

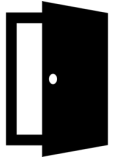
Community



The contribution is the **magic moment** of the community.

The feeling of belonging crystallizes just at that moment when you contribute your grain of sand and think that **the whole is more than the sum of its parts.**

02



ENTERING

03



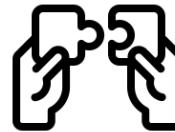
PARTICIPATION

04



CODE SWITCHING

05



CONTRIBUTION



Design for Belonging

Inspired in Stafford.D School book



CONTRIBUTION





¿Qué es
#Comunidad
Aspasia?

Movilización

- Editatonas
- Artículos de opinión en el blog LAAAB

Formación

- Píldoras
- Espacios compartidos
- Cursos universitarios en igualdad

Observatorio

- Participar
- Mejorar
- Analizar y denunciar

Example: Aspasia is a **feminist community** that we promote from LAAAB. Almost 800 people cooperating together to strengthen the visibility of women. The most successful project when the members themselves **edit profiles of other women in Wikipedia**. Such a **valuable contribution** greatly strengthens the idea of community.



Design for Belonging

Inspired in Stanford.D School book

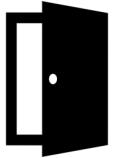


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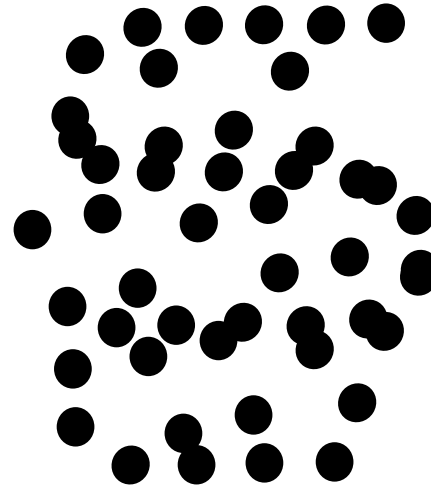
THE INVITATION

02



ENTERING

Community



At its peak, a community is like a **choreography** where things **flow naturally**, it works like an efficient ecosystem, with all its parts correctly meshed. It is the **honeymoon** of a community.

03



PARTICIPATION

04



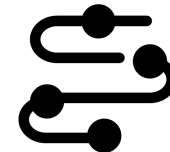
CODE SWITCHING

05



CONTRIBUTION

06



FLOWING



Design for Belonging

Inspired in Staford.D School book



Example: **La Colaboradora** was a community of entrepreneurs that we created in 2013. It worked as a **P2P scheme** in which people exchanged services through a trust system. In 2016 the community was huge and thousands of collaborative hours. When we won the Eurocities Awards the celebration party was like the final of the Champions League, **the feeling of belonging to the community was incredible.**





Design for Belonging

Inspired in Staford.D School book

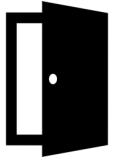


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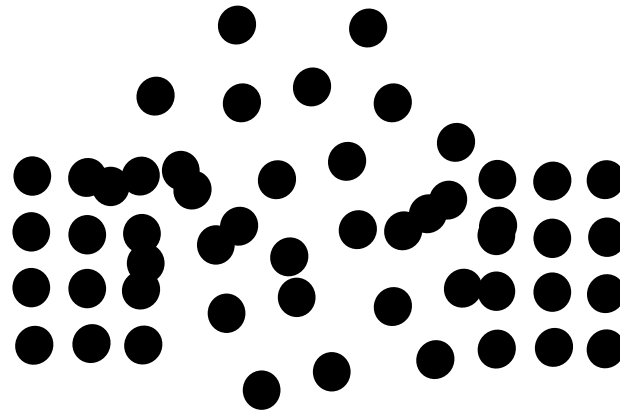
THE INVITATION

02



ENTERING

Community



Every community has conflicts, difficult moments and steps backwards. Communities also sometimes let their members down. **Repairing and caring** for the community and its conflicts between members is fundamental.

03



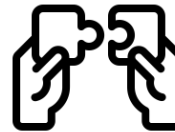
PARTICIPATION

04



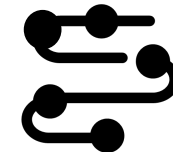
CODE SWITCHING

05



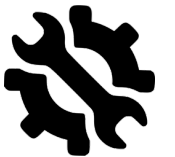
CONTRIBUTION

06



FLOWING

07



REPAIRING

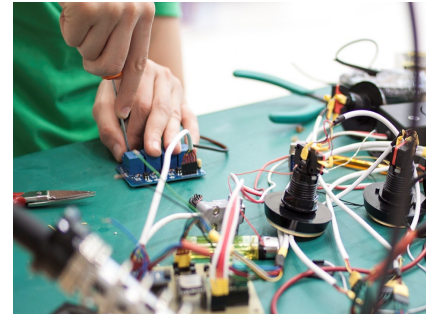


Design for Belonging

Inspired in Stanford.D School book



REPAIRING



Example: When we created the **Hacklab** at the Azucarera, we wanted to create a **community of makers**, but not only of engineers, but also of girls, neighbors, social activists... We wanted to highlight the **idea of care**. That's why we created a living logo that worked like a **tamagochi**, you had to **feed it, drink it, put light and music on it**. The logo changed with each interaction





Design for Belonging

Inspired in Stanford.D School book

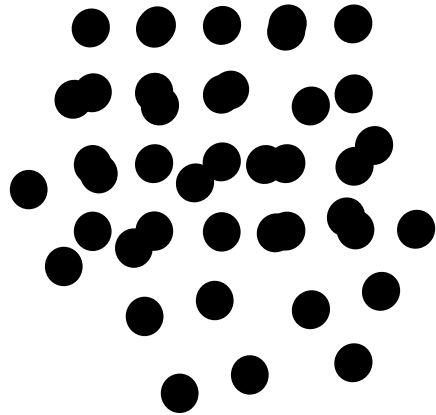


01



THE INVITATION

Community



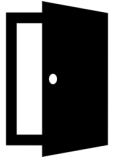
Divergence and critical thinking is fundamental to having a strong and united community. A community where you cannot disagree is a cult. Without dissent it is impossible to evolve.

08



DISSENTING

02



ENTERING

07



REPAIRING

03



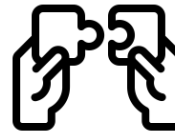
PARTICIPATION

04



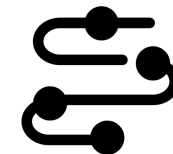
CODE SWITCHING

05



CONTRIBUTION

06



FLOWING

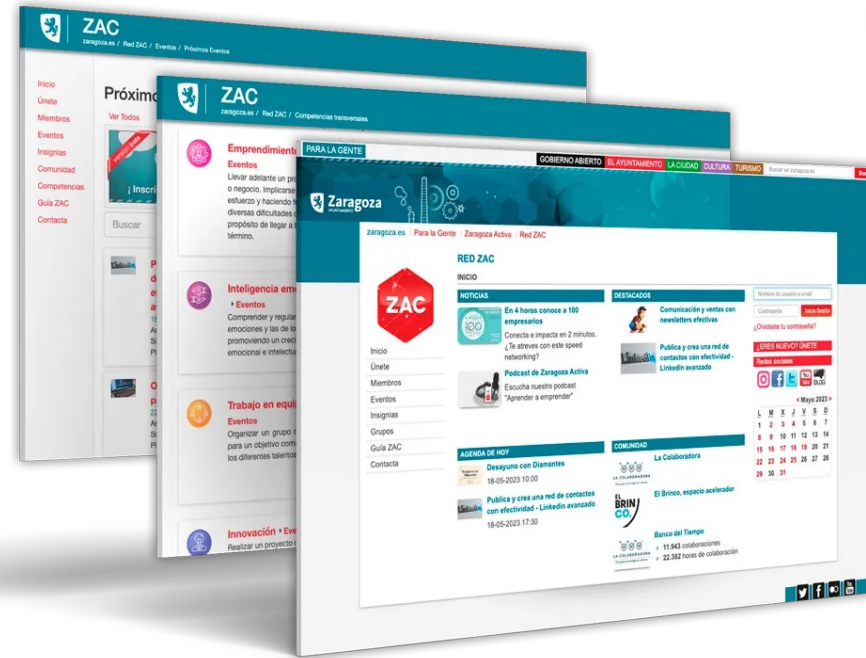


Design for Belonging

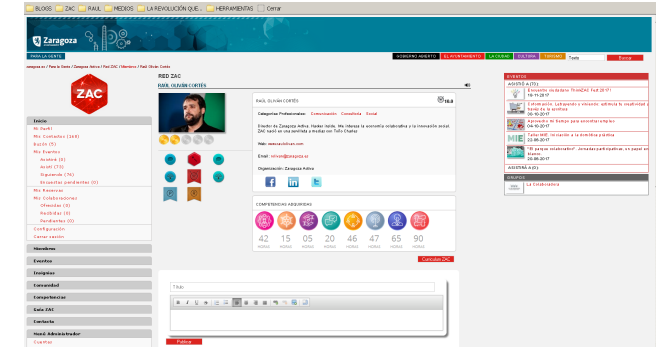
Inspired in Stafford.D School book



DISSENTING



shutterstock.com - 695204902



Example: In 2013, when there were still organizations that had neither twitter nor linkedin, I created my own **social network ZAC**. It had many features, but perhaps the most useful is that users could rate activities with a **system of emojis** and thus **express their degree of satisfaction** in a clear way.



Design for Belonging

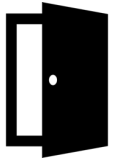
Inspired in Staford.D School book

01



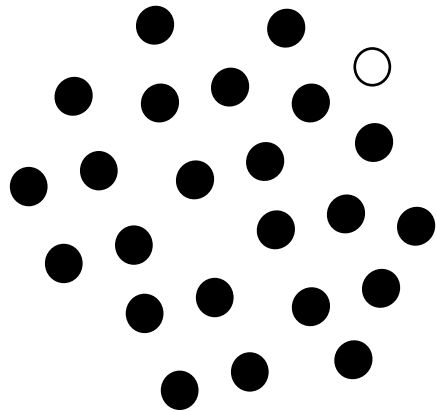
THE INVITATION

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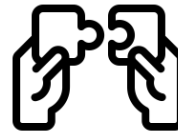
ENTERING

Community



Finally, **nothing lasts forever**. Neither are communities. Just as it should be easy to get in, it should be easy to get out. It is part of a natural cycle. **Designing exits or endings well is an important part of membership design.**

05



CONTRIBUTION

04



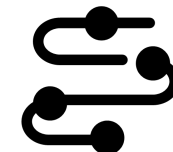
CODE SWITCHING

03



PARTICIPATION

06



FLOWING

07



REPAIRING

09



EXITING

08



DISSENTING



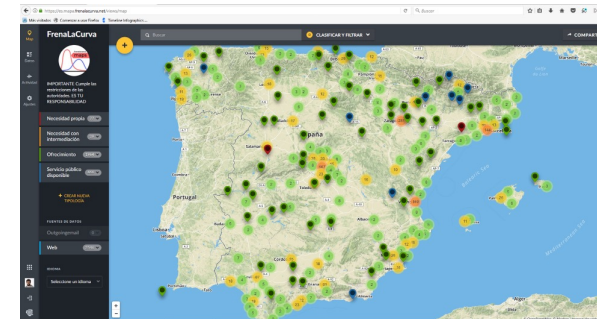
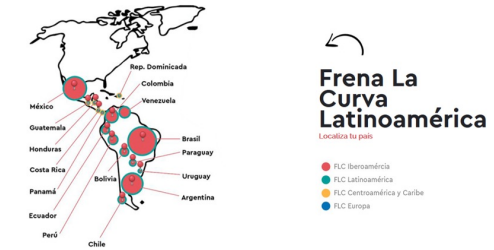
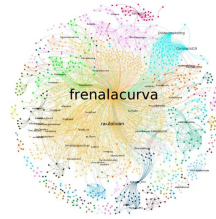


Design for Belonging

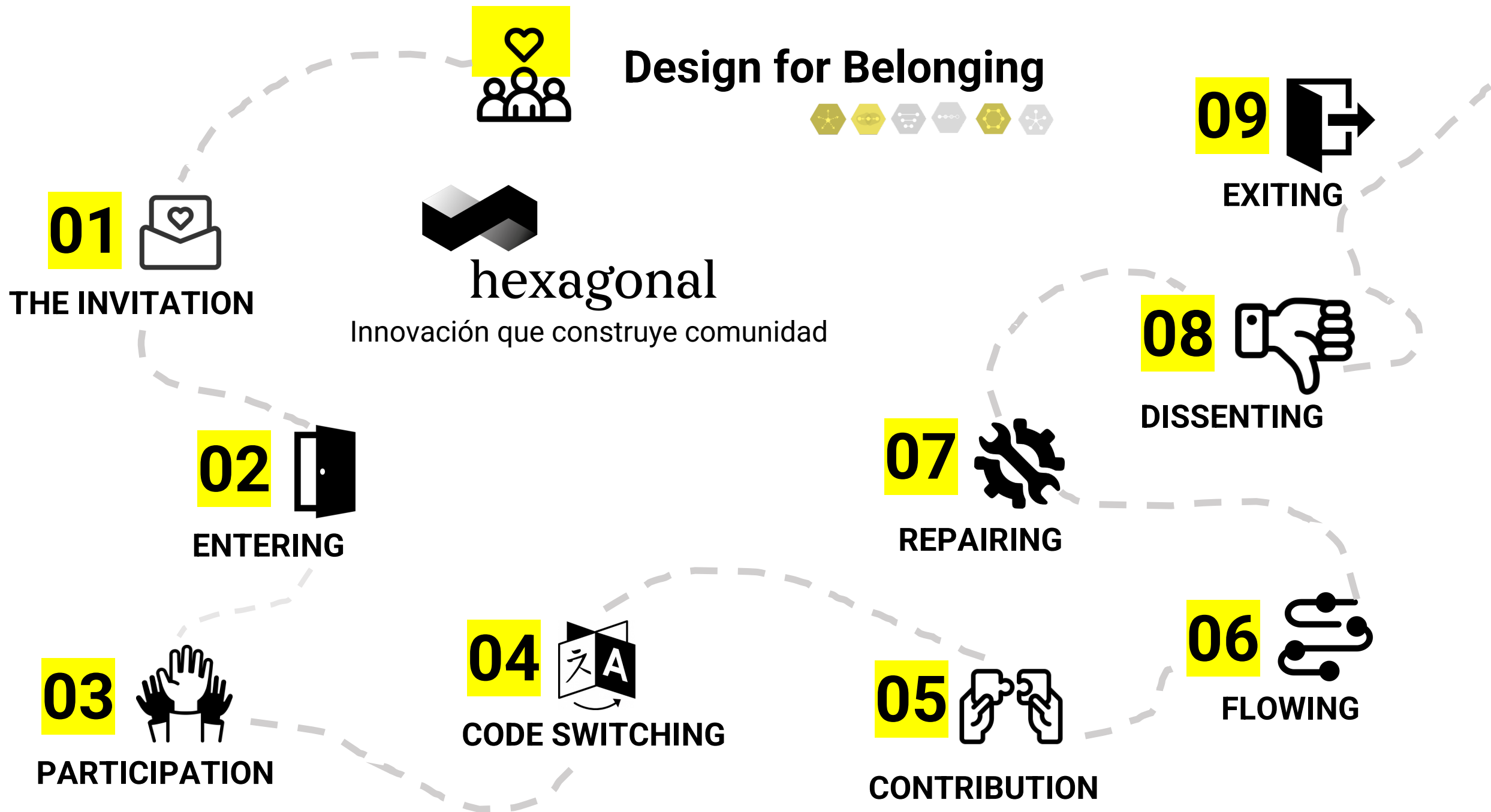
Inspired in Staford.D School book



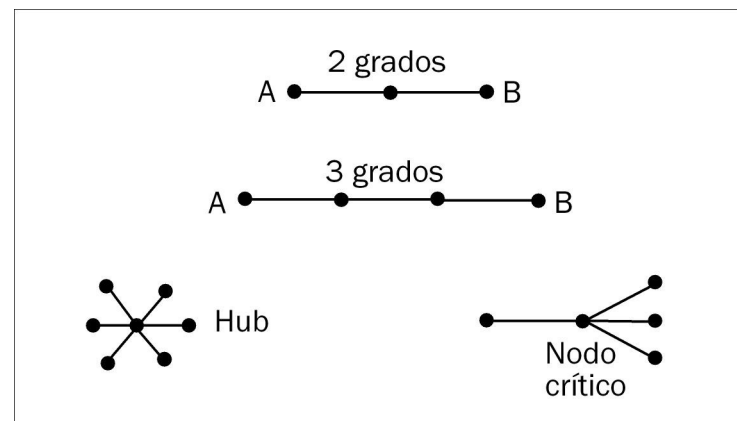
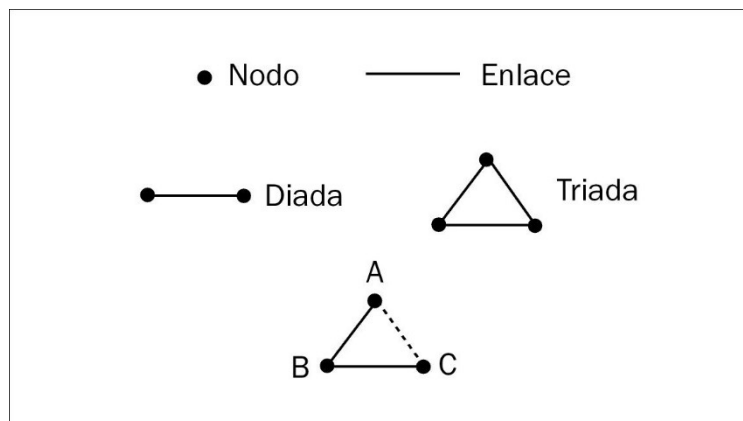
EXITING



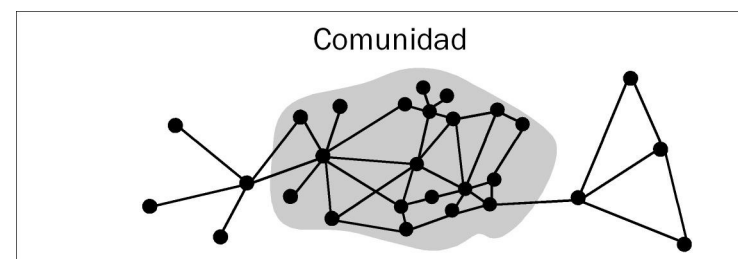
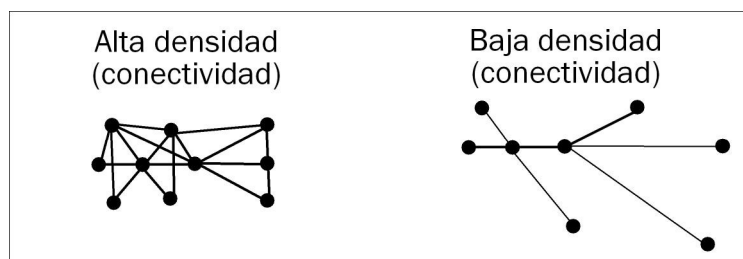
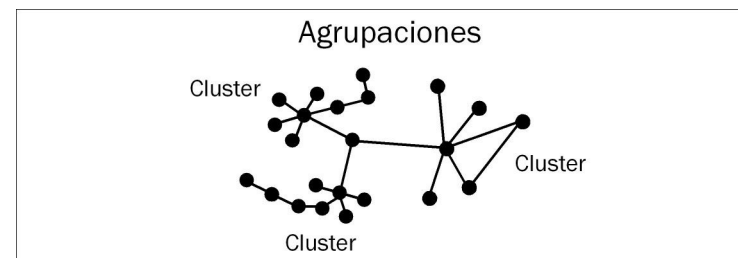
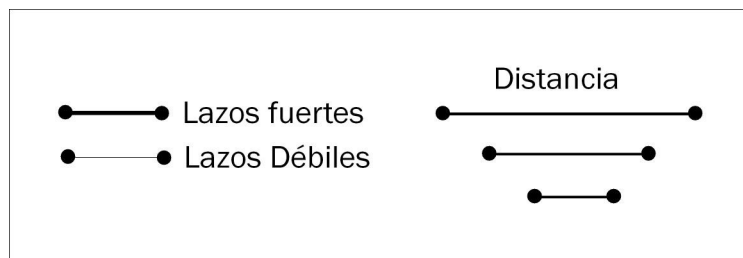
Example: During the pandemic we set up an international platform for social innovation against Covid 19 to channel citizen creativity. We involved 2,000 people, 300 organizations in more than 20 countries. When the confinement was about to end, we decided to put the icing on the cake with an online Festival. It was the **best ending for a community that had been pure affectivity.**





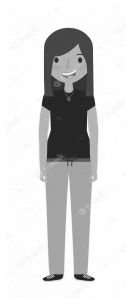


science network

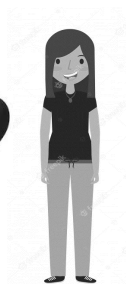




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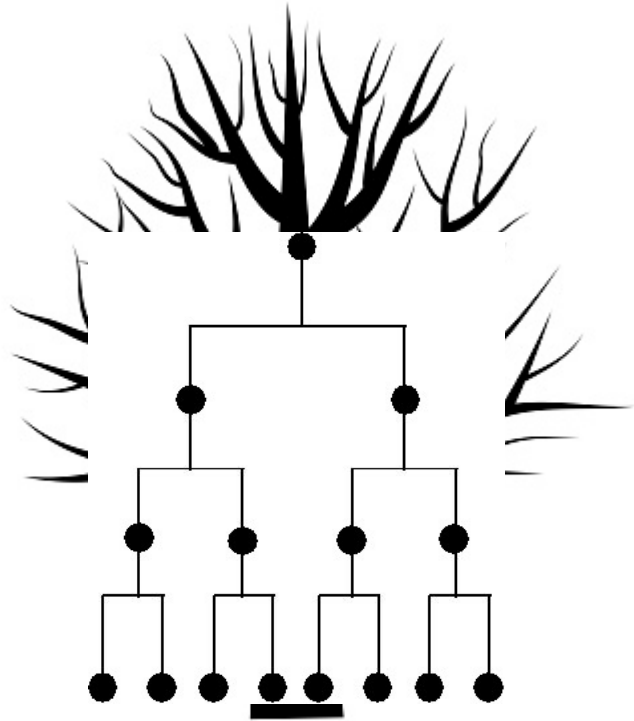


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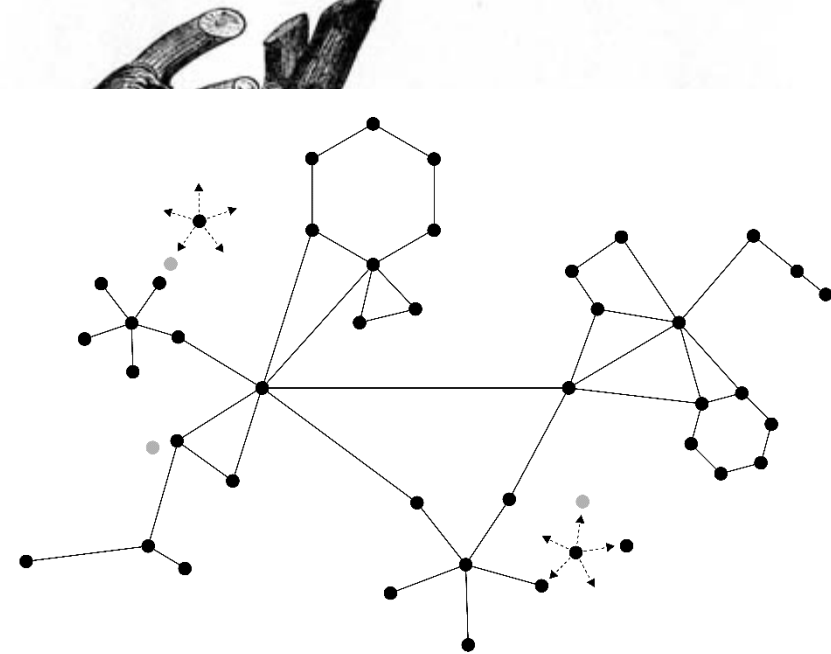
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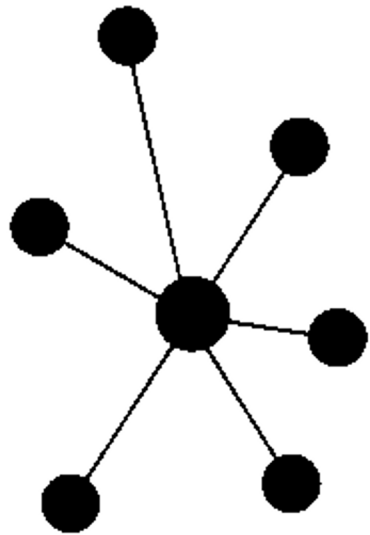
Hierarchy

Closed and pyramidal network

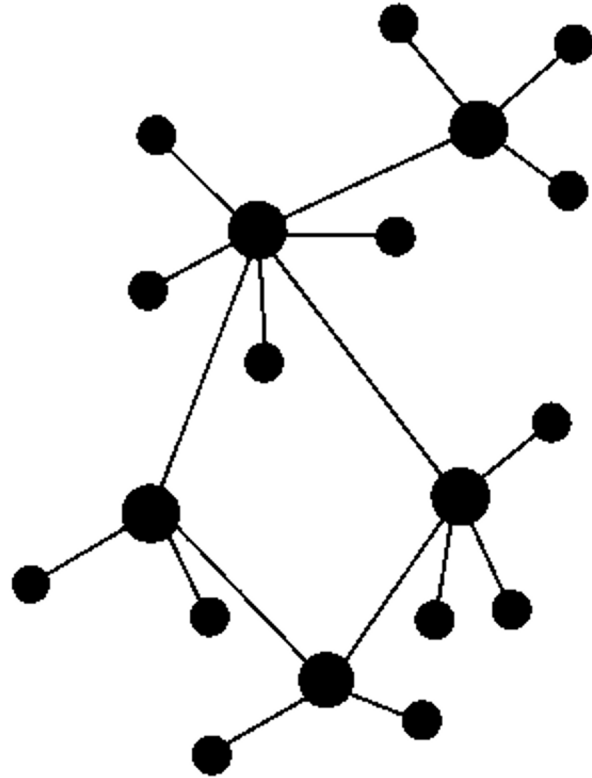


Rhizome

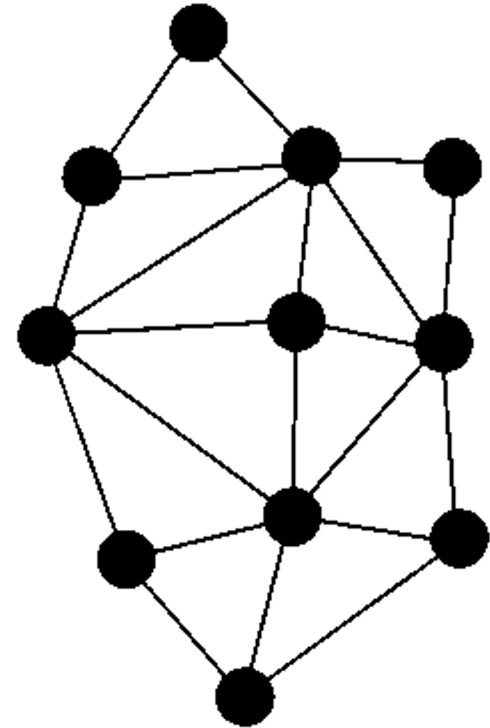
Open and distributed network



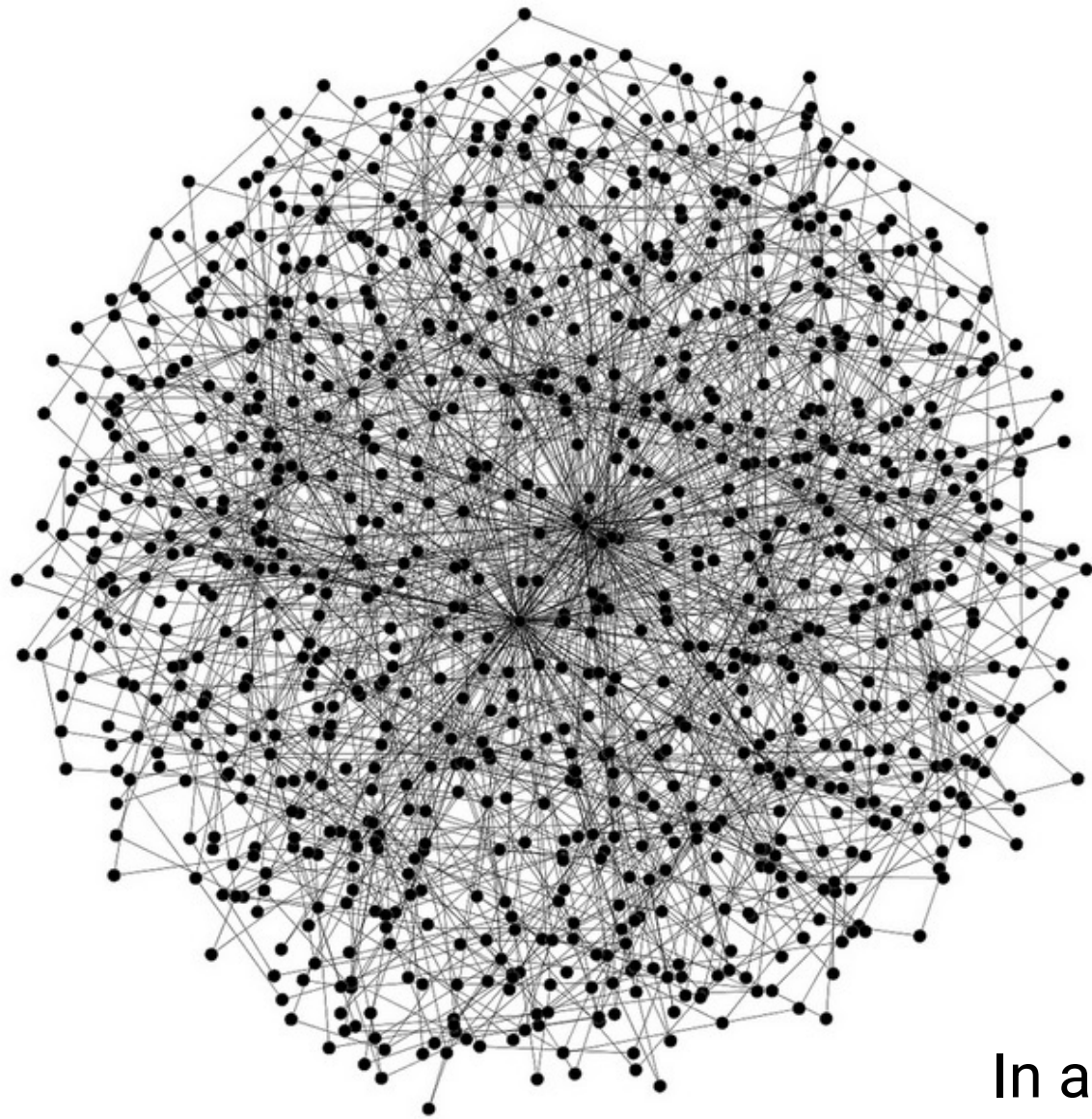
Centralized



Decentralized

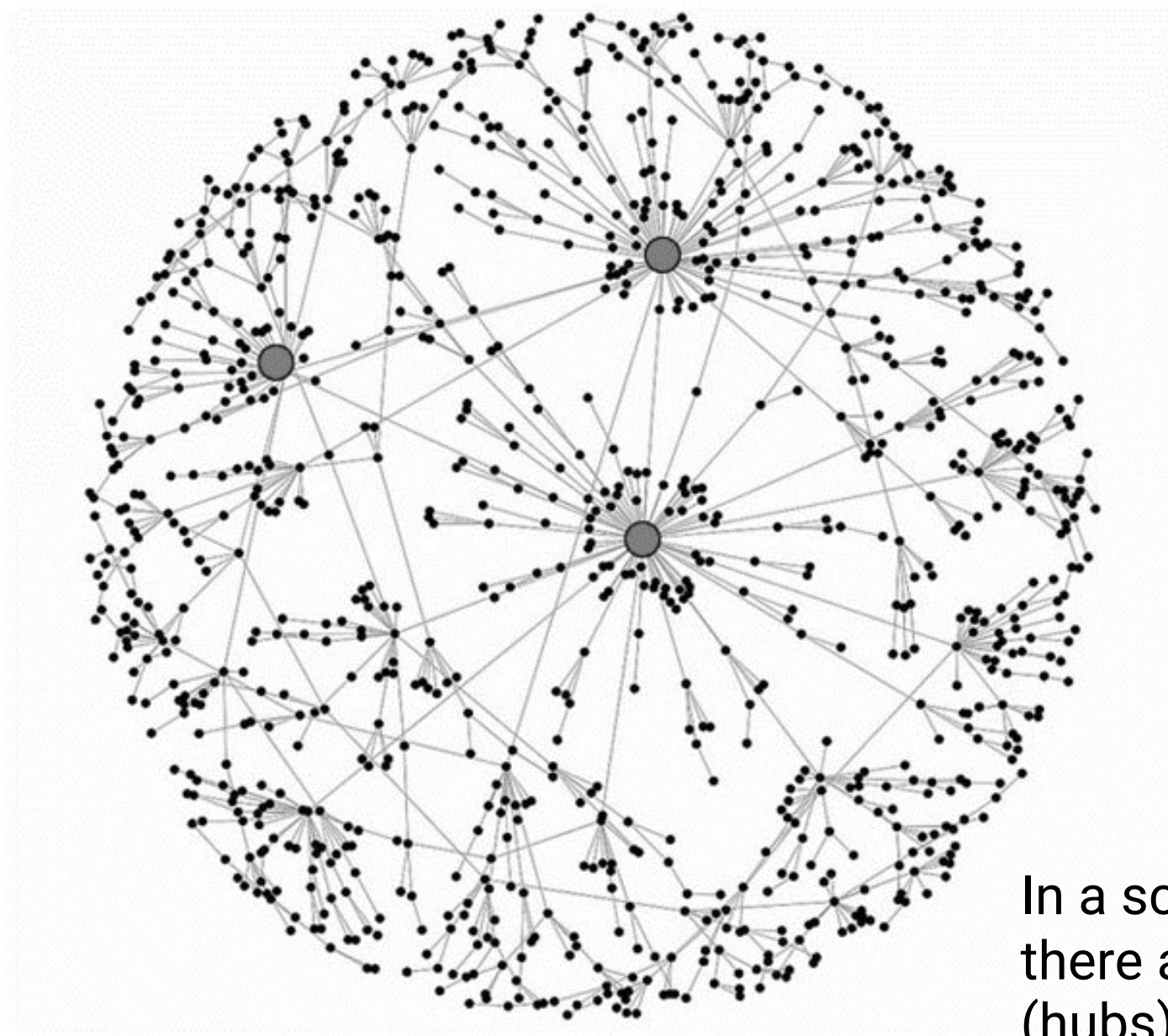


Distributed



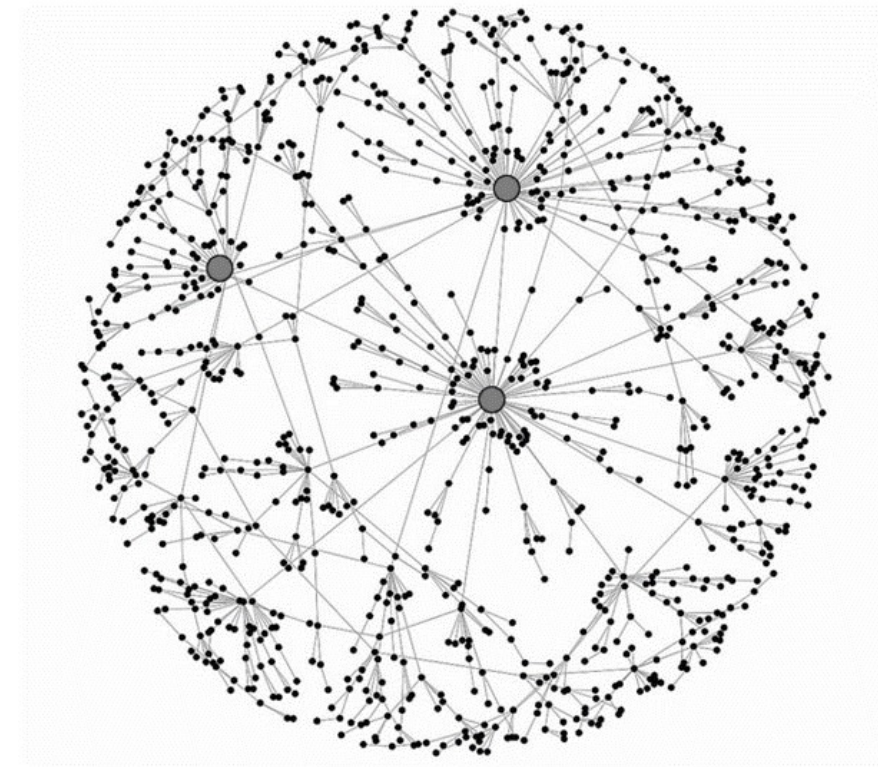
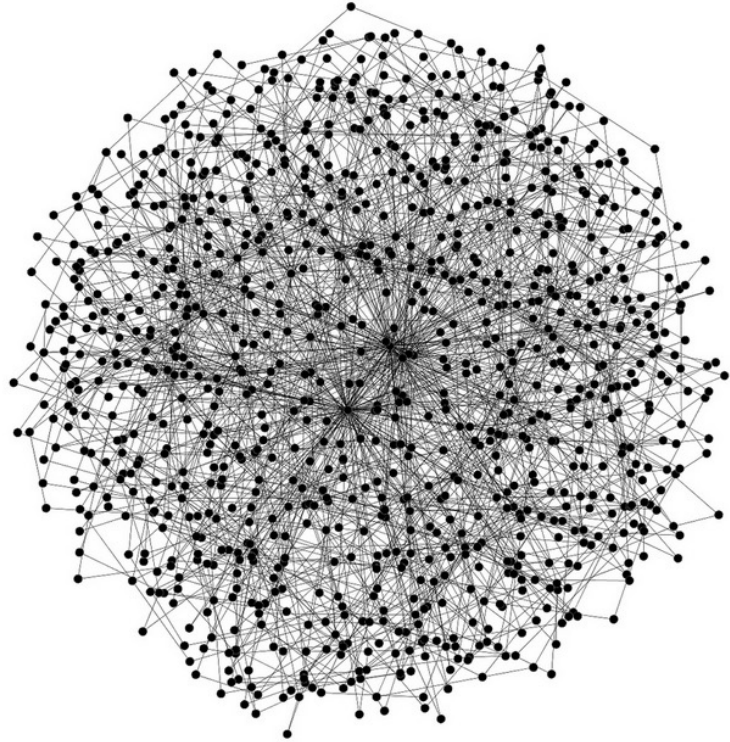
Random

In a random network,
nodes are randomly
connected to each other.



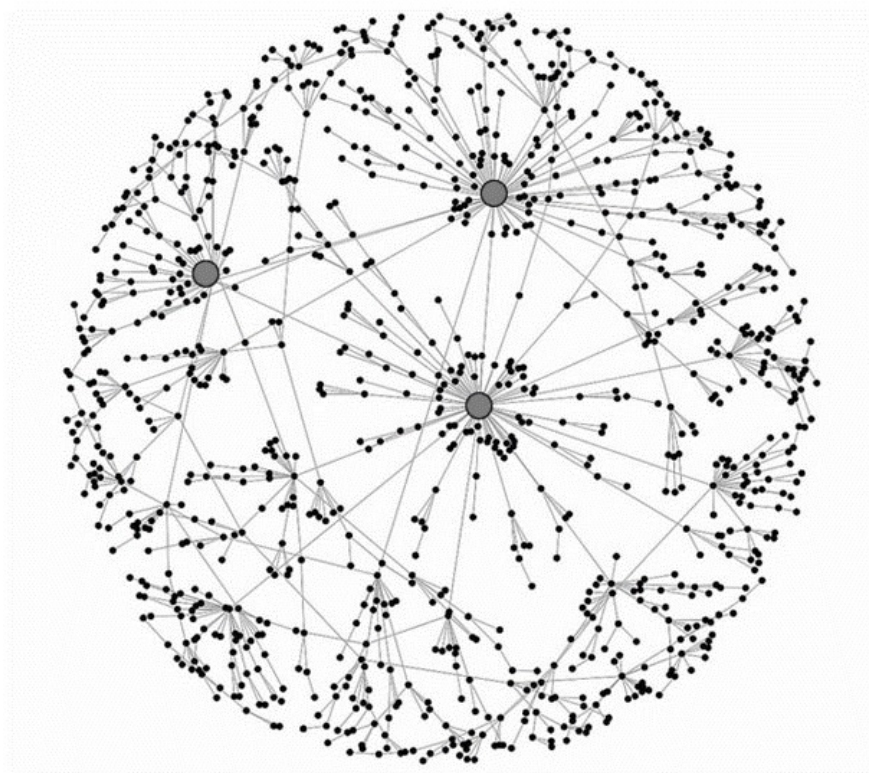
Free scale

In a scale-free network there are a few nodes (hubs) that accumulate most of the connectivity.



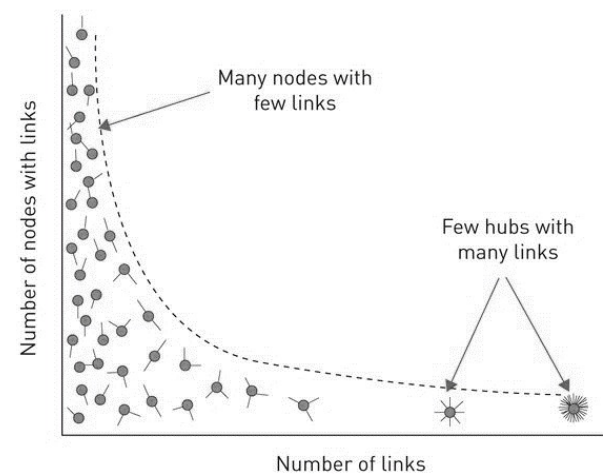
What the world is most like?

US Airports network

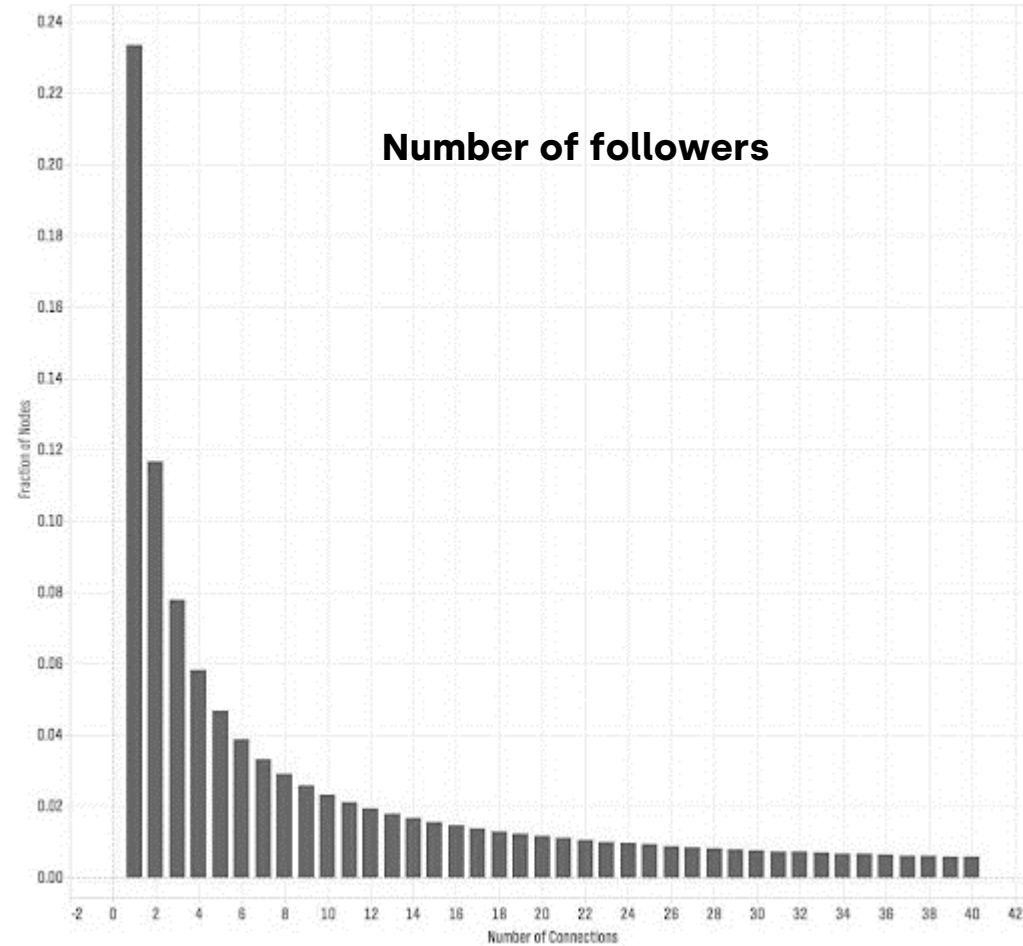
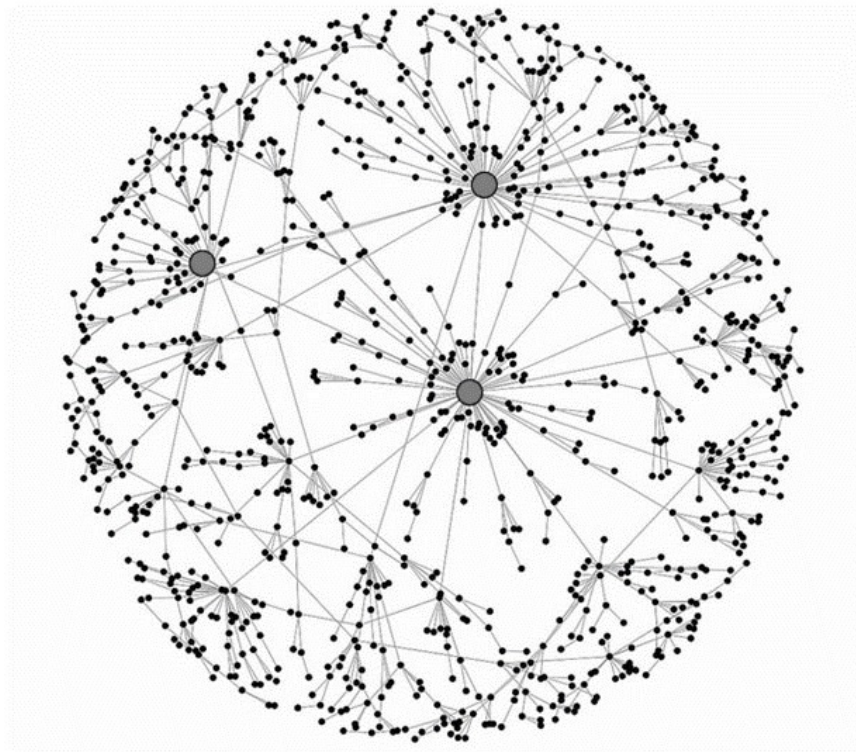


d)

Scale-free



Social media networks



GDP per countries and population

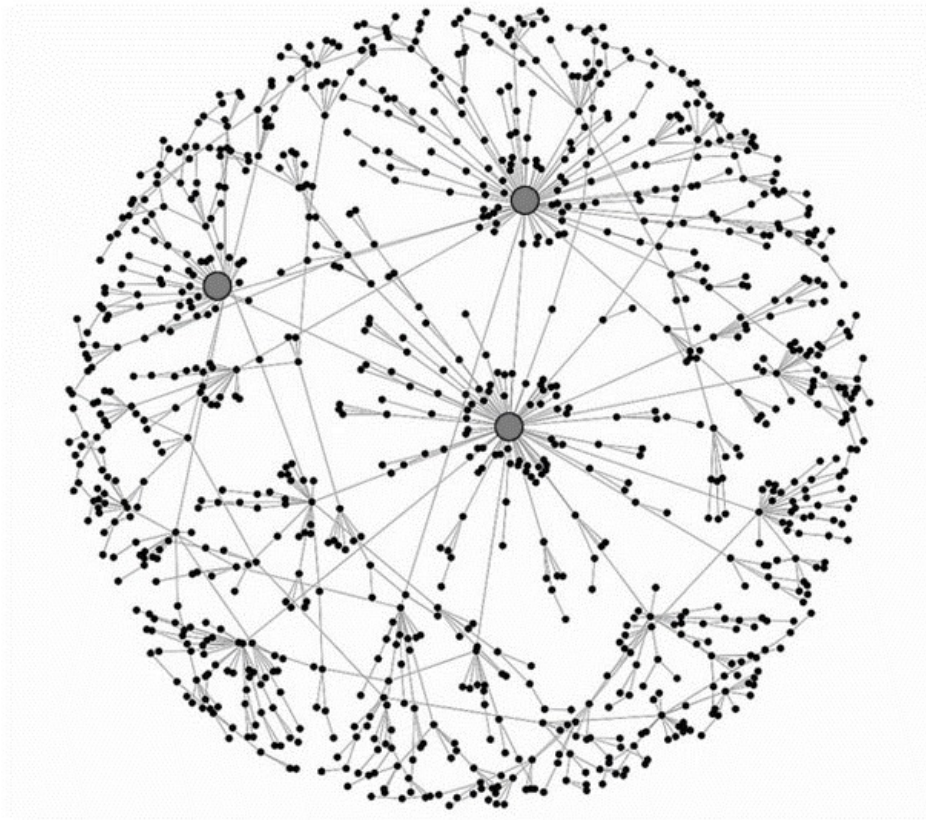
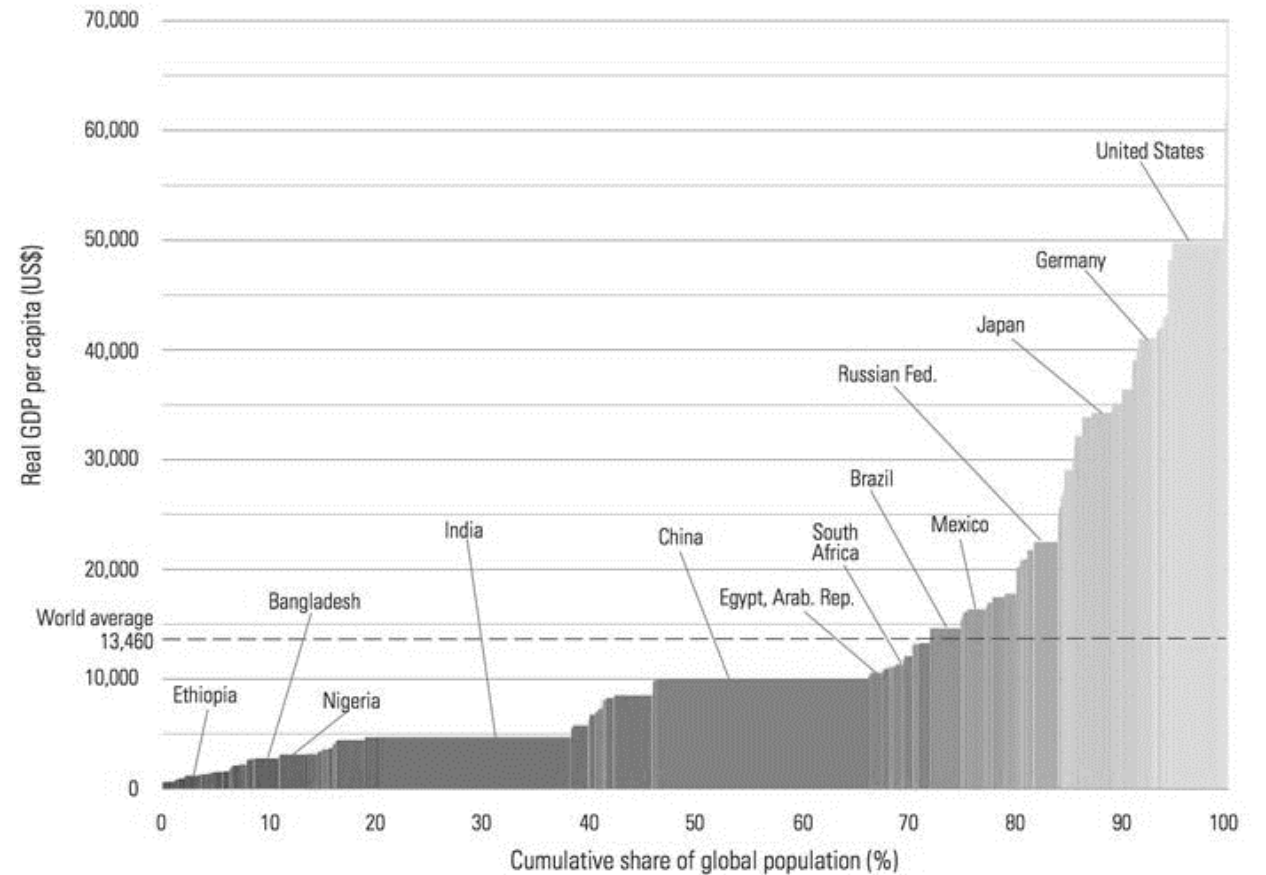
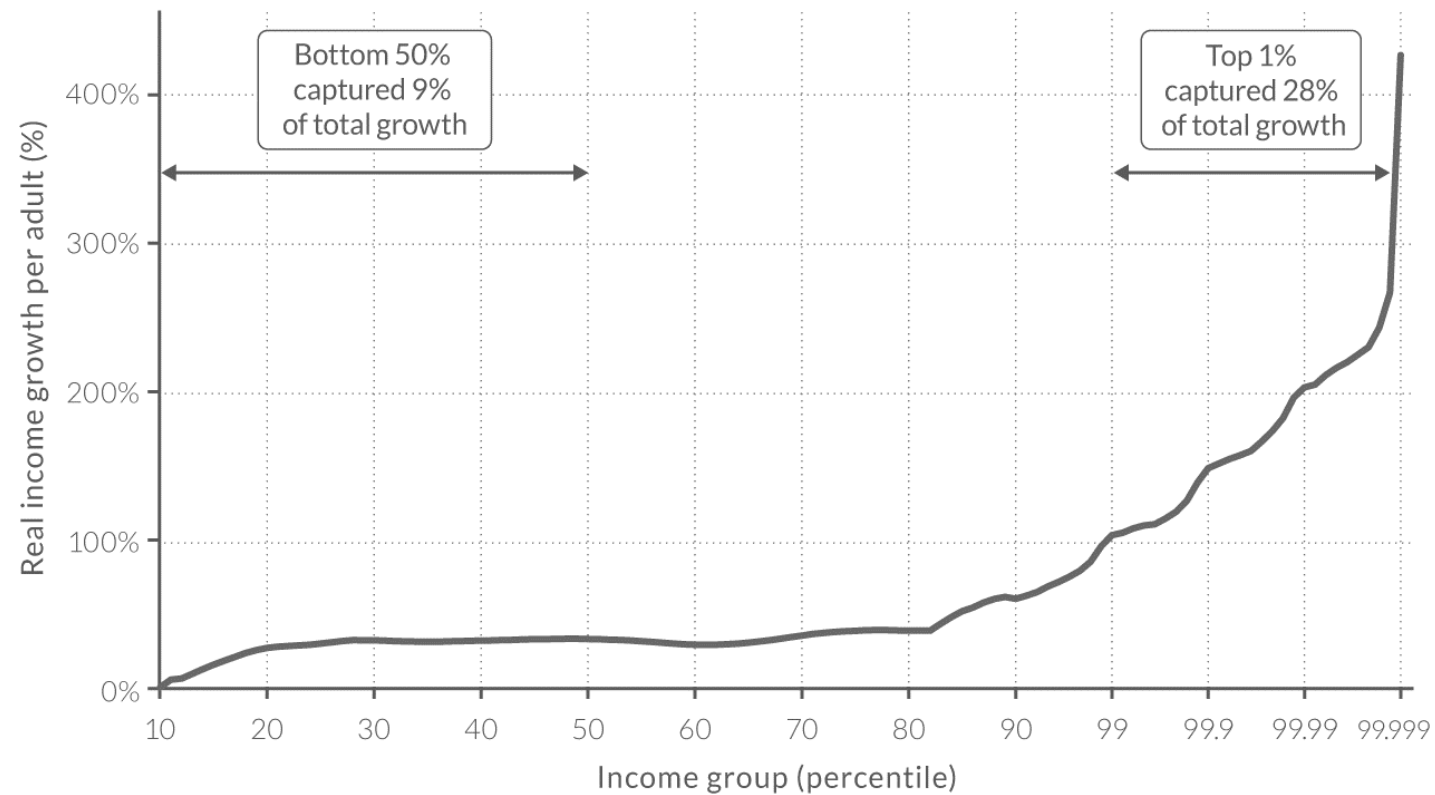
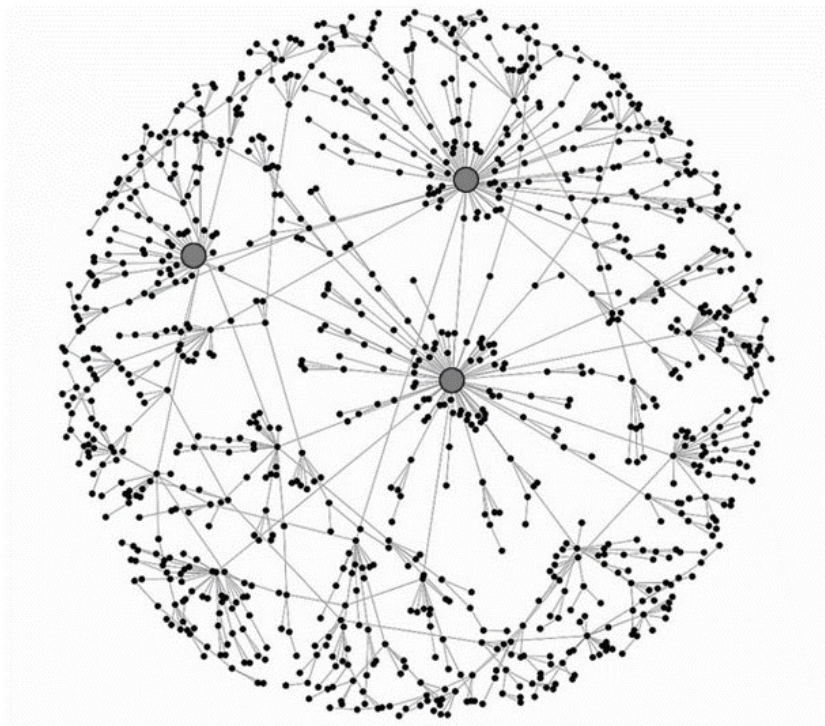


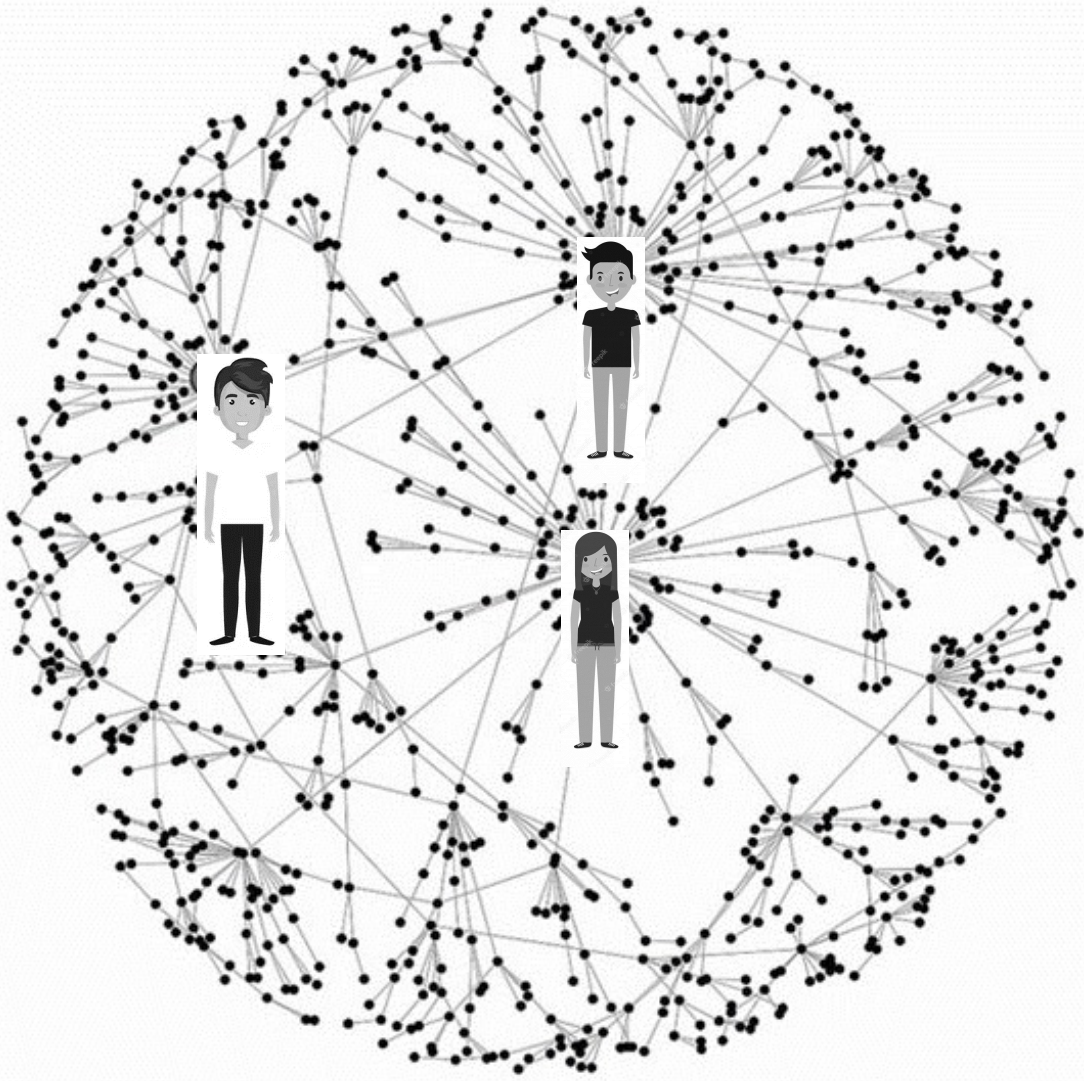
FIGURE 7.3 Real GDP Per Capita and Shares of Global Population, ICP 2011



Income per adult in the world

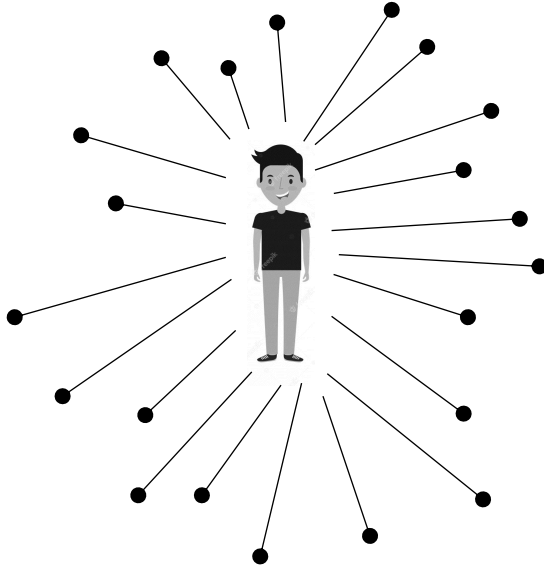


The connectivity in network era is synonymous of



Information
Centrality
Opportunities
Employment
Education and culture
Money
Power

What means to be a homeless?



Without home

Without neibourghs

Without rest

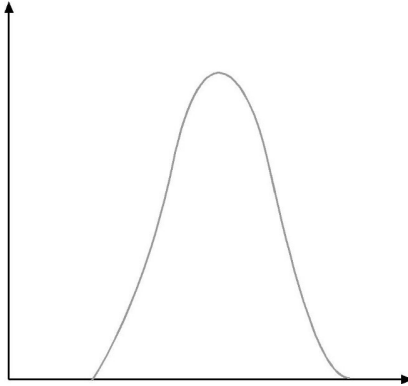
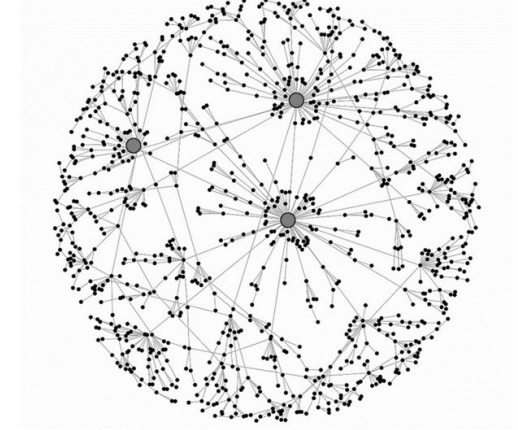
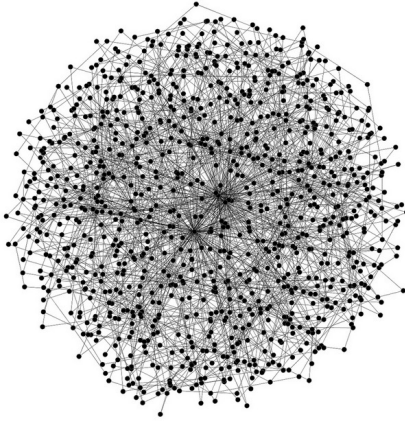
Without security

Without friendships

Without references

Without relations

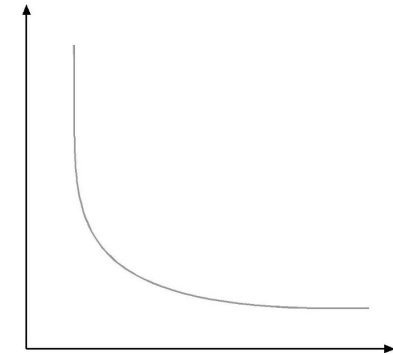
Did you remember your election?



NÖRELAND



By applying our systemic six-vector approach we are not only innovating socially, we are also contributing to creating a fairer, freer and more egalitarian society, creating a roadmap towards a new social contract in Europe and the world.



CRIPTOWN

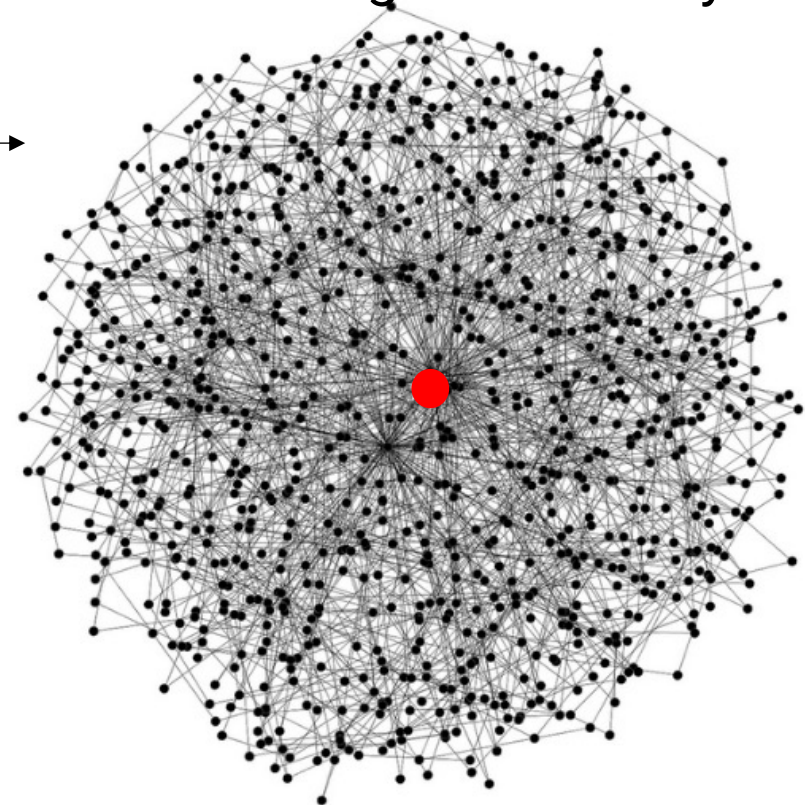
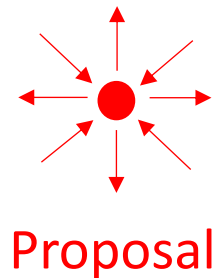
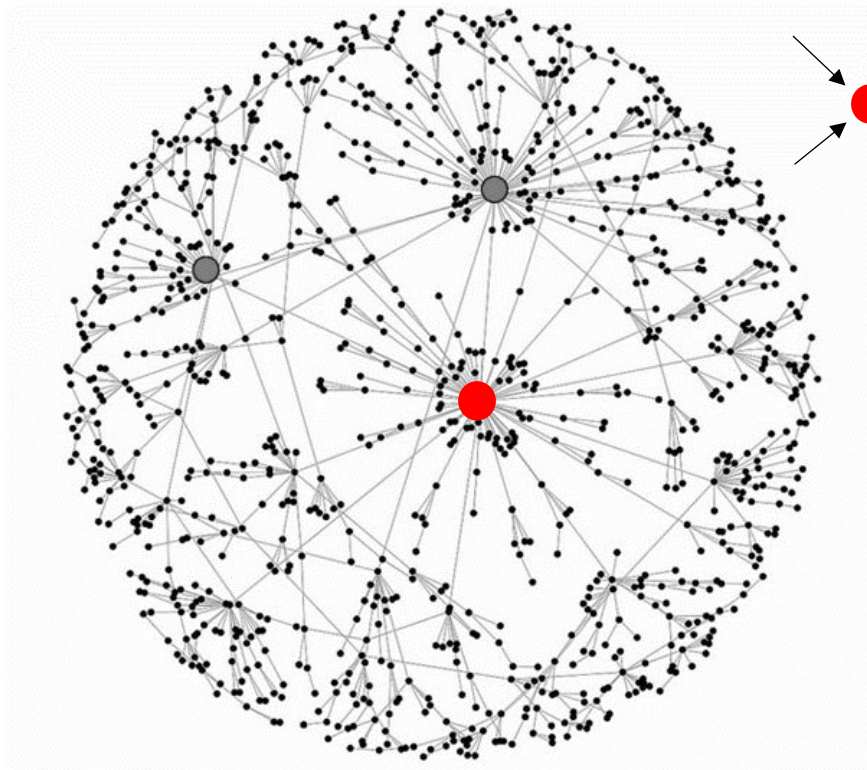


What could be the mission of a social innovation ecosystem?

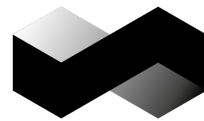


CENTRIPETAL
Hub of social connectivity

CENTRIFUGAL
Distributing connectivity



THANKS!!!



hexagonal

LAB

Foundation

Consulting



hexagonalinnova.net



@hexagonal_LAB
@raulolivan



https://www.linkedin.com/company/hexagonal_innova



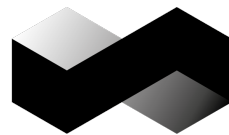
Programa cofinanciado por
el Fondo Social Europeo
dentro del marco del POISES
2014-2020



POR SOLIDARIDAD
OTROS FINES DE INTERÉS SOCIAL



**Workshop: Six roles to innovate wherever you are:
communicator, philosopher, activator, designer,
connector and digital**



hexagonal

Hexagonal skills workshop by Raúl Oliván

Thinking about yourself, to what degree do you agree with the following statements?

Nothing Little Quite Very much

☐☐☐ ☒☐☐ ☒☒☐ ☒☒☒


Persuasion and influence


Active listening


Storytelling


Clear language


Communication and dialogue

I have a facility for convincing someone and modifying a thought or behaviour of that person


It is easy for me to listen carefully to the verbal and non-verbal message sent by another person

I have the ability to create emotional stories and inspire thought them

I have the skill to communicate in a simple and clear way with all types of people

I find it easy to dialogue, ask questions and express concepts and ideas effectively

The number of colored squares defines your level in this role

Nothing	Little	Quite	Very much
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 COMMUNICATOR			

Thinking about yourself, to what degree do
you agree with the following statements?

Nothing Little Quite Very much

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Critical thinking

I am known for questioning things, asking new questions and looking for alternative answers


flexibility and
adaptability

It is easy for me to adapt to the various circumstances that arise


Negotiation and
conflict resolution

When I am faced with a problem with several people, I am good at getting the different parties to agree


Disruptive thinking


I have a flair for challenging established norms to seek new paths and realities


Association of
ideas

I have the ability to connect different thoughts and ideas even when their connections seems unlikely

The number of colored squares
defines your level in this role

Nothing	Little	Quite	Very much
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PHILOSOPHER

Thinking about yourself, to what degree do
you agree with the following statements?

Nothing Little Quite Very much



Team management

I find it easy to motivate people around a common goal



Assertiveness and
determination

I have the ability to express and/or achieve my own objectives while interacting
other people's goals



Results oriented

I have the ability to focus processes toward tangible results.



Stress
management

I am good at coping with adverse or pressured situations



Organization and
planning

It is simple for me to divide tasks and resources over a certain amount of time

The number of colored squares
defines your level in this role

Nothing	Little	Quite	Very much
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ACTIVATOR

Thinking about yourself, to what degree do you agree with the following statements?

Nothing Little Quite Very much

☐☐☐ ☒☐☐ ☒☒☐ ☒☒☒


Solving problem

I have the skill to find alternative solutions to a complex problem.


Vocation to experimient

I like to try new ways of doing things instead of doing things the wat they are


Creative thinking

I have the ability to generate new ideas and connect them



Analytical
Capacity and synthesis

I find it easy to analyze contexts of problems and simplify their description


Visual and spacial
thinking

I have facility to perform mental tasks through visual processes and to expose Ideas through simple diagrams or drawings

The number of colored squares defines your level in this role

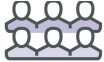
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 DESIGNER			

Thinking about yourself, to what degree do you agree with the following statements?

Nothing Little Quite Very much


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Vocation to
volunteering


Team building


Emphaty


Eco social
sustainability


Emotional
Intelligence

I posses the abilty to show or be willing to help others without expecting anything in return


It is easy for me to find common ground to unite visions and overcome conflicts within a group of people

I find it easy to connect and understand other people’s feelings and different points of view

I have the ability to strike a balance between economic, social and environmental issues

I possess the ability to recognize, understand and moderate my own and other’s emotions

The number of colored squares
defines your level in this role

Nothing	Little	Quite	Very much
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 CONNECTOR			

Thinking about yourself, to what degree do you agree with the following statements?

Nothing Little Quite Very much

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Analytic Thinking

It's easy for me to find patterns and break a complex problem into simpler parts

Nothing	Little	Quite	Very much
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Abstract Thinking

I have a facility for thinking independently of the reality shown to me



Anticipatory capacity

It is easy for me to foresee future situations and provide solutions to them



Multi tasking

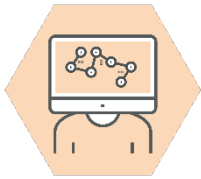
I have the ability to simulyaneously address multiple data sources and deploy overlapping actions to meet objectives



Data oriented

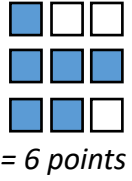
I find it easy to handle large amounts of data and turn it into usable knowledge

The number of colored squares defines your level in this role



DIGITAL

Add your colored squares in each role and draw your own hexagonal portfolio



DIGITAL



COMUNICATOR



CONECTOR



PHILOSOPHER



DESIGNER



ACTIVATOR

