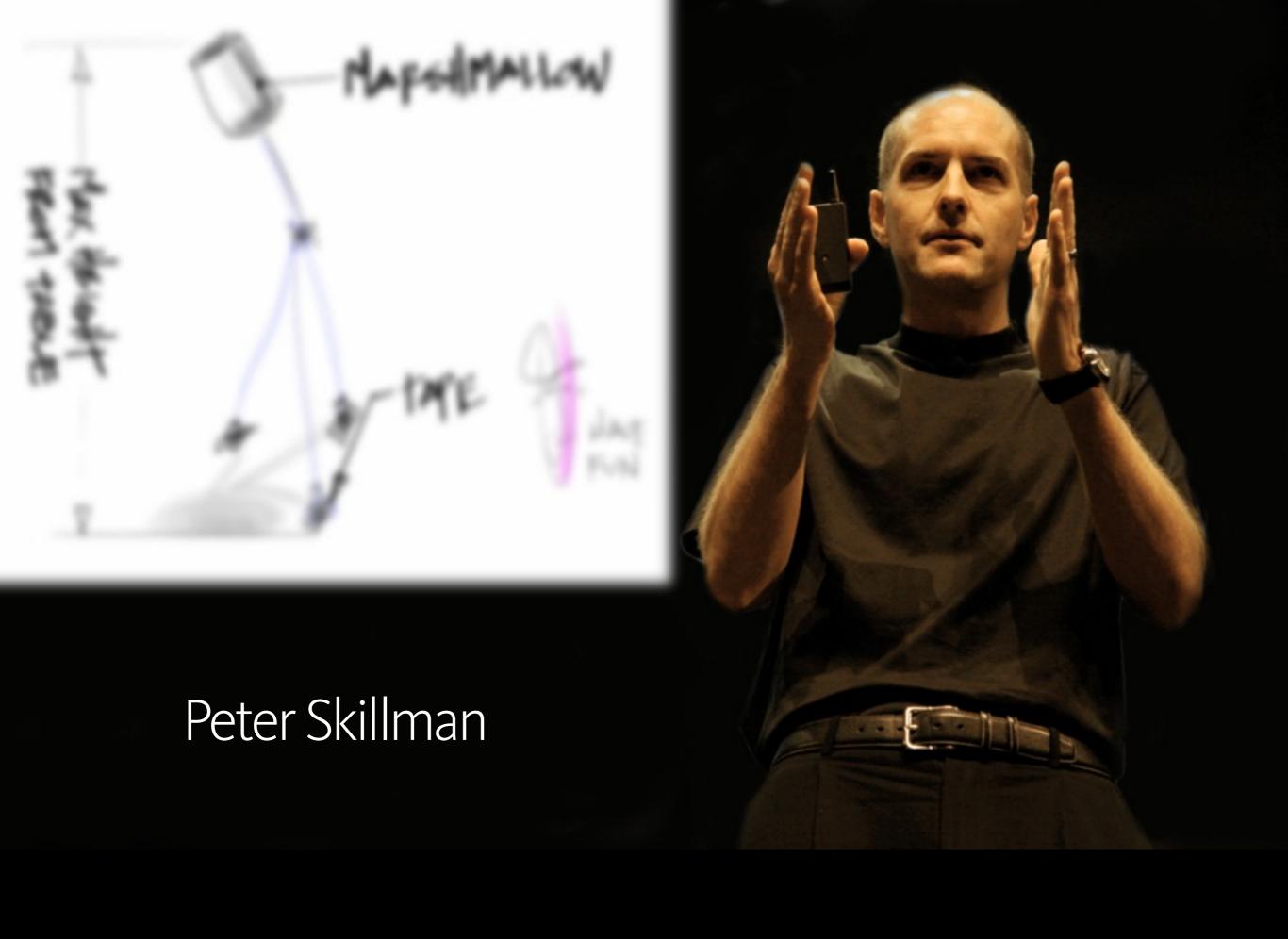
# Marshmallow Challenge

Tom Wujec Autodesk



### The Challenge









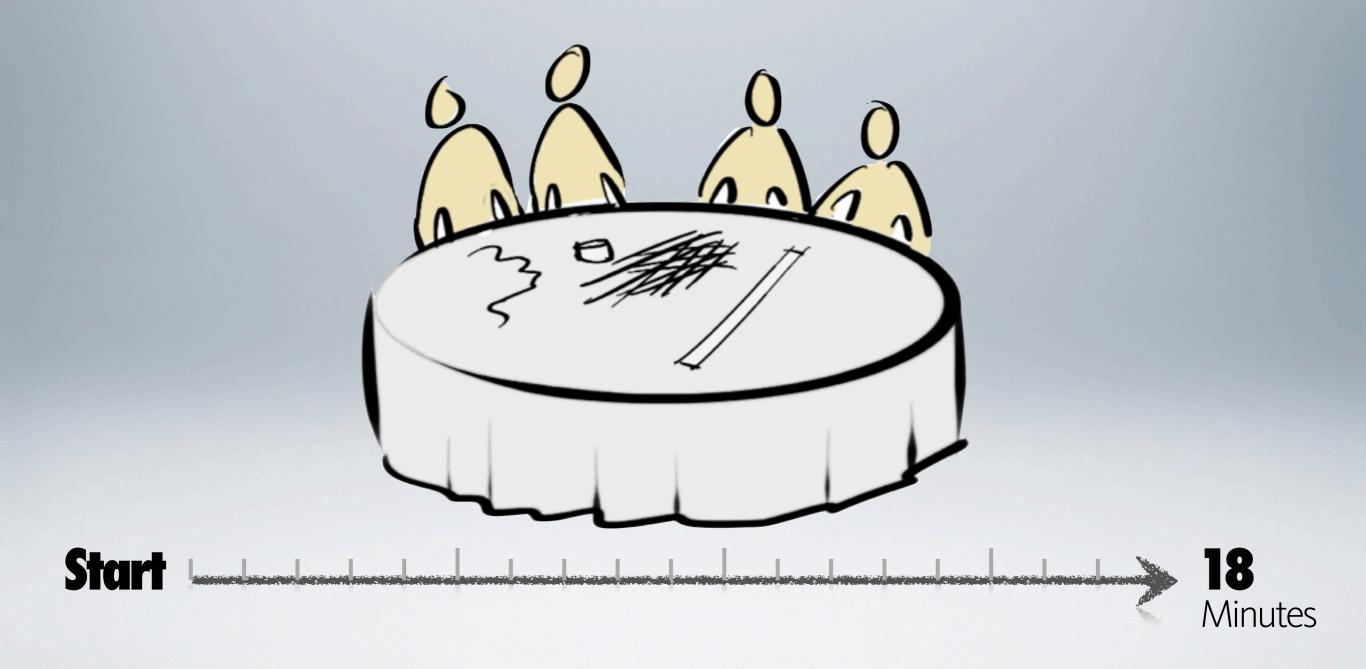


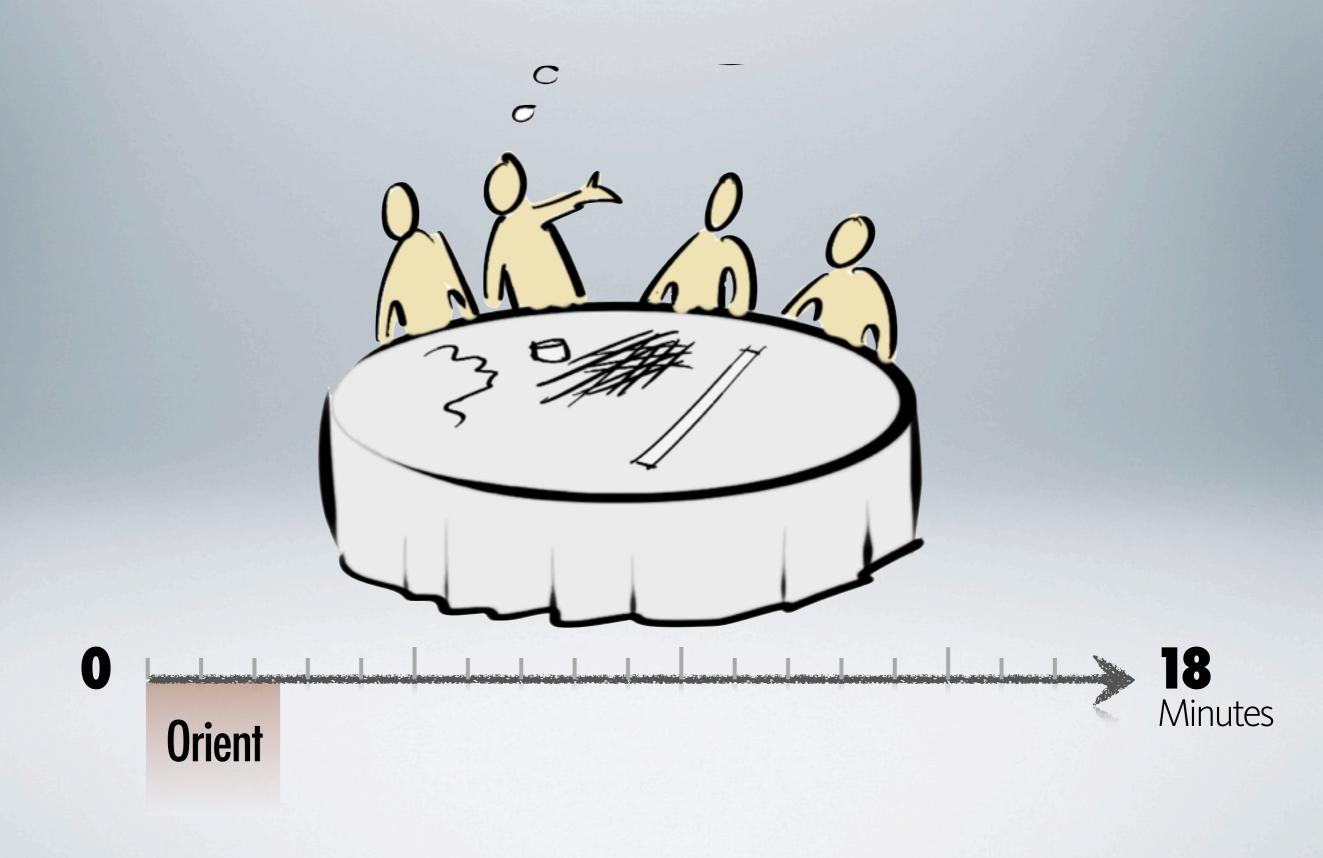


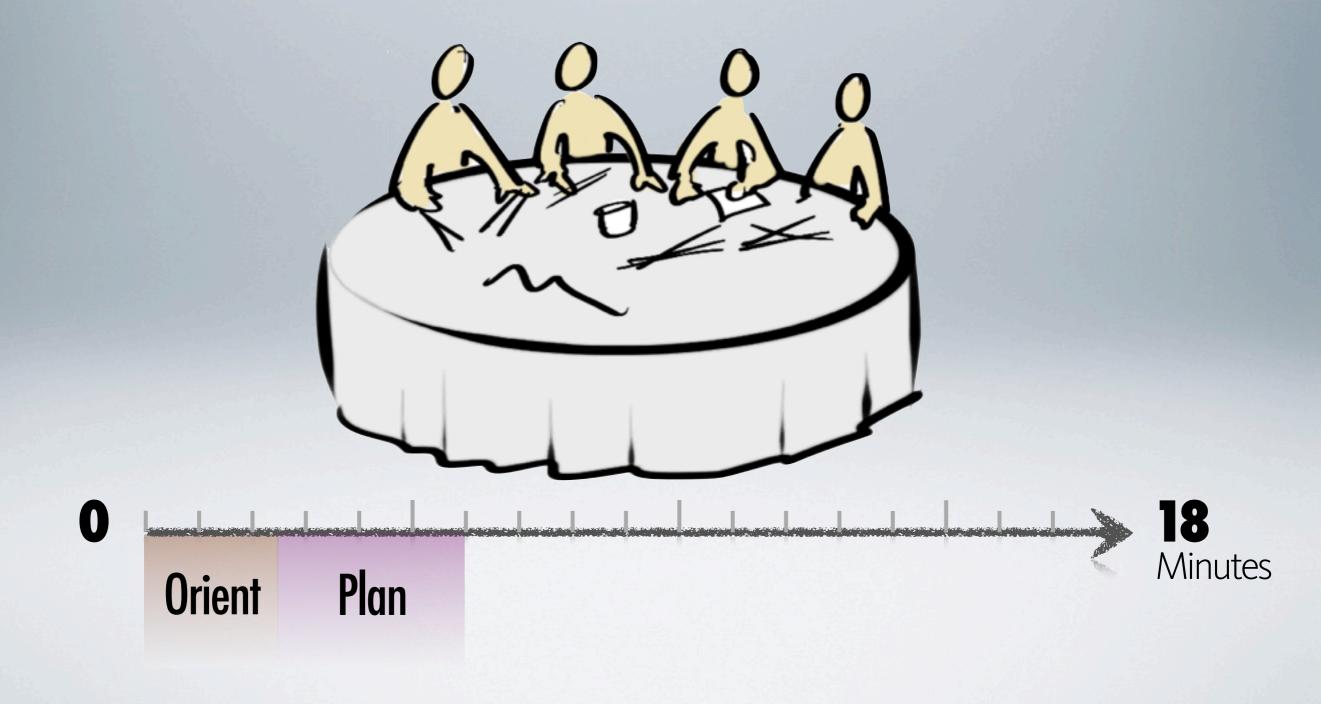


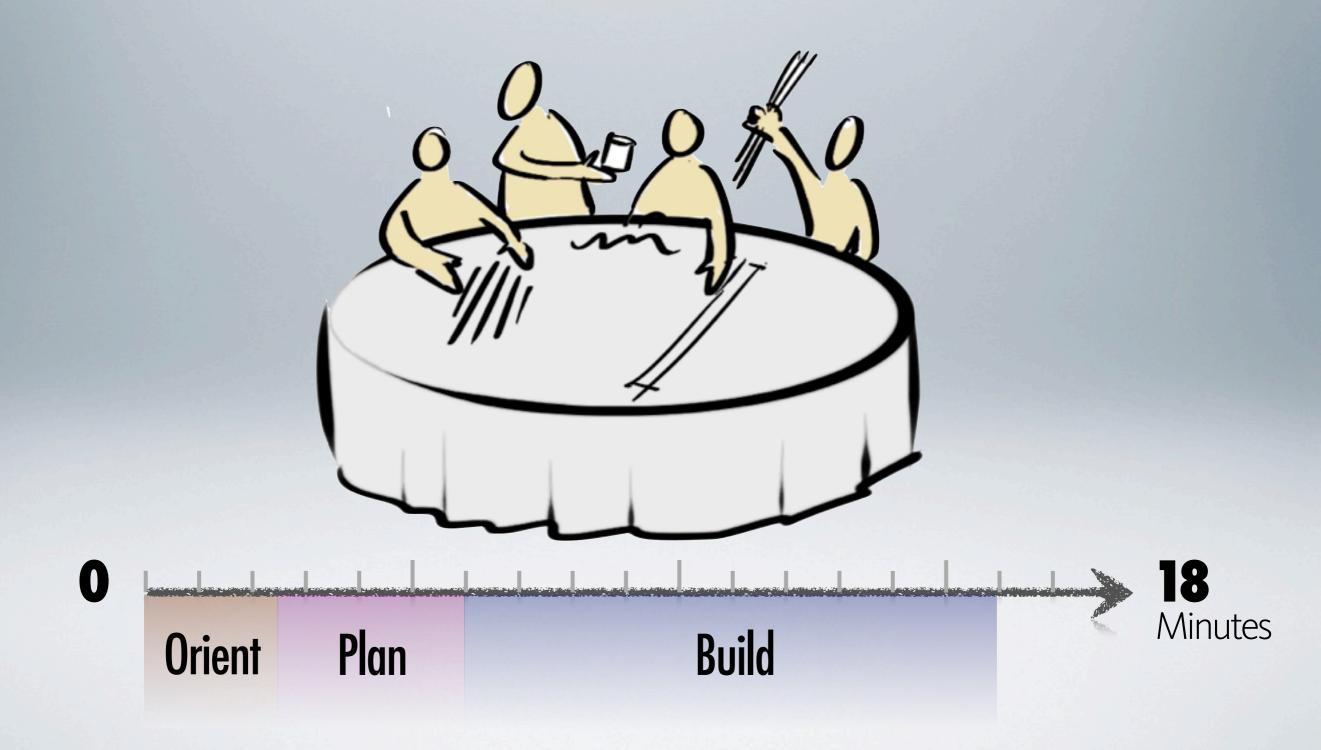
### **Typical Progress**

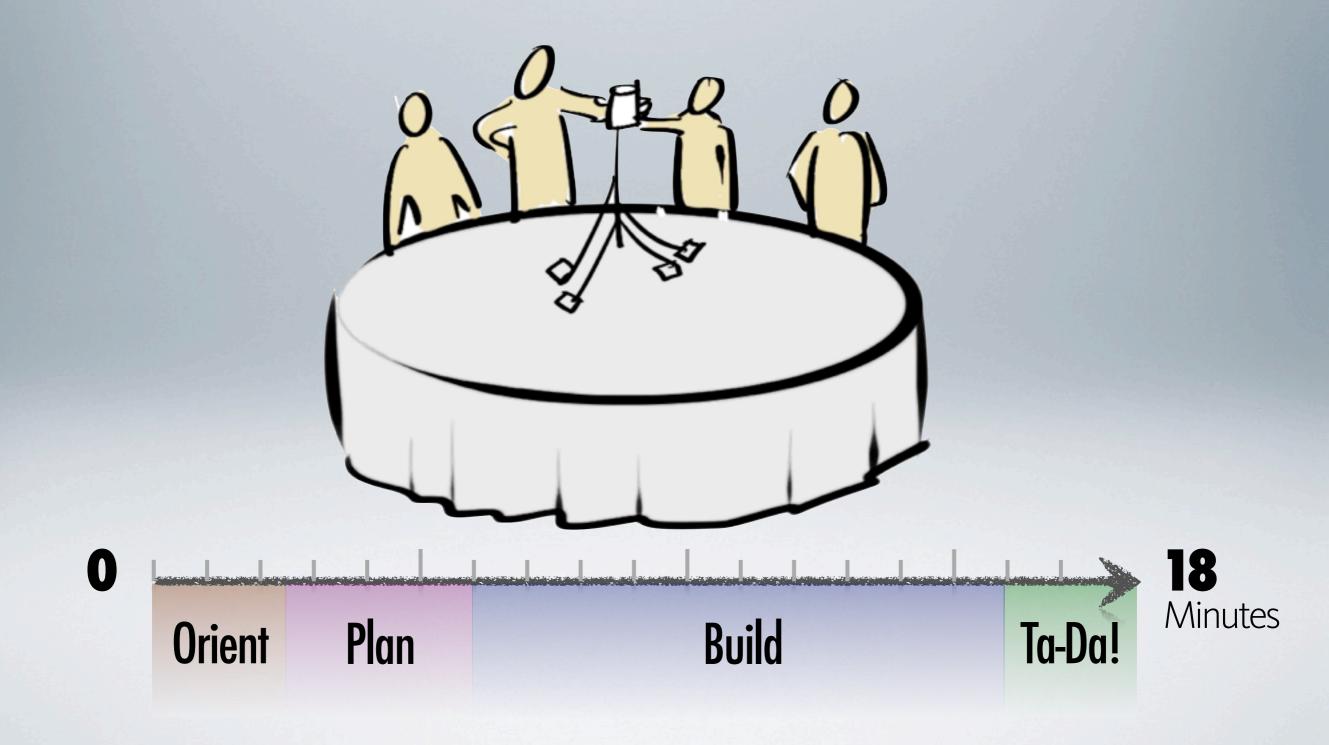
### **Typical Progress**

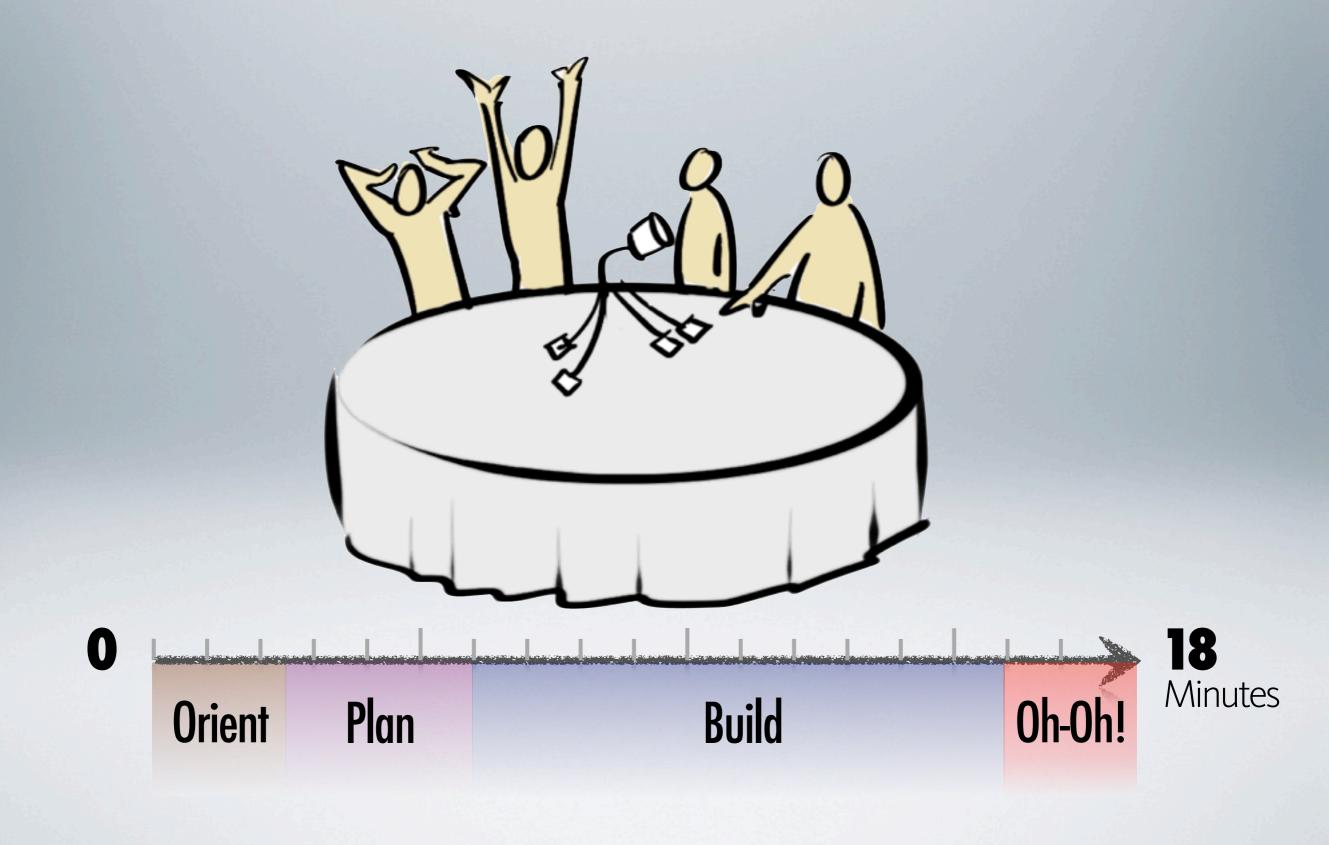












# Who Consistently Performs POOFIV?

#### **Recent Business School Graduates**

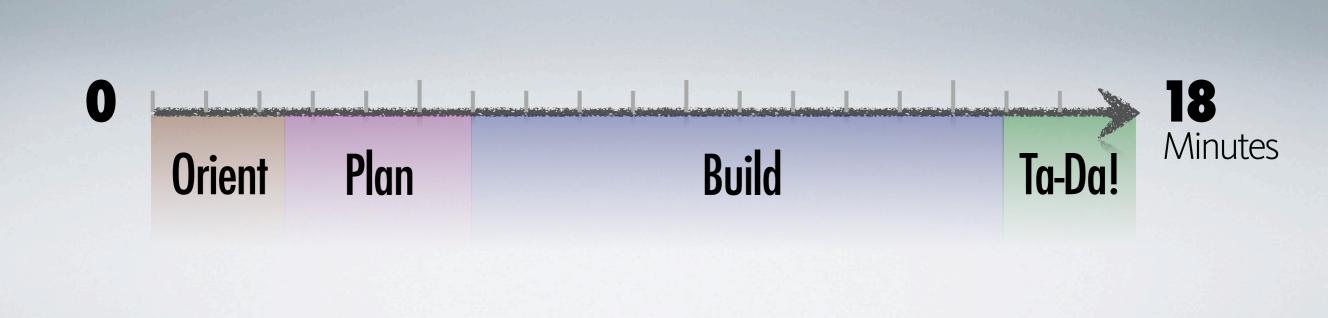


## Who Consistently Performs

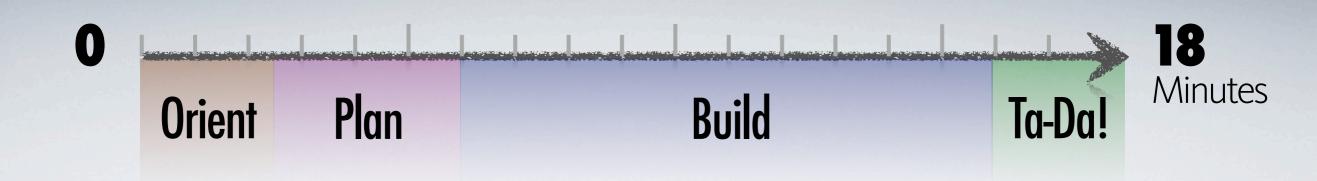
### Recent Kindergarten School Graduates

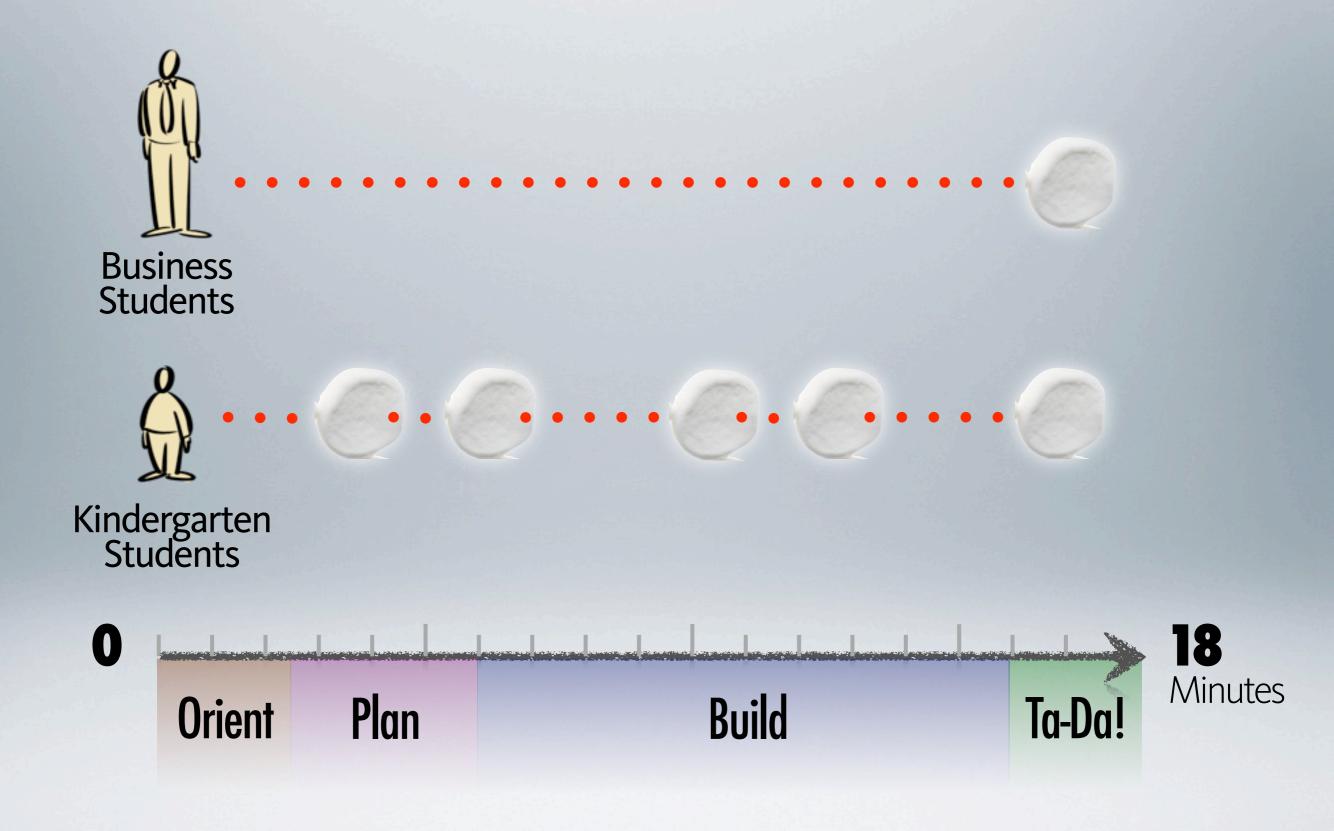


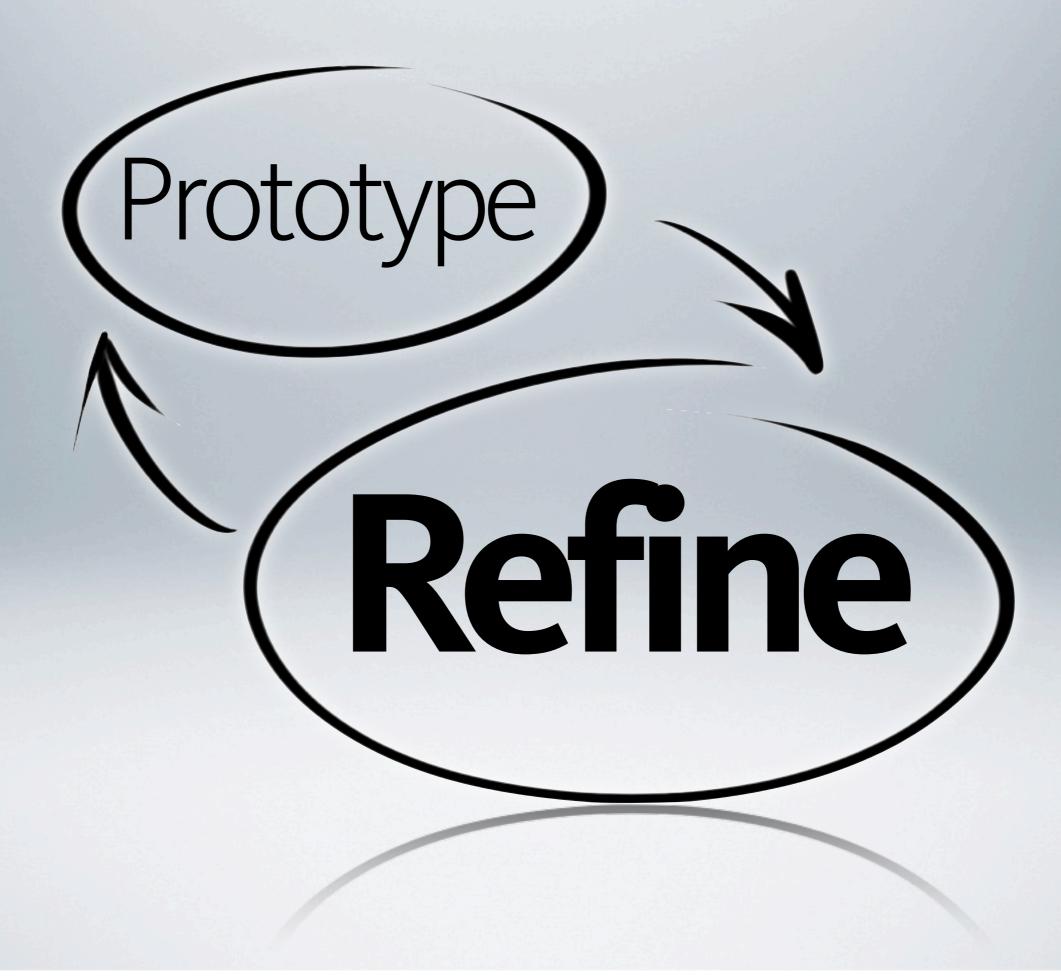




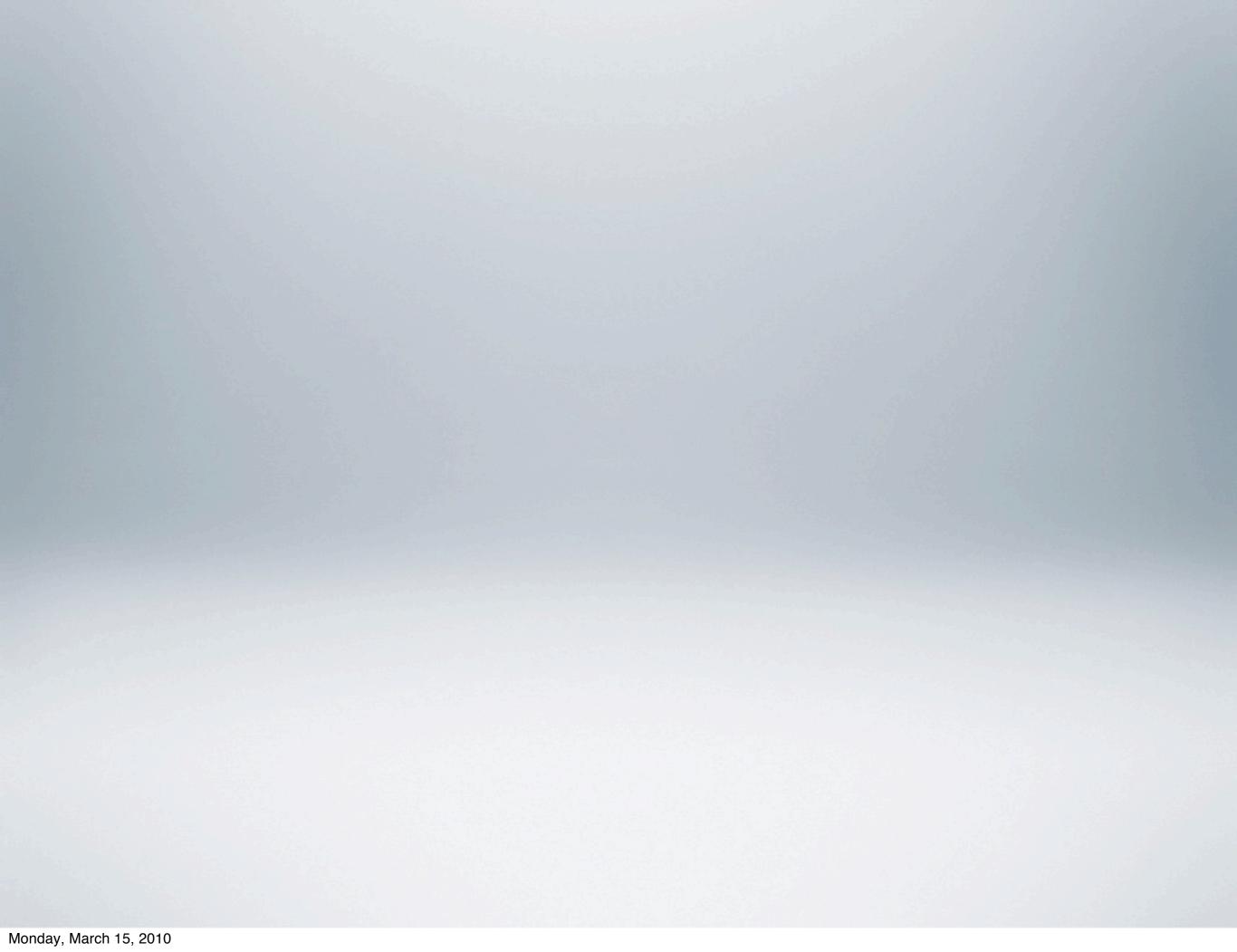


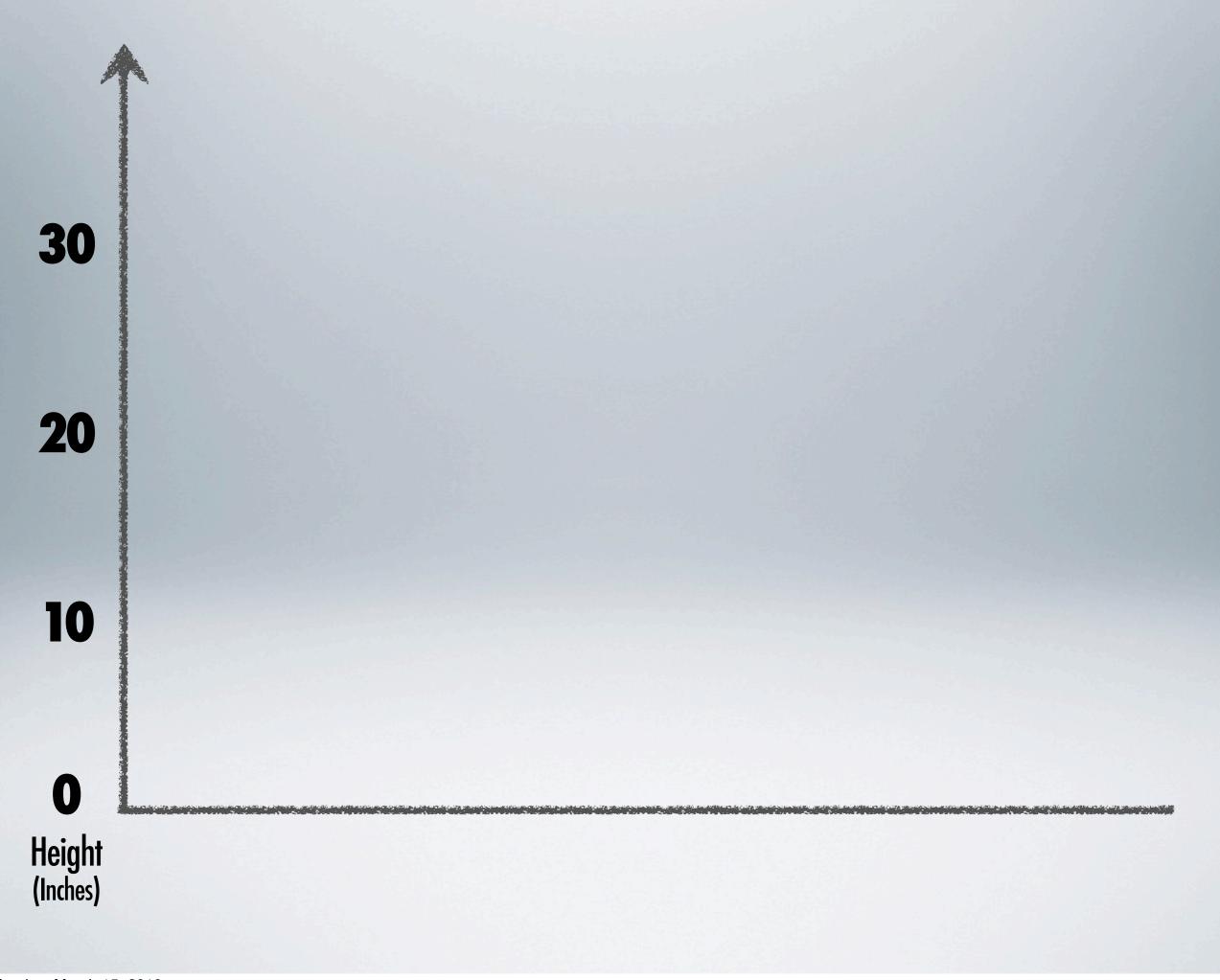


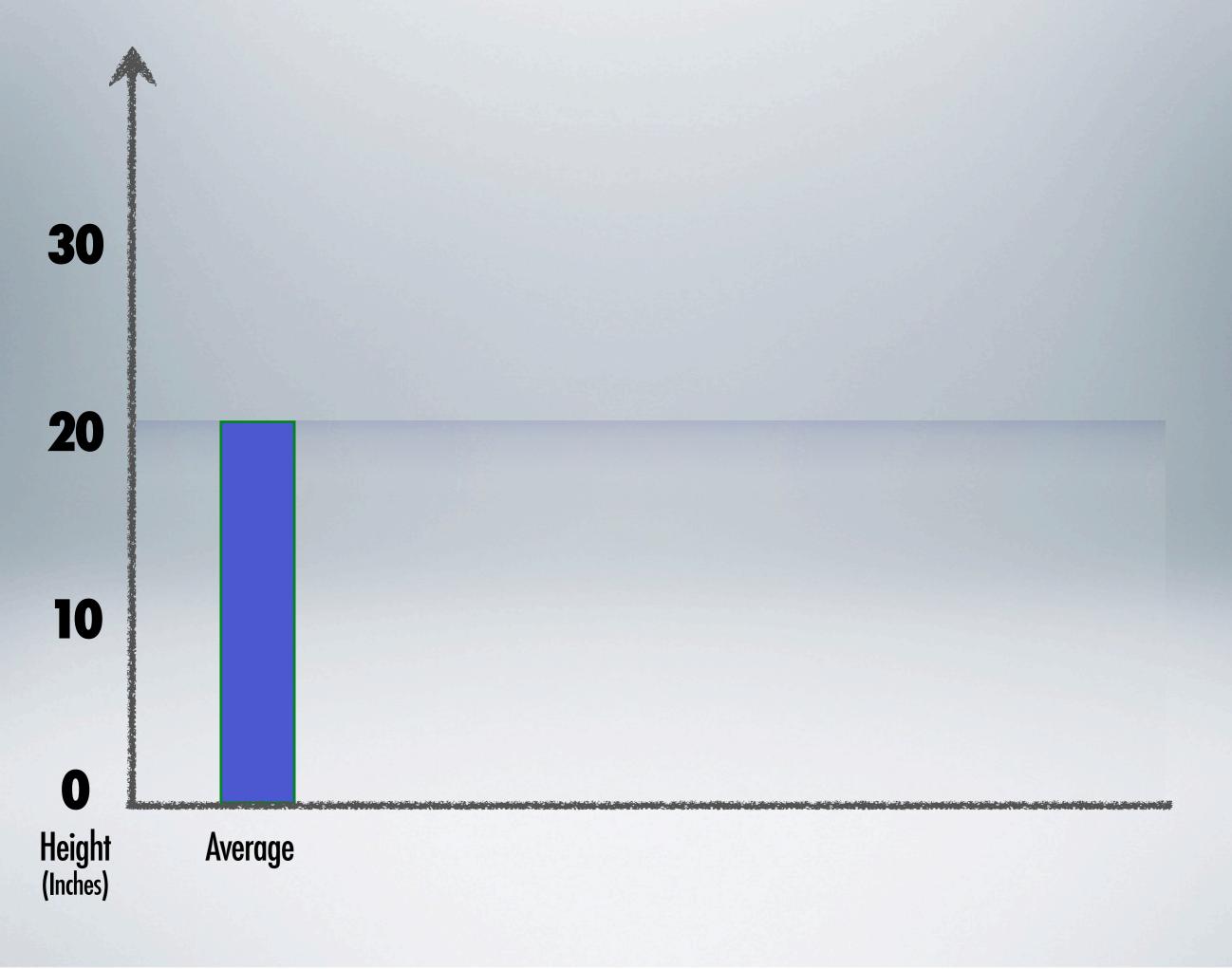


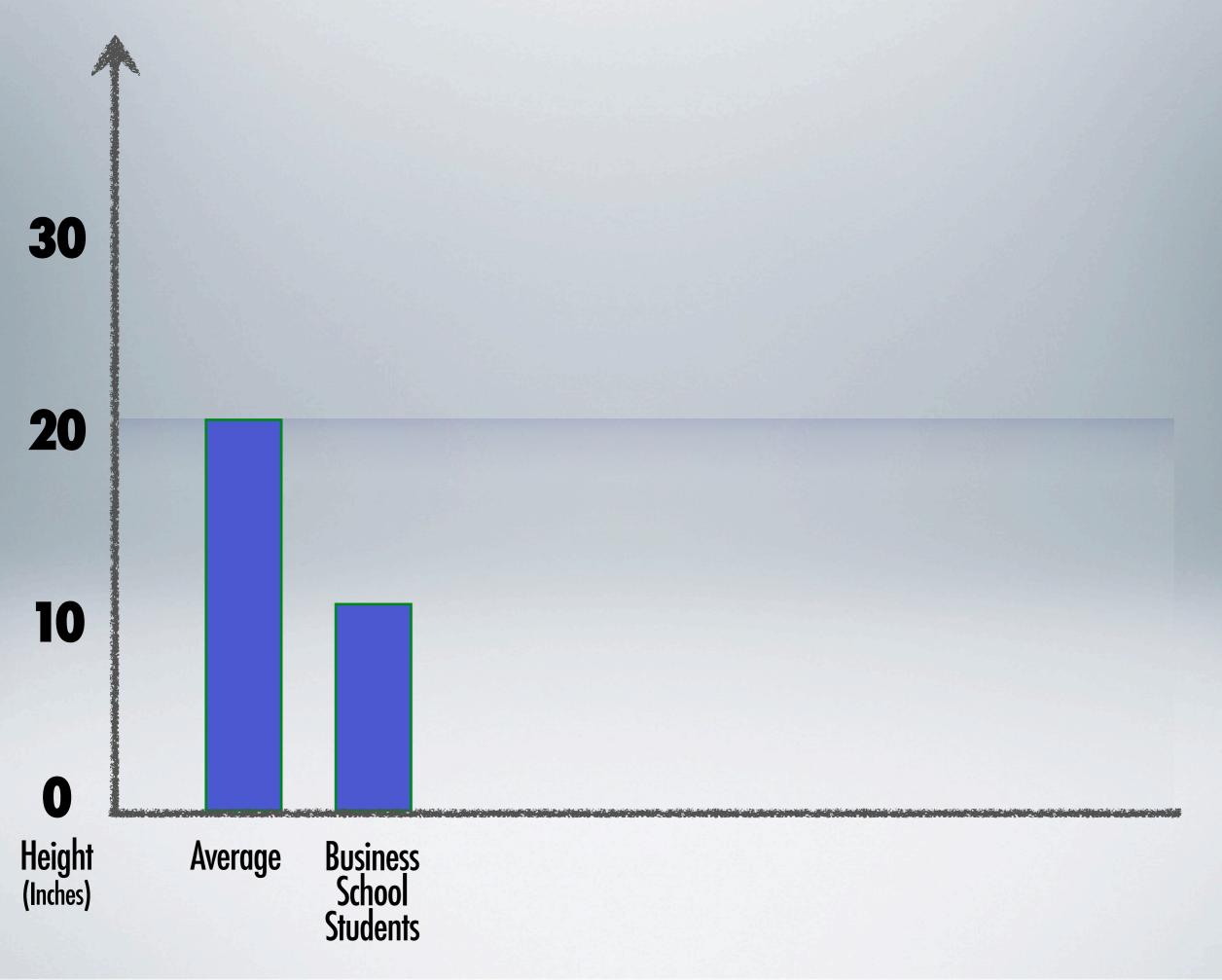


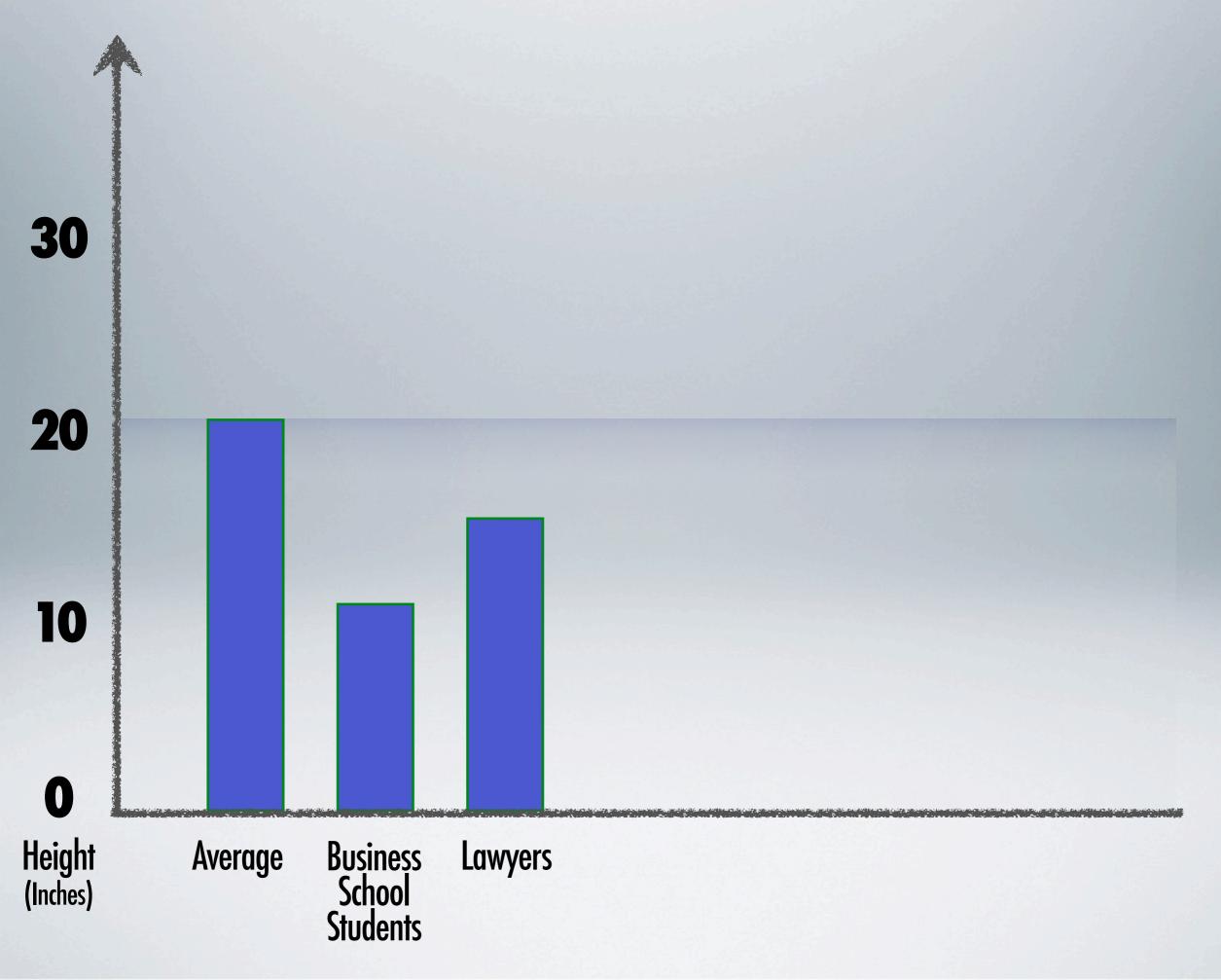


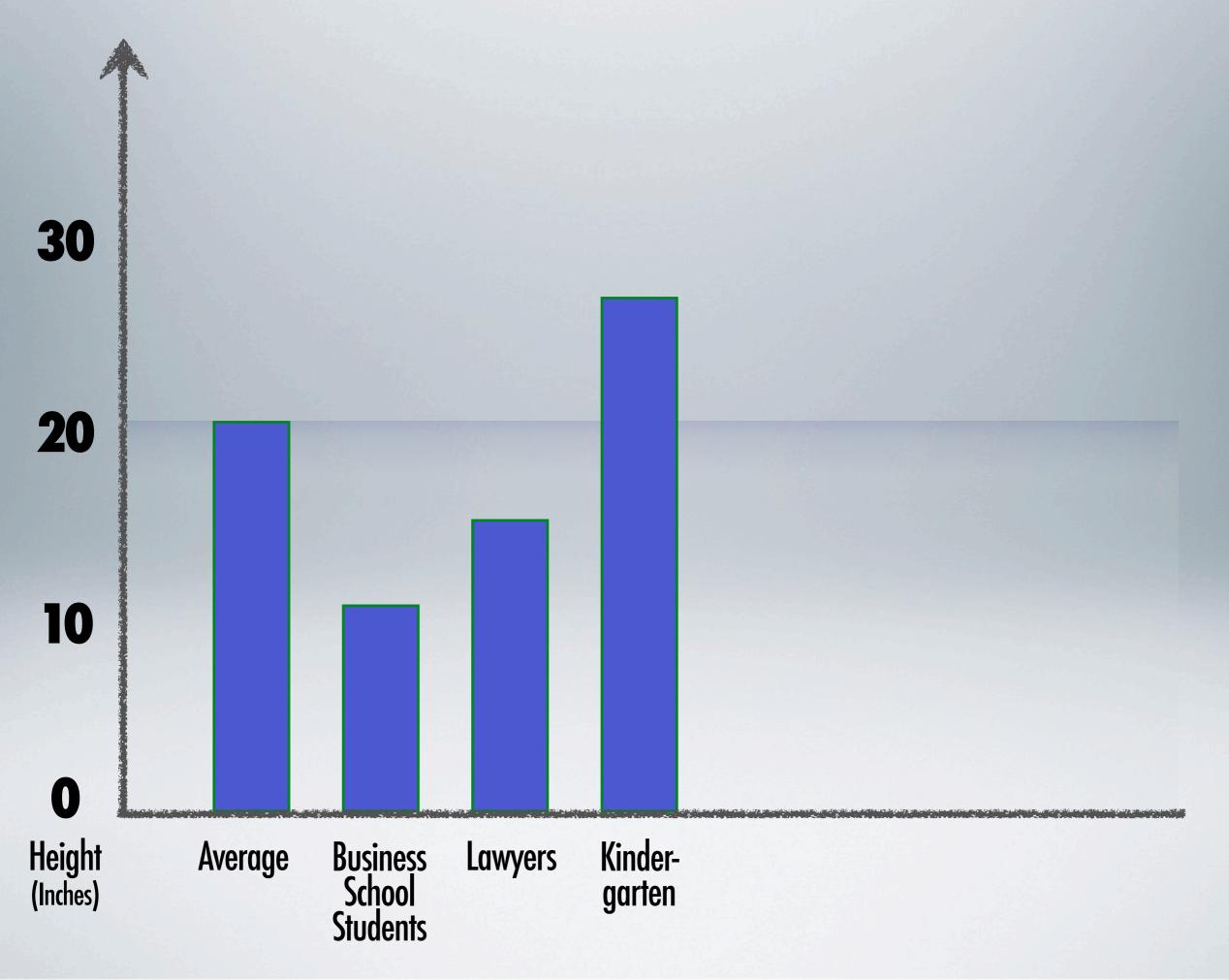


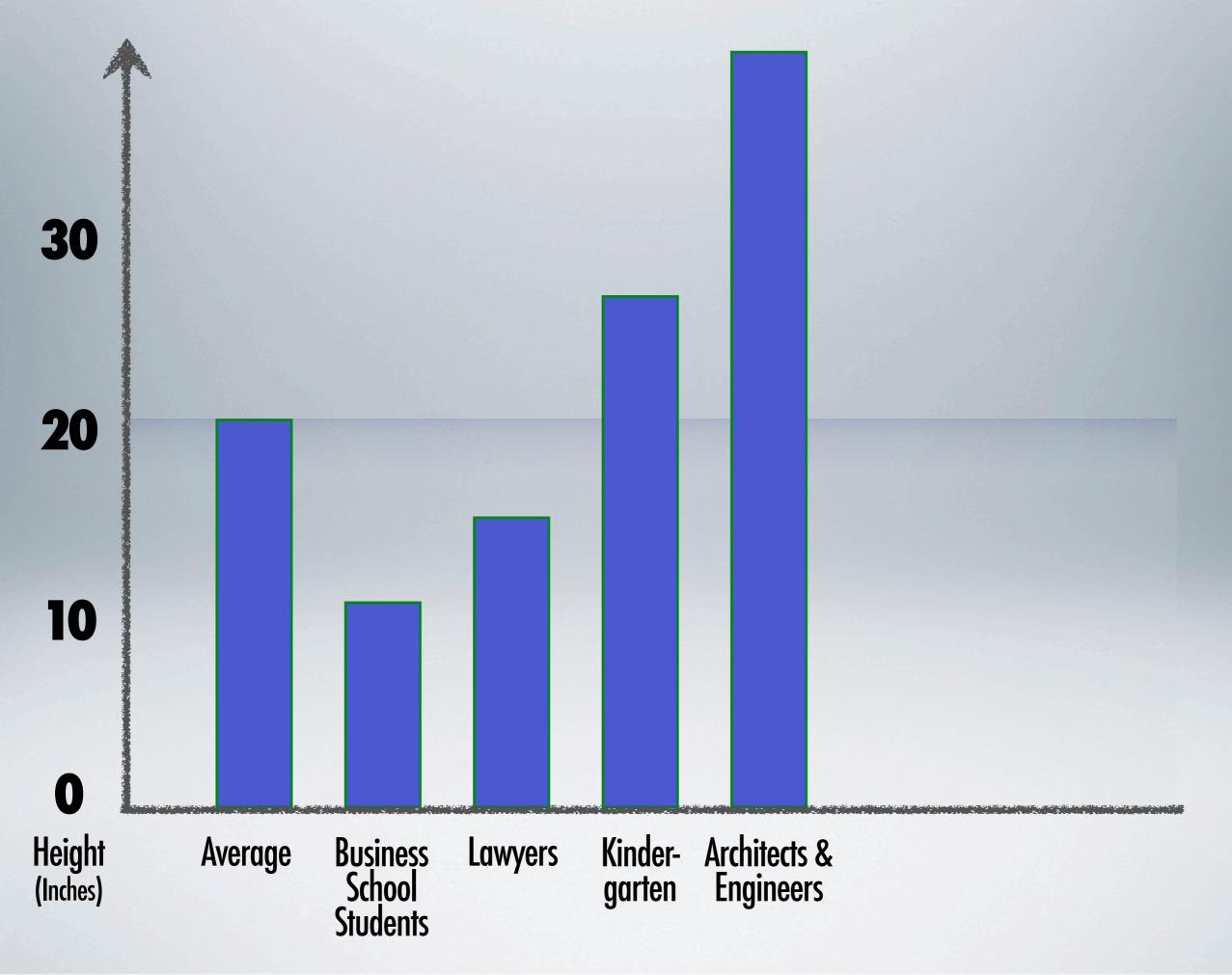


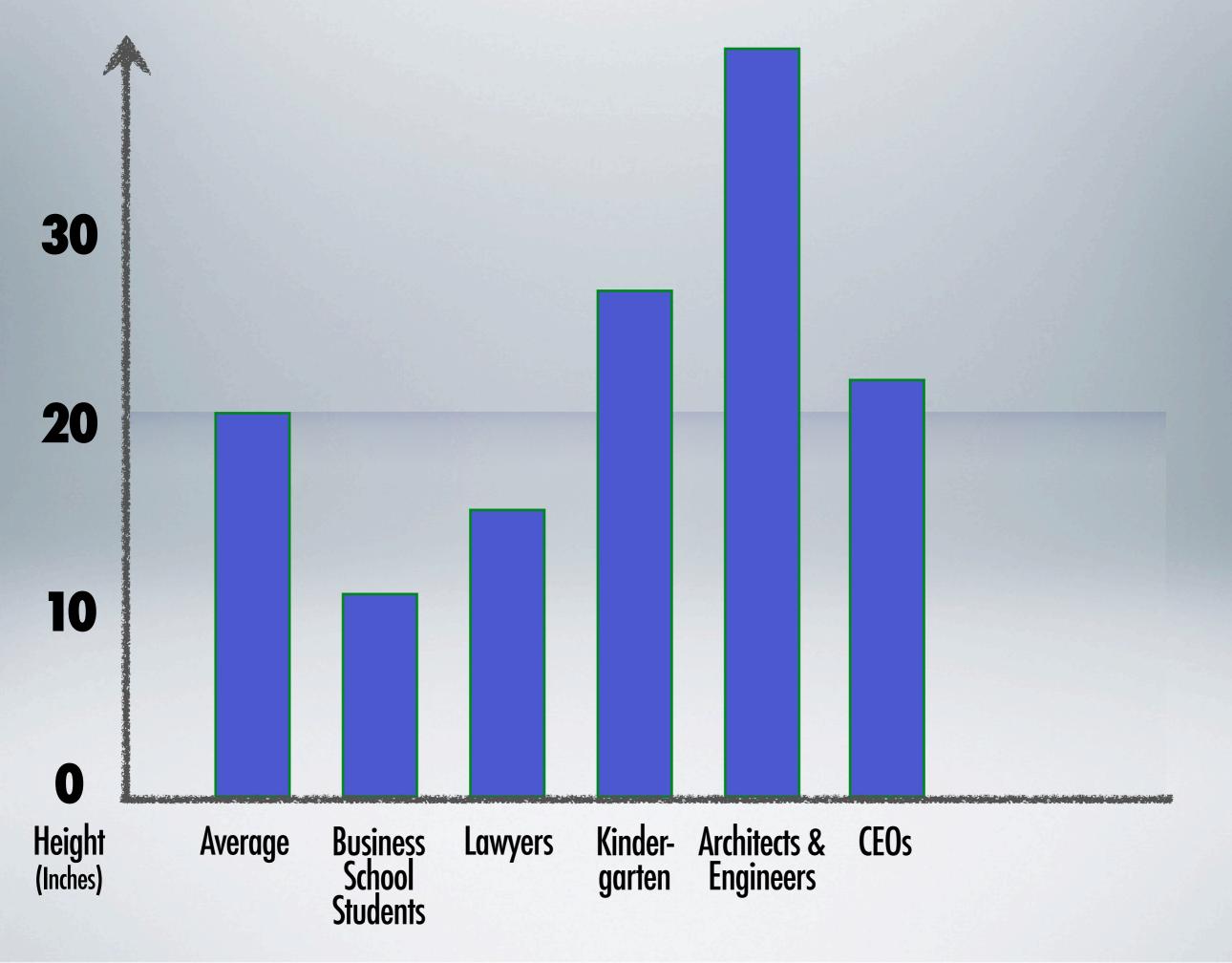


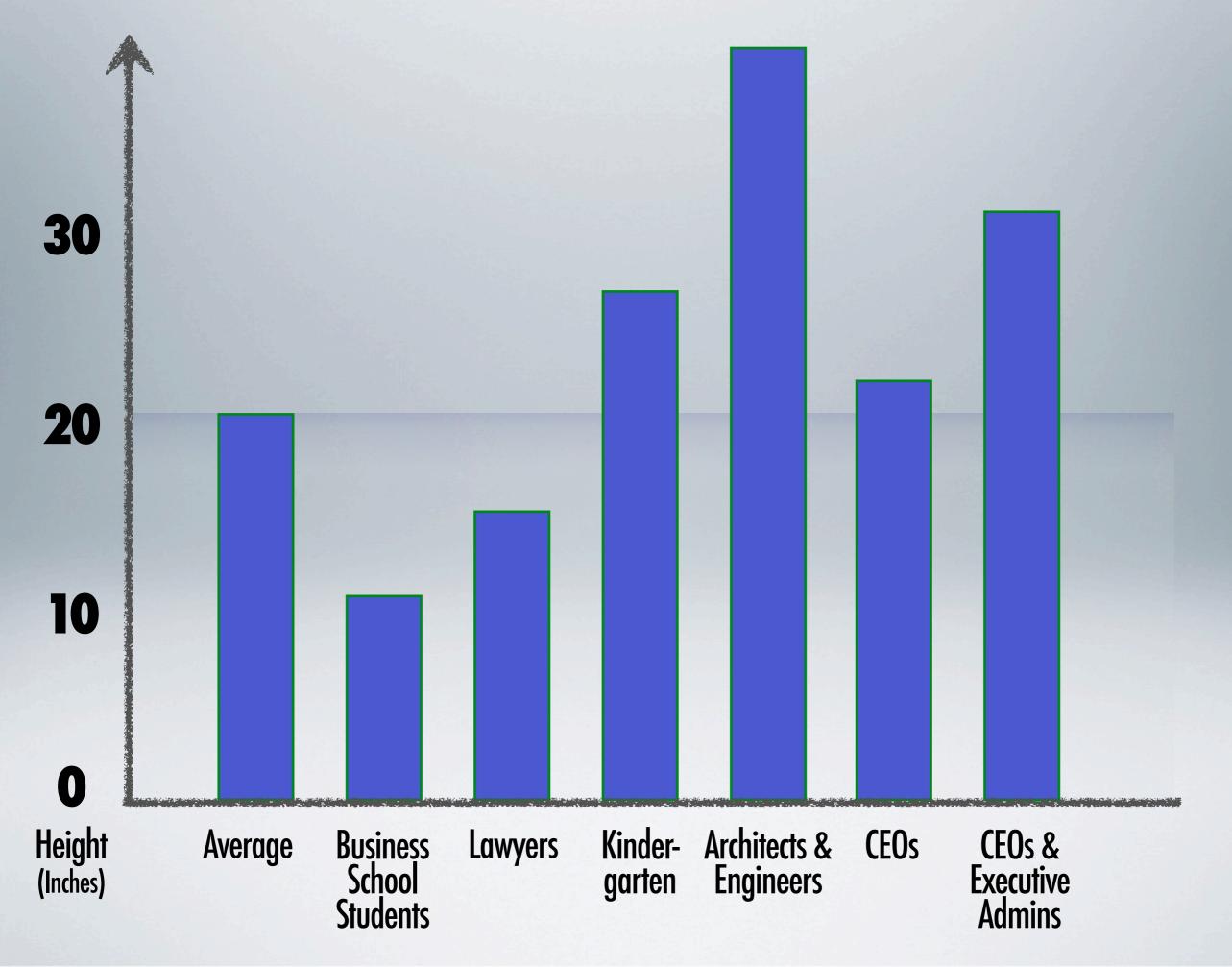


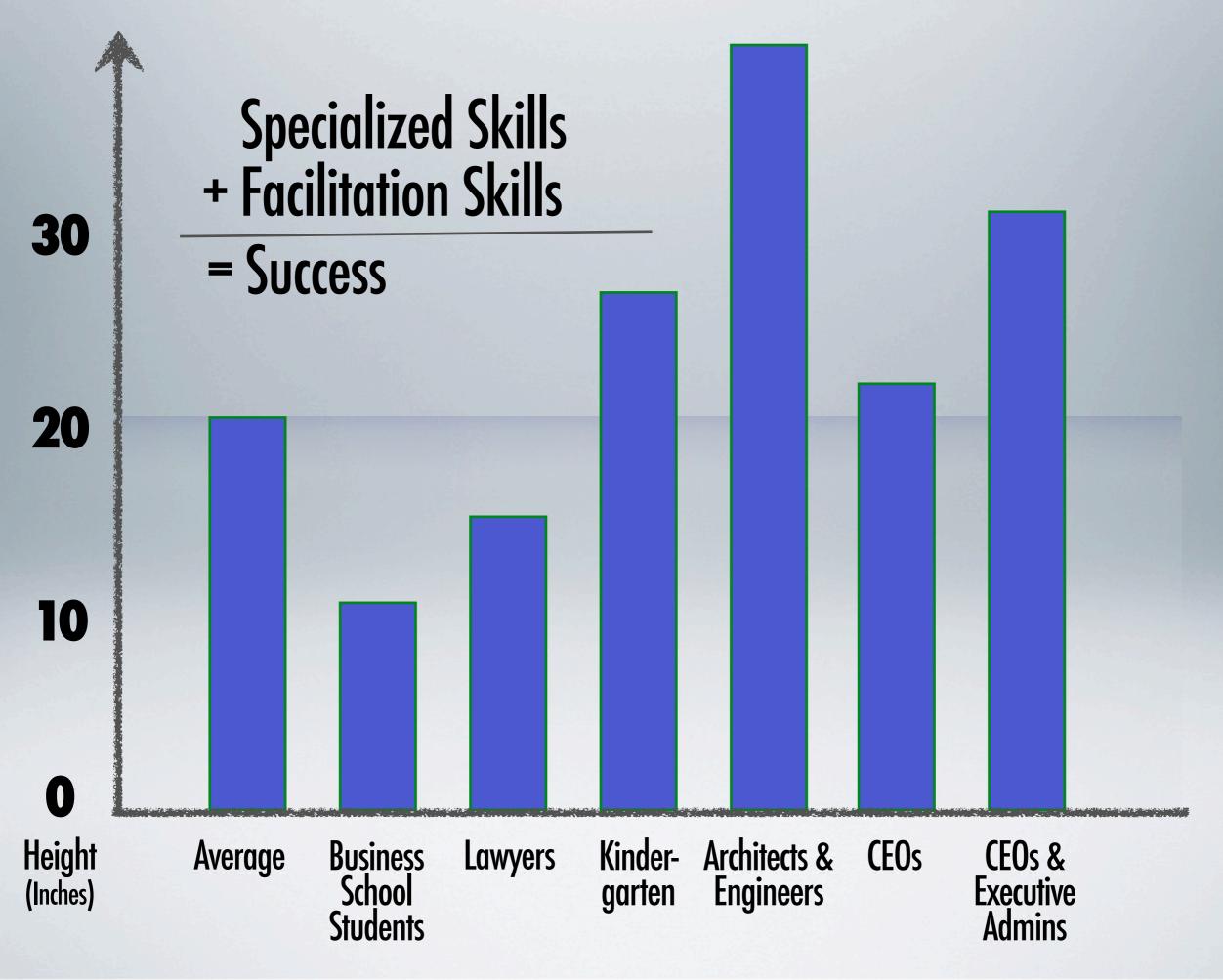






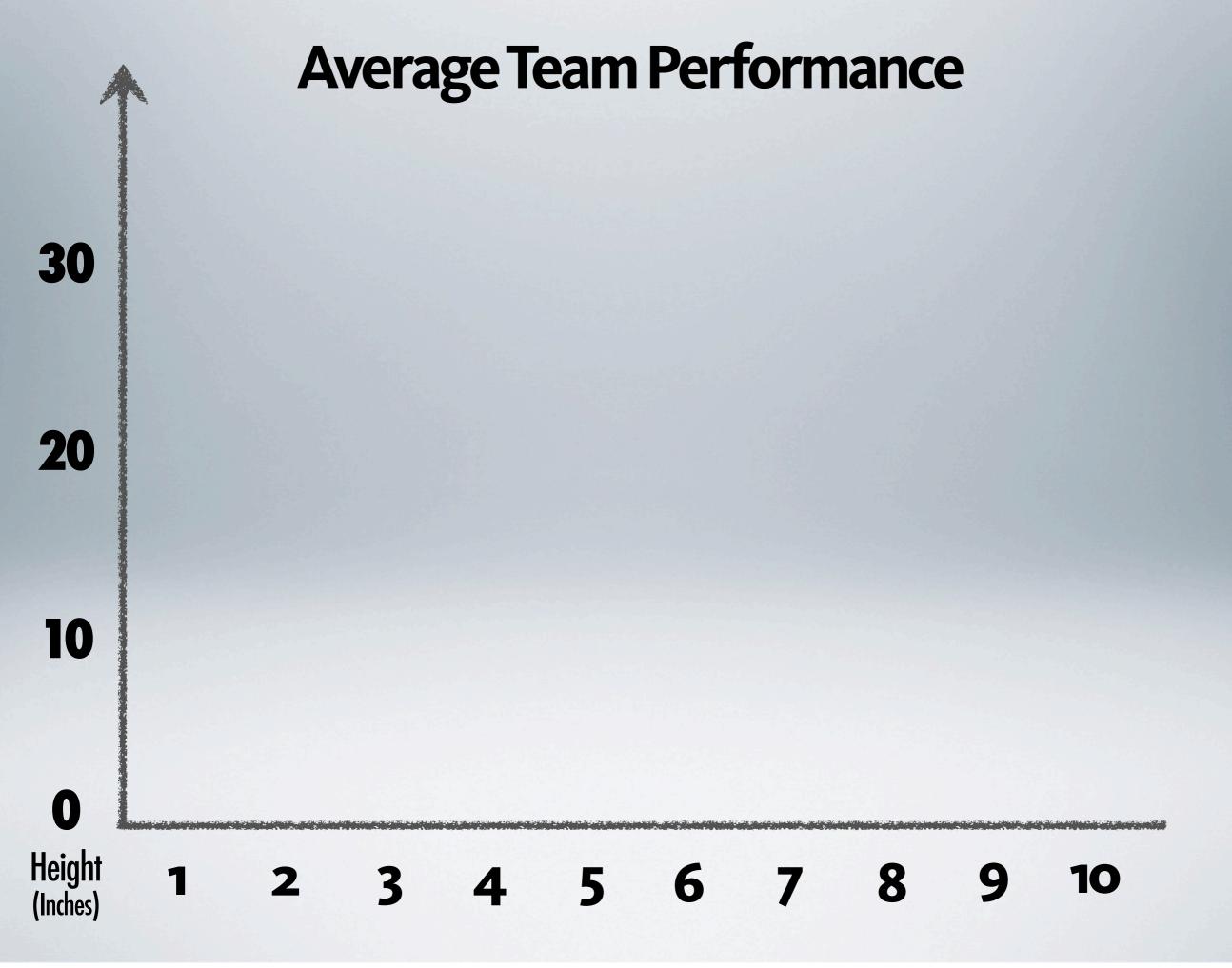


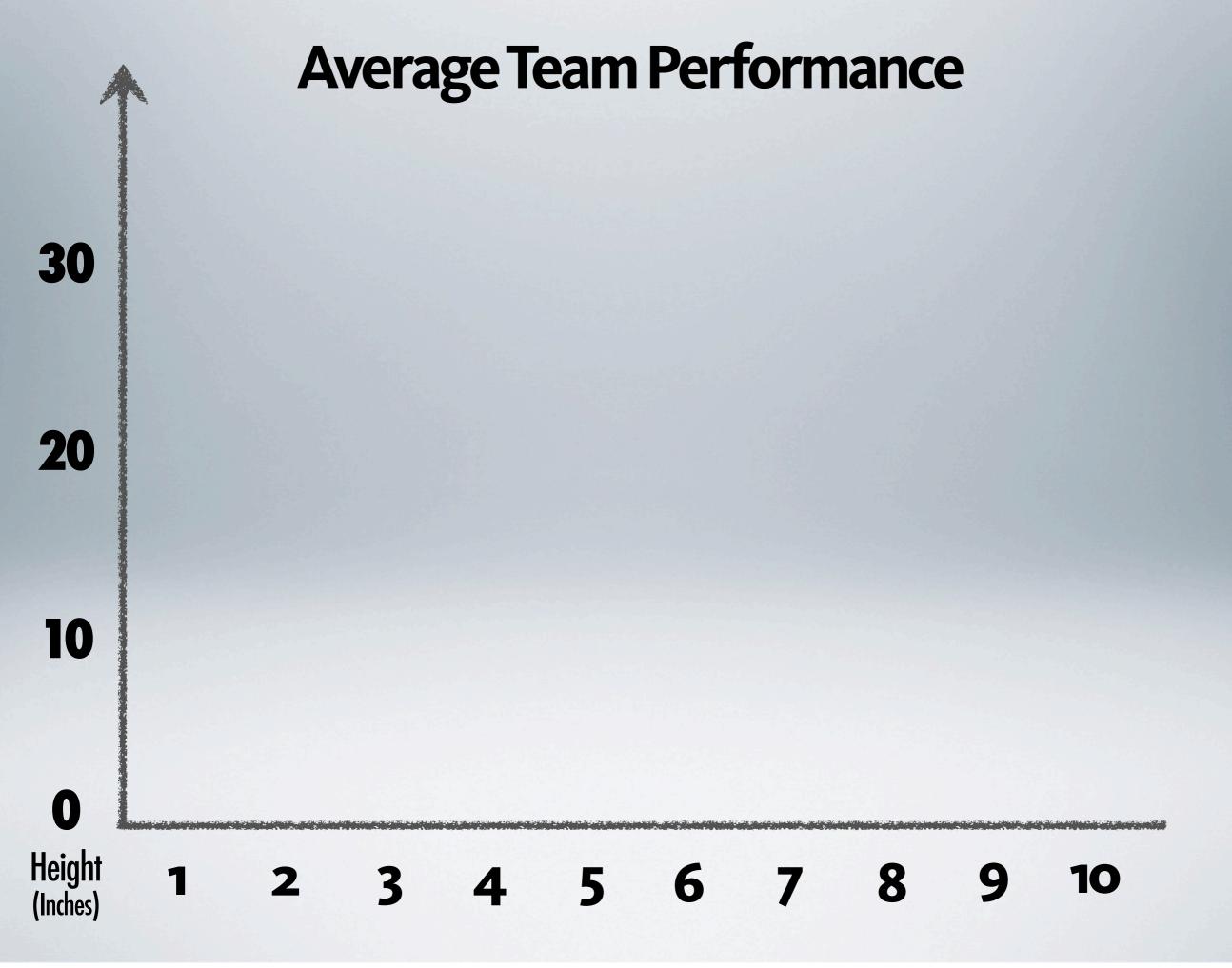


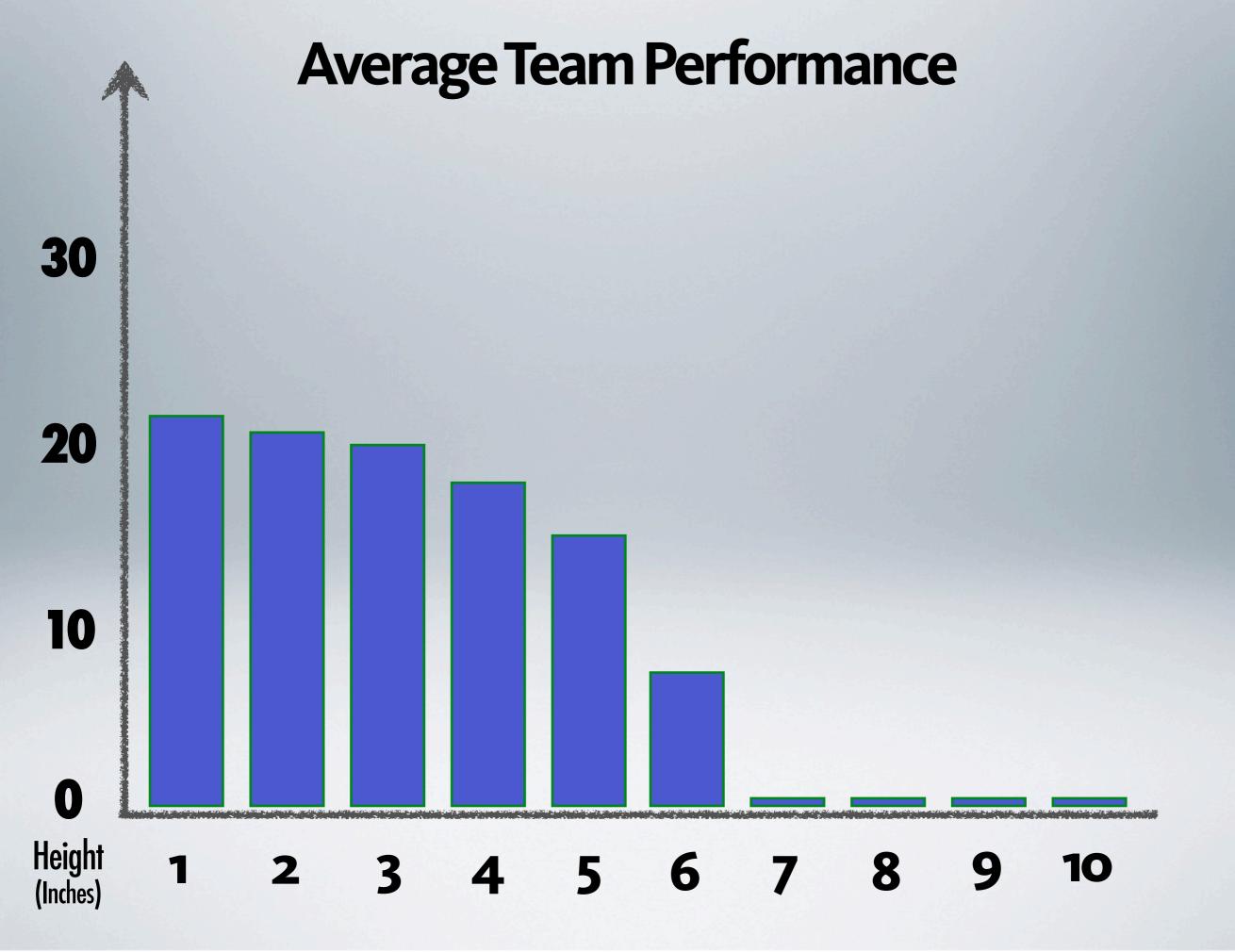




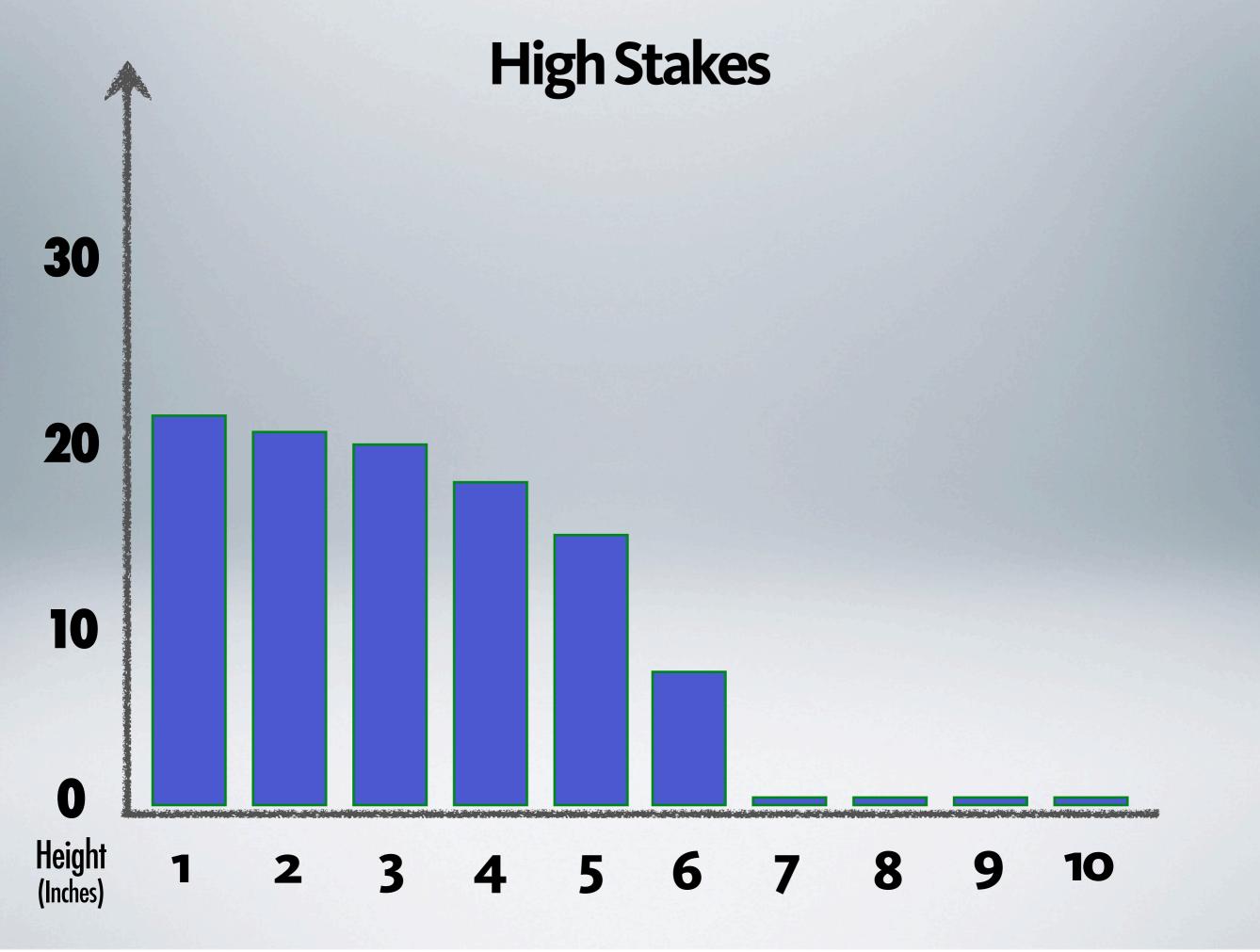
#### **Average Team Performance**

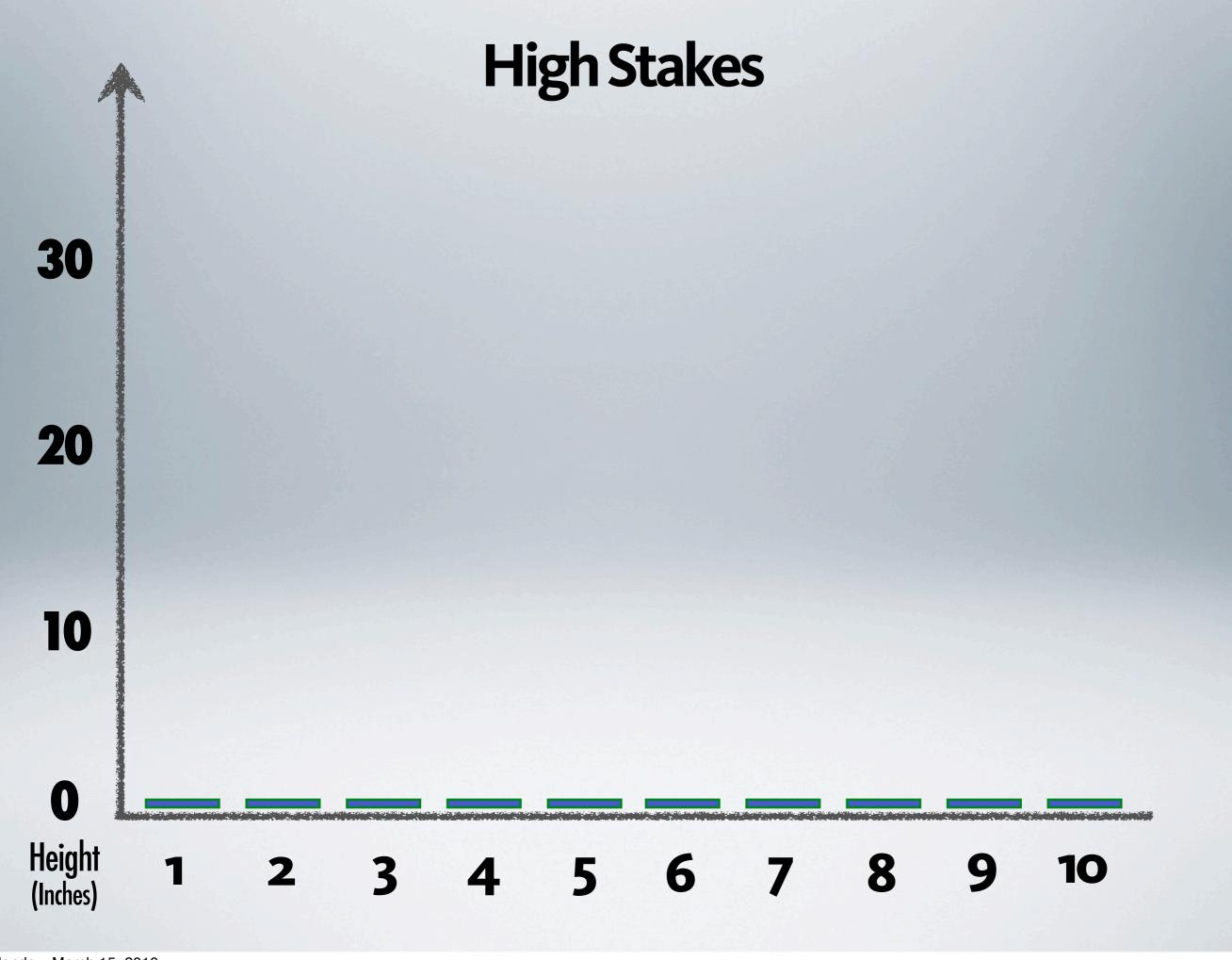




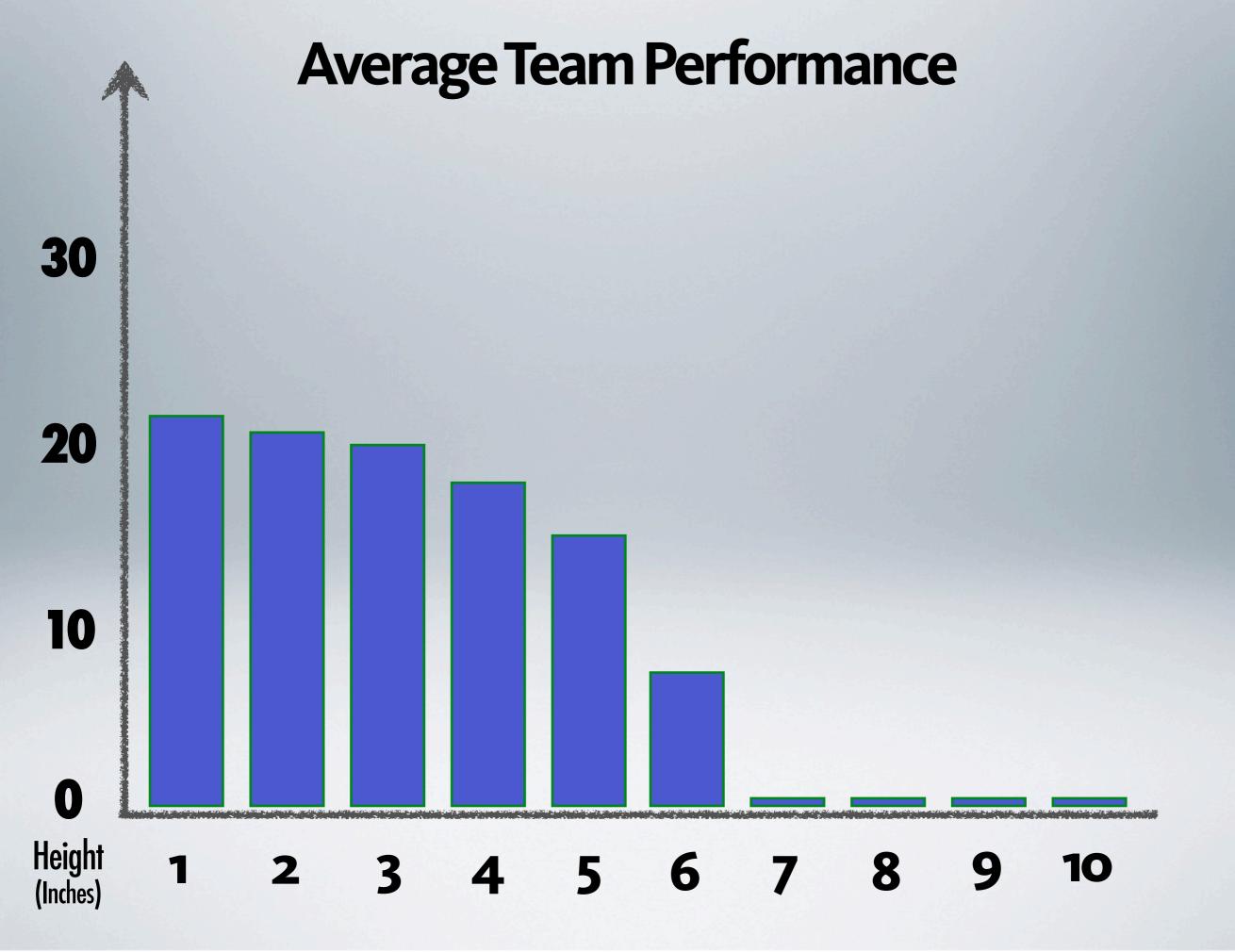


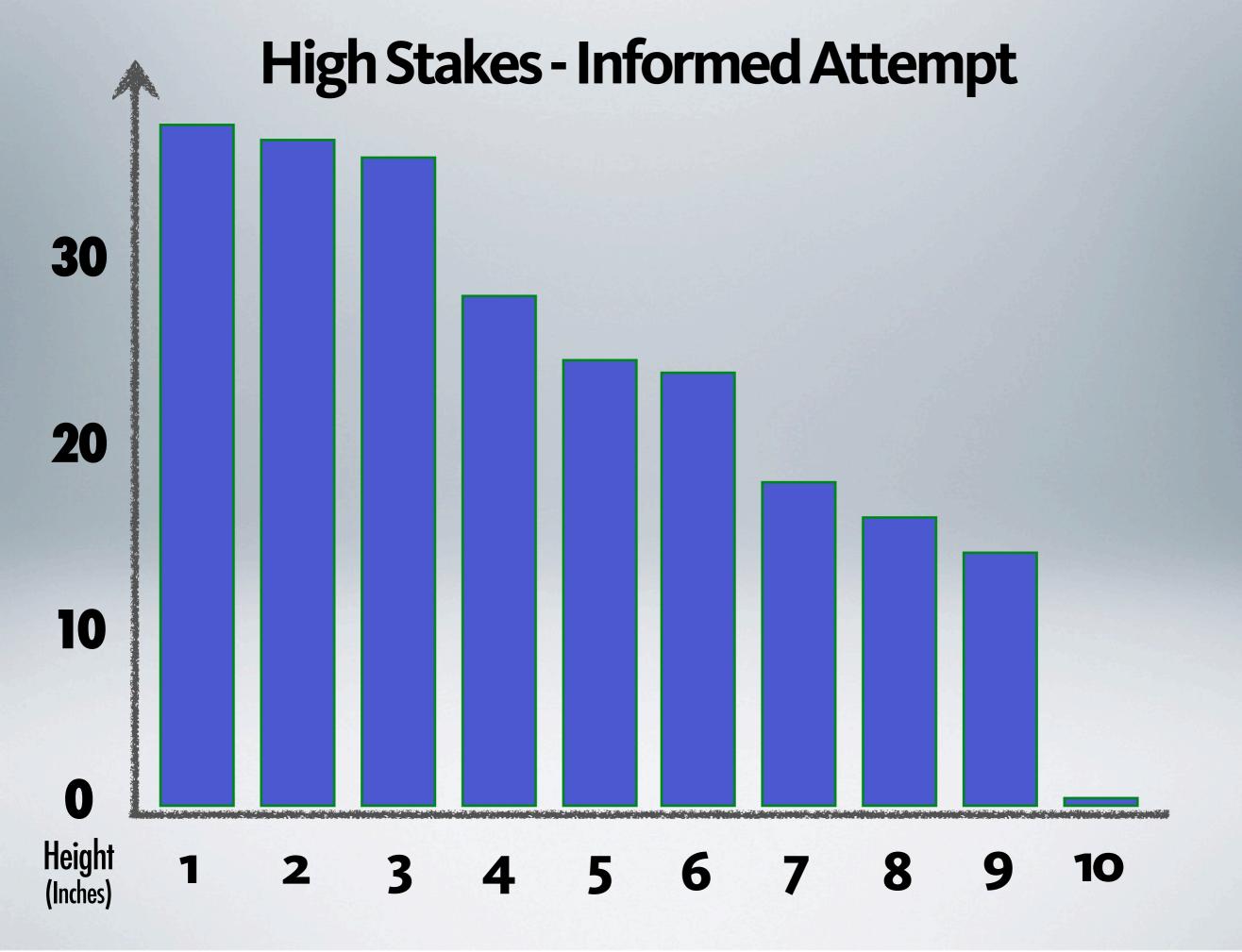




















Incentives + Skills = Success

## Why Conduct the Marshmallow Challenge?

## Help Teams Identify the Marshmallow in their Projects.









### Experience Experience Common Language Prototyping & Facilitation

