Capacity Development Training Workshop on

Changing Mindsets in Public Institutions to Realize the 2030 Agenda in Pakistan

Reading list

The materials, activities and examples of this toolkit have been created from insights gained through experience and research. Below is a list of reading materials that key themes have been developed from, some are books, some of blogs which provide a much shorter read around certain concepts.

Day 1:
- Mindsets
  - Dweck, C. (2017) Mindset - changing the way you think to fulfil your potential
  - Interview with Chris Argyris (p,12) https://karenhegmann.typepad.com/tellingthestory/files/rotmanwinter2008.pdf
  - The nature of mindsets. A primer on how our underlying beliefs… | by Ash Buchanan | Benefit Mindset
  - How Mindset Shapes Our Practice's Success
  - Mindsets for Social Innovation - by Innovation Unit
- Experimental problem solving
  - Towards an experimental culture in government: reflections on and from practice
  - https://www.nesta.org.uk/blog/exploring-the-unobvious-why-governments-need-to-experiment-outside-their-comfort-zone/
- Innovation/experimentation craft
  - Developing innovation craft in the public sector

Day 2:
- Decision making around complex problems
  - A Leader's Framework for Decision Making
- Ethnography, user centred design
  - Stapper and Co-creation and the new landscapes of design
  - Edward T. Hall's Cultural Iceberg Model; Beyond Culture (1976) https://www.spps.org/cms/lib/MN01910242/Centricity/Domain/125/iceberg_model_3.pdf
- Behaviours insight/behaviour science
  - Kahneman, D (2011), Thinking fast and slow
  - Thaler, R.H., and Sunsteirn, C.R., (2009) Nudge: Improving decisions about health wealth and happiness
  - Explainer: What is a behavioral 'nudge'? | by Bloomberg Cities
  - 10 Examples of Nudge Theory

Day 3
- Reframing
  - [Are You Solving the Right Problems?](#)
  - Getzels, J. W., & Csikszentmihalyi, M. (1967). Scientific creativity. *Science Journal, 3*(9), 80–84.
  - Biases: https://medium.com/better-humans/cognitive-bias-cheat-sheet-55a47
  - 2476b18
- Prototyping
  - [Proof of concept, prototype, pilot, MVP – what's in a name?](#)
- Failure
  - Amy Edmondson, HBR April 2011 [Strategies for Learning from Failure](#)
- Learning organisations
  - [Is Yours a Learning Organization?](#)
  - Senge, P. (1990) The 5th Discipline
- Designing for public services
  - [Designing for Public Services](#)
- Social psychology:
  - Bandura, A. (2005) [The evolution of social cognitive theory](#)
  - [5 Strategies for Changing Mindsets | by Dave Paunesku | Learning Mindset](#)

Day 4:
- Storytelling
  - [The Neuroscience Of Storytelling Will Make You Rethink The Way You Create](#)
  - T[he Value of Strategic Storytelling](#) - by Uscreates.
  - Biesenbach, R. (2017) Unleash the Power of Storytelling: Win Hearts, Change Minds, Get Results.
- Hacking policy cycle
  - [Hacker's Toolkit](#)
- Competency framework
  [Skills, attitudes and behaviours that fuel public innovation](#)

Day 5
- Leading Public Design - Discovering Human-Centred Governance. Policy Press 2017.
- [The Challenge of Systems Leadership](#) - by Rachel Sinha.
- [Getting Work Done: What Government Innovation Really Looks Like](#) - by New America
- [How to get better leadership in government](#) - by Christian Bason