

A Technique For Producing Ideas

" It's Not How Good You Are, It's How Good You Want to Be is a handbook of how to succeed in the world: a pocket bible for the talented and timid alike to help make the unthinkable thinkable and the impossible possible. The world's top advertising guru, Paul Arden, offers up his wisdom on issues as diverse as problem solving, responding to a brief, communicating, playing your cards right, making mistakes, and creativity – all endeavors that can be applied to aspects of modern life. This uplifting and humorous little book provides a unique insight into the world of advertising and is a quirky compilation of quotes, facts, pictures, wit and wisdom – all packed into easy-to-digest, bite-sized spreads. If you want to succeed in life or business, this book is a must. "

First published in 1991. Routledge is an imprint of Taylor & Francis, an informa company.

THIS BOOK has become essential reading for anyone-whether in marketing, advertising, sales, finance, or the pure artist-who is seriously interested in the creative business of generating good ideas. It is a concise, clear, but above all practical book, and all those willing to put forth the mental energy to read, understand, and-most importantly-implement its instructions will be richly rewarded. I hope you'll find this to be an amazing gem and another appropriate inclusion in the thINKing cata-logue. I've read its words and absorbed its teachings many times and finally had the wisdom to implement its lessons.

A McGraw-Hill Advertising Classic A Technique for Producing Ideas reveals a simple, sensible idea-generation methodology that has stood the test of time. First presented to students in 1939, published in 1965, and now reissued for a new generation of advertising professionals and others looking to jump-start their creative juices, this powerful guide details a five-step process for gathering information, stimulating imagination, and recombining old elements into dramatic new ideas.

Gives advice for how to achieve success, advocating risk-taking and entrepreneurial thinking by presenting examples of people who made unique decisions that paid off.

This is THE classic on creative thinking, written with the clarity, knowledge, and experience of a skilled advertising man. A Technique For Producing Ideas is a step-by-step technique for sparking creativity in advertising or ANY other field...

A professional "pitching coach" for one of the world's largest marketing conglomerates, Jon Steel shares his secrets and explains how you can create presentations and pitches that win hearts, minds, and new business. He identifies the dos and don'ts and uses real-world examples to prove his points. If you make pitches for new business, this is the perfect book for you.

I took home more in a year than the CEOs of McDonalds, IKEA, Ford, Motorola, and Yahoo....combined....as a kid in my twenties....using the \$100M Offer method. It works. And it will work for you. Not that long ago though, my business had gotten so bad that I literally couldn't even give my services away for free. At the end of each month, I would look at my bank account hoping to see progress (but there wasn't). I knew something had to change...but what? Over the 48 months, I went from losing money to making \$36 for every \$1 spent. In that time period, we generated over \$120,000,000 across four different industries: service, e-commerce, software, and brick & mortar. But, unlike everyone else, we didn't have great funnels, great ads, or a wealthy niche. In fact, we didn't even send emails until we had crossed \$50M in sales(!). Instead, we were able to do this one thing really well....we created offers so good, people felt stupid saying no. Here's exactly what this book will show you how to do: How To Charge A Lot More Than You Currently Are... How To Make Your Product So Good, Prospects Find A Way To Pay For It How To Enhance Your Offer So Much, Prospects Buy Without Hesitating And so much more... If you want to get more prospects to reply to your ads for less advertising dollars, and get them to say YES to breathtaking prices...then grab this book, use its contents, and see for yourself.

A Technique for Producing Ideas McGraw Hill Professional

Discusses how to condition the mind to become "idea-prone" and presents a five-step procedure for solving problems and getting ideas

There are a lot of great advertising books, but none that get down in the dirt with you quite like this one. Thomas Kemeny made a career at some of the best ad agencies in America. In this book he shows how he got in, how he's stayed in, and how you can do it too. He breaks apart how to write fun, smart, and effective copy-everything from headlines to scripts to experiential activations-giving readers a lesson on a language we all thought we already knew. This book is not a retrospective from some ad legend. It's a book that should be instantly useful for people starting out. A guide for the first few years at a place you'd actually want to work. Traditionally, advertising books have been written by people with established careers, big offices and letters like VP in their titles. They have stories from the old days when people could start in the mailroom. They are talented. That's been done. Who wants another book filled with seasoned wisdom? This is a book written by somebody still getting his bearings. Someone who has made an extraordinary number of errors in a still short career. Someone who has managed to hang onto his job despite these shortcomings.

More than three decades after its first publication, Edward Said's groundbreaking critique of the West's historical, cultural, and political perceptions of the East has become a modern classic. In this wide-ranging, intellectually vigorous study, Said traces the origins of "orientalism" to the centuries-long period during which Europe dominated the Middle and Near East and, from its position of power, defined "the orient" simply as "other than" the occident. This entrenched view continues to dominate western ideas and, because it does not allow the East to represent itself, prevents true understanding. Essential, and still eye-opening, Orientalism remains one of the most important books written about our divided world.

Build a disruptive marketing agency for the modern age The marketing services industry is on the cusp of a truly transformational period. The old guard, rooted in tradition and resistant to change, will fall and new leaders will emerge. Hybrid marketing agencies that are more nimble, tech savvy, and collaborative will redefine the industry. Digital services will be engrained into the DNA and blended with traditional methods for integrated campaigns. The depth, versatility, and drive of their talent will be the cornerstones of organizations that pursue a higher purpose. The Marketing Agency Blueprint is a practical and candid guide that presents ten rules for building such a hybrid agency. The new marketing agency model will create and nurture diverse recurring revenue streams through a mix of services, consulting, training, education, publishing, and software sales. It will use efficiency and productivity, not billable hours, as the essential drivers of profitability. Its value and success will be measured by outcomes, not outputs. Its strength and stability will depend on a willingness to be in a perpetual state of change, and an ability to execute and adapt faster than competitors. The Marketing Agency Blueprint demonstrates how to: Generate more qualified leads, win clients with set pricing and service packages, and secure more long-term retainers Develop highly efficient management systems and more effective

account teams Deliver greater results and value to clients This is the future of the marketing services industry. A future defined and led by underdogs and innovators. You have the opportunity to be at the forefront of the transformation. In a future where most people have computer implants in their heads to control their environment, a boy meets an unusual girl who is in serious trouble.

Sliver award winner in Business Reference 2020 Axiom Business Book Awards What makes a great idea? Where do great ideas come from? The highly practical lessons in HOW TO GET TO GREAT IDEAS are based on neuroscience, psychology, and behavioral economics. Written by the former Creative Director of OgilvyOne, Dave Birss, this book offers a brilliant new system for conceiving original and valuable ideas. It looks at how to frame the problem, how to push your thinking, how to sell the idea and build support for it, and how to inspire others to have great ideas. It proves that any organization - and any department within an organization - can become a fertile environment for ideas. Combining a practical research-based system with fascinating insights and inspiring and humorous writing, the book is also accompanied by the problem-solving system RIGHT THINKING. This is a tool that shows organizations a more effective way to generate more effective ideas and is based on the thinking in the book. This is available online and in person from the author.

How to get past the most common myths about creativity to design truly innovative strategies We tend to think of creativity in terms reminiscent of the ancient muses: divinely-inspired, unpredictable, and bestowed upon a lucky few. But when our jobs challenge us to be creative on demand, we must develop novel, useful ideas that will keep our organizations competitive. The Myths of Creativity demystifies the processes that drive innovation. Based on the latest research into how creative individuals and firms succeed, David Burkus highlights the mistaken ideas that hold us back and shows us how anyone can embrace a practical approach, grounded in reality, to finding the best new ideas, projects, processes, and programs. Answers questions such as: What causes us to be creative in one moment and void in the next? What makes someone more or less creative than his or her peers? Where do our flashes of creative insight come from, and how can we generate more of them? Debunks 10 common myths, including: the Eureka Myth; the Lone Creator Myth; the Incentive Myth; and The Brainstorming Myth Written by David Burkus, founder of popular leadership blog LDRLB For anyone who struggles with creativity, or who makes excuses for delaying the work of innovation, The Myths of Creativity will help you overcome your obstacles to finding new ideas.

HOW DO I TRANSFORM MY LIFE? The answer is simple: come up with ten ideas a day. It doesn't matter if they are good or bad the key is to exercise your 'idea muscle', to keep it toned, and in great shape. People say ideas are cheap and execution is everything but that is NOT true. Execution is a consequence, a subset of good, brilliant idea. And good ideas require daily work. Ideas may be easy if we are only coming up with one or two but if you open this book to any of the pages and try to produce more than three, you will feel a burn, scratch your head, and you will be sweating, and working hard. There is a turning point when you reach idea number 6 for the day, you still have four to go, and your mind muscle is getting a workout. By the time you list those last ideas to make it to ten you will see for yourself what "sweating the idea muscle" means. As you practice the daily idea generation you become an idea machine. When we become idea machines we are flooded with lots of bad ideas but also with some that are very good. This happens by the sheer force of the number, because we are coming up with 3,650 ideas per year (at ten a day). When you are inspired by an extraordinary idea, all of your thoughts break their chains, you go beyond limitations and your capacity to act expands in every direction. Forces and abilities you did not know you had come to the surface, and you realize you are capable of doing great things. As you practice with the suggested prompts in this book your ideas will get better, you will be a source of great insight for others, people will find you magnetic, and they will want to hang out with you because you have so much to offer. When you practice every day your life will transform, in no more than 180 days, because it has no other evolutionary choice. Life changes for the better when we become the source of positive, insightful, and helpful ideas. Don't believe a word I say. Instead, challenge yourself to try it for the 180 days and see your life transform, in magical ways, in front of your very eyes.

How to solve critical business challenges by generating more and better ideas Every organization needs a steady supply of fresh, relevant ideas, but managers can't just lock teams in a room with a mandate to brainstorm and hope for the best. Ideation is both a science and an art, and when group ideation processes are well-designed and well-facilitated, anyone can generate an abundance of creative, implementable options—not to mention true breakthroughs—for any business need. Drawing on his work leading high-stakes ideation sessions at over 300 organizations, Mattimore explains the how, what, and why of successful ideation and provides a framework for when and how to apply various techniques. Identifies Mattimore's top ideation and innovation techniques (including 'brainwalking,' finding inspiration in worst ideas, the unexpected effectiveness of wishing, and more) and lays the groundwork for you to invent successful processes of your own Tells real stories of ideation at work in Mattimore's consulting business, including how Ben & Jerry's named a new strawberry fudge flavor, how Thomas' invented a new, healthier English muffin that now accounts for over 30% of its sales, how IBM transformed the culture of one of its divisions to make it more innovative, and many more Mattimore is a world-class expert on applied creativity and an innovation process consultant to over one-third of the Fortune 100 companies; he and his team have helped create and launch products and services worth over \$3 billion in annual US retail sales With a diverse range of tested methods, Idea Stormers is the indispensable guide for developing original, practical solutions to even the most intractable-seeming creative challenges.

Sensible artistic advice and lively personal anecdotes in rare important work by famed Surrealist. Filled with Dali's outrageous egotism and unconventional humor, insights into modern art and his own drawings in the margins.

A step-by-step technique for sparking breakthrough creativity in advertising--or any field Since its publication in 1965, A Technique for Producing Ideas has helped thousands of advertising copywriters smash through internal barriers to

unleash their creativity. Professionals from poets and painters to scientists and engineers have also used the techniques in this concise, powerful book to generate exciting ideas on demand, at any time, on any subject. Now let James Webb Young's unique insights help you look inside yourself to find that big, elusive idea--and once and for all lift the veil of mystery from the creative process. "James Webb Young is in the tradition of some of our greatest thinkers when he describes the workings of the creative process. The results of many years in advertising have proved to him that the key element in communications success is the production of relevant and dramatic ideas. He not only makes this point vividly for us but shows us the road to that goal." --William Bernbach, Former Chairman and CEO, Doyle Dane Bernbach Inc.

A fascinating deep dive on innovation from the New York Times bestselling author of *How We Got To Now* and *Unexpected Life* The printing press, the pencil, the flush toilet, the battery--these are all great ideas. But where do they come from? What kind of environment breeds them? What sparks the flash of brilliance? How do we generate the breakthrough technologies that push forward our lives, our society, our culture? Steven Johnson's answers are revelatory as he identifies the seven key patterns behind genuine innovation, and traces them across time and disciplines. From Darwin and Freud to the halls of Google and Apple, Johnson investigates the innovation hubs throughout modern time and pulls out the approaches and commonalities that seem to appear at moments of originality.

This short but powerful book has helped thousands of writers, artists, scientists, and engineers to solve problems and generate ideas. Now let James Webb Young's unique insights help you be more creative in every area of life. Advertising mogul William Bernbach wrote, "James Webb Young is in the tradition of some of our greatest thinkers when he describes the workings of the creative process. The results of many years in advertising have proved to him that the key element in communications success is the production of relevant and dramatic ideas." This is THE classic on creative thinking, written with the clarity, knowledge, and experience of a skilled advertising man. *A Technique For Producing Ideas* is a step-by-step technique for sparking creativity in advertising and marketing or ANY other field...

Brian Kurtz is the bridge connecting the bedrock fundamentals of direct response marketing to the state-of-the-art strategies, tactics, and channels of today. Overdeliver distills his expertise from working in the trenches over almost four decades to help readers build a business that maximizes both revenue and relationships. Marketing isn't everything, according to Brian Kurtz. It's the only thing. If you have a vision or a mission in life, why not share it with millions instead of dozens? And while you are sharing it with as many people as possible and creating maximum impact, why not measure everything and make all of your marketing accountable? That's what this book is all about. In the world of direct marketing, Brian Kurtz has seen it all and done it all over almost four decades. And he lives by the philosophy, "Those who did it have a responsibility to teach it." Here's a small sample of what you'll learn: * The 4 Pillars of Being Extraordinary * The 5 Principles of why "Original Source" matters * The 7 Characteristics that are present in every world class copywriter * Multiple ways to track the metrics that matter in every campaign and every medium, online and offline * Why customer service and fulfillment are marketing functions * That the most important capital you own has nothing to do with money * And much more Whether you're new to marketing or a seasoned pro, this book gives you a crystal-clear road map to grow your business, make more money, maximize your impact in your market, and love what you're doing while you're doing it. Kurtz takes you inside the craft to help you use all the tools at your disposal--from the intricate relationship between lists, offers, and copy, to continuity and creating lifetime value, to the critical importance of multichannel marketing and more--so you can succeed wildly, exceed all your expectations, and overdeliver every time. Throughout history, selling and entertainment have gone hand in hand - from the medieval pedlar and the medicine show, to generations of TV commercials featuring song and dance, comedy, and cartoon animals, right up to today's celebrities who launch their own multi-million dollar brands.

You've landed a job leading innovation. (It might not be called "innovation" exactly. Maybe you're responsible for growth or you're responsible for "new products," or services. Maybe you have your own startup and have been building your team or you've been asked to lead "transformation" or a labs group at a big company....) Congratulations! What do you do now? Where do you start? What do you need to know? What are your real job responsibilities? If you don't have a job description or it doesn't seem to fit (or if you never really looked at it), you'll need to come up with one for yourself that goes beyond a list of projects or hiring a team. That's where this book comes in. It's designed to be a tactical guide for you, the person charged with leading innovation, regardless of the product or domain, no matter the organizational structure you've inherited or are meant to create, no matter the process you've adopted or want to adopt, whether you work in a brand-new start up or a Fortune 500 corporation. It's for managers and consultants, design directors and chief innovation officers, board members, CEOs, and recruiters. It will help you juggle the needs of your team, your organization, and the projects, products, or services themselves. It will give you a framework for problem-solving your approach to innovation when the pressure to solve big problems feels bigger than ever.

An Adweek Book Master the techniques that top companies use to spark creativity In today's business environment, gaining the competitive edge through creative and original thinking is a crucial component of brand strategy. Creative leader of advertising Tom Monahan offers a fresh look at the subject, providing hard and fast methods for freeing the mind and inspiring active creativity in oneself and others. His 180-degree Thinking(TM), 100 MPH Method, and other techniques he employs in his creative consulting practice are easy-to-use strategies for unleashing new ideas and facilitating creative product development, advertising, and marketing plans. This book has the added benefit of Monahan's experience of using these methods at A-list client companies.

A different way of discovering and developing the best business ideas Jack Welch once said, "Someone, somewhere has a better idea." In this myth-busting book, the authors reveal that great business ideas do not spring from innate creativity, or necessarily from the brilliant minds of people. Rather, great ideas come to those who are in the habit of looking for great ideas all around them, all the time. Too often, people fall into the trap of thinking that the only worthwhile idea is a thoroughly original one. Idea Hunters know better. They understand that valuable ideas are already out there, waiting to be found - and not just in the usual places. Shows how to expand your capacity to find and develop winning business ideas Explains why ideas are a critical asset for every manager and professional, not just for those who do "creative" Reveals how to seek out and select the ideas that best serve your

purposes and goals and define who you are, as a professional Offers practical tips on how to master the everyday habits of an Idea Hunter, which include cultivating great conversations The book is filled with illustrative accounts of successful Idea Hunters and stories from thriving "idea" companies. Warren Buffet, Walt Disney, Thomas Edison, Mary Kay Ash, Twitter, and Pixar Animation Studios are among the many profiled.

Introduces eight marketing geniuses who built multi-million dollar businesses and examines their marketing practices, techniques, mistakes, and triumphs

Now thoroughly revised and updated, this systematically presented coursebook tells you everything you need to know about advertising, from how to write copy and choose a typeface, to how agencies work and the different strategies used for print, TV or cinema and other media, including interactive. Exercises throughout help the reader judge their own work and that of others. By getting to the heart of the creative process in a way that other guides don't, the book can help anyone produce better advertising. This new edition features a thoroughly revised and updated chapter on interactive advertising, with new exercises and some thirty new illustrations. 'Invaluable' Creative Review 'Enormously encouraging, practical and entertaining. If this book could stand in front of a class (of creative students) and talk, I'd be out of a job.' Tony Cullingham, Course Director, The Watford Creative Advertising Course, West Herts College

How do you make something out of nothing? Up your game with this masterclass in creative thinking. Combining Dave Trott's distinctive, almost Zen-like storytelling, humour and practical advice, One Plus One Equals Three is a collection of provocative anecdotes and thought experiments designed to light a fire under your own creative ambitions. From the First World War sailor who survived being sunk three times in one day to the one-time 'merchant of death' who made his name a byword for peace, and the gypsy who lost two fingers and then reinvented jazz. From boardroom to battlefield, these stories of unconventional wisdom from one of the world's true advertising greats are a rallying cry for anyone who wants to think differently, stand out and truly innovate.

Dancing about Architecture: A Little Book of Creativity is a compendium of outrageous ideas: ideas about how to take more risks, and about how to go about coming up with better ideas. Ideas about how to plan experiences that leave people who are in the same room as those ideas awestruck, and ideas to help you avoid the textbook, the worksheet the barely stifled yawn. From using The Book of Revelation as a planning device; to seeing every experience through the prism of physical activity or song; to measuring a poem to find its real heart; it outlines a methodology that, if you use it, will make you an even greater creative force than you already are.

In a series of disarmingly simple arguments financial market analyst George Cooper challenges the core principles of today's economic orthodoxy and explains how we have created an economy that is inherently unstable and crisis prone. With great skill, he examines the very foundations of today's economic philosophy and adds a compelling analysis of the forces behind economic crisis. His goal is nothing less than preventing the seemingly endless procession of damaging boom-bust cycles, unsustainable economic bubbles, crippling credit crunches, and debilitating inflation. His direct, conscientious, and honest approach will captivate any reader and is an invaluable aid in understanding today's economy.

Argues that strict legal guidelines prove insensitive to the diverse forms of cultural expression prevalent in the United States "The first in time I shall call Preparation, the stage during which the problem was 'investigated ... in all directions'; the second is the stage during which he was not consciously thinking about the problem, which I shall call Incubation; the third, consisting of the appearance of the 'happy idea' together with the psychological events which immediately preceded and accompanied that appearance, I shall call Illumination. And I shall add a fourth stage, of Verification ..." Solis Press are pleased to be able to republish Wallas' seminal book on creativity that had sadly been out of print for many years. Graham Wallas (1858-1932) was a social psychologist and educationalist who helped found the London School of Economics. This edition is based on the first edition of 1926 and has been completely reset in fresh type. "Wallas plainly is courageous, tolerant, keenly observant, and widely experienced in social matters." The Sewanee Review

A look into what lies behind creativity from one of the advertising industry's leading players Creativity isn't an occupation; it's a preoccupation. It is challenge for everyone in the modern world—from business and advertising to education and beyond. Here, the world-famous advertising creative John Hegarty offers a pocket bible of creative thinking, aimed at provoking, challenging, and inspiring greater heights of innovation. From Renaissance art to rock 'n' roll, Hegarty takes a wide-angle view of creativity as he sets out to demystify the many ups-and-downs that can arise during the creative process. Paralyzed by the blank page? Daunted by cynics in the workplace? Money leading you astray? Hegarty combines personal experience and anecdotes along with clear, pragmatic, and good-humored insight into tackling all creative challenges head on. Over fifty entries, including "Good is the Enemy of Great," "Respect Don't Revere," "Get Angry," and "Bad Weather" relay useful and generous advice on how best to improve, sustain, and nurture creativity in any profession. Accompanied by copious irreverent line drawings from Hegarty's own sketchpad, Hegarty on Creativity is concise, accessible, and richly rewarding.

How the world's leading innovators push their ideas to fruition again and again Edison famously said that genius is 1 percent inspiration, 99 percent perspiration. Ideas for new businesses, solutions to the world's problems, and artistic breakthroughs are common, but great execution is rare. According to Scott Branson, the capacity to make ideas happen can be developed by anyone willing to develop their organizational habits and leadership capability. That's why he founded Behance, a company that helps creative people and teams across industries develop these skills. Branson has spent six years studying the habits of creative people and teams that are especially productive—the ones who make their ideas happen time and time again. After interviewing hundreds of successful creatives, he has compiled their most powerful—and often counterintuitive—practices, such as: •Generate ideas in moderation and kill ideas liberally •Prioritize through nagging •Encourage fighting within your team While many of us obsess about discovering great new ideas, Branson shows why it's better to develop the capacity to make ideas happen—a capacity that endures over time.

The classic guide to creating great advertising now covers all media: Digital, Social, and Traditional Hey Whipple, Squeeze This has helped generations of young creatives make their mark in the field. From starting out and getting work, to building successful campaigns, you gain a real-world perspective on what it means to be great in a fast-moving, sometimes harsh industry. You'll learn how to tell brand stories and create brand experiences online and in traditional media outlets, and you'll learn more about the value of authenticity, simplicity, storytelling, and conflict. Advertising is in the midst of a massive upheaval, and while creativity is still king, it's not nearly enough. This book is an essential resource for advertising professionals who need up-to-date digital skills to

reach the modern consumer. Turn great ideas into successful campaigns Work effectively in all media channels Avoid the kill shots that will sink any campaign Protect your work Succeed without selling out Today's consumer has seen it all, and they're less likely than ever to even notice your masterpiece of art and copy, let alone internalize it. Your job is to craft a piece that rises out of the noise to make an impact. Hey Whipple, Squeeze This provides the knowledge to create impressive, compelling work.

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