

Strategy for Life

Realization of the Qualities of a Creative Person requires a certain technique. This technique is known as LSCP – Life Strategy of Creative Person.

According to the main idea of LSCP, the whole life of a Creative Person (CP) is an ongoing battle with the «External Obstacles» (EO). These «obstacles» may come in form of various objects and actions by those objects: acts of nature, inner problems or external circumstances.

Still, EO is not represented as «absolute evil». EO exist in their own world and abide their own laws. EO interfere with the goal only by not aiding it. For example, rain can prevent arriving on time to an important meeting, however, one mustn't try to fight rain or get offended by it: to prevent being late one must simply take into account the possibility of such interference.

LSCP is written out in form a few dozens of «steps», grouped into four main categories. In each part of his/her life, CP sets specific goals for himself/herself. EO can interfere with realizations of these goals through its actions (its «steps»). In return, CP plans ahead the counter steps to prevent the negative effect of EO. This is similar to a typical chess game. Moreover, separate stages of this «game» are indeed named using the chess terminology, though some important differences are present.

Debut – the choice of a future «game», the choice of the Goal. How can the circumstances interfere? Evidently this interference can push towards alternative, lesser goals. This is similar to obtaining a narrow specialization with no possibility to broaden it further to «vast science». It is important for a CP to be able to choose and then independently identify and develop his or her Goal.

The Debut of LSCP has two parts, both of which have their own main conflicts. The EO of the first conflict steer one towards typical behaviour, towards standard high school and university education. The aspiration of CP towards more serious goals should force CP to obtain more advanced education and develop independence between the through process and behaviour. The second conflict is the battle for time, or more specifically for the right to manage one's time. EO take this time away and the CP must find ways to save it and use it productively.

The Creative Person prevails if a Worthy Goal is chosen and transition to the next stage is successful.

Mittelspiel (middle of the game) begins from the moment the Goal has been chosen. So now it is important to obtain a minimal result which may be of use to others.

Mittelspiel has three part (and three main conflicts).

The first conflict is again the battle for time. CP strives to maximize the time saved for working towards achieving the Goal. EO still force the CP to spent time on many other unproductive activities.

The second conflict is the incompatibility of social status of the Creative Person and the important Goal that CP is working towards. This is rather common in any type of work.

The third conflict comes from the group that forms around the Creative Person. The group is an asset, but at the same time it creates additional complications.

The Creative Person prevails if the group for realization of the Goal is created (formation of a scientific school) and transition to the next stage is successful.

Endspiel (end of the game) presents the development of the system of Goals. CP accomplishes results even if their life span prevents further work.

This stage has two main parts (and two main conflicts).

The first conflict comes from the fact that it is no longer one school working towards the Goal, but a group of schools. A large number of new people can perform more work, but at the same time there are more possibilities for errors and distortions.

The second conflict is that it takes too much time to reach this stage, sometimes a whole lifetime, and the work is not yet finished.

One again, the Creative Person prevails if transition to the next stage is successful.

Post Endspiel. This is not possible in a game of chess – a game after a game is finished, but in Life Strategy it can happen.

Post Endspiel has two parts (and two main conflicts).

The Creative Person is now physically absent; yet, certain results are still produced due to the steps accomplished earlier.

The scientific movement becomes a group of movements («super-motion»). The number of people rapidly increases and even more rapidly decreases the overall quality of work. The «super-motion» takes on a new form of «External Obstacles».

The very first version of LSCP came out in 1985. Finalized versions have been published in various books.*) Every stage of this game is comprised of numerous «steps» taken by both the External Obstacles and the Creative Person. Many cases also introduce additional reinforcing steps. The total is 88, but it should be noted that many of the «steps» can be made several times during different stages of this giant «game» and most importantly, this total cannot be complete. As life evolves, new possible interactions between the Creative Person and the External Obstacles come through. They must be studied and used.

*) More in detail about these books look in section 22 «The Literature».

G. S. Altshuller considered LSCP to be one of the most important sections of TRIZ. It is impossible to create a genuine Creative Person without such an instrument and so it is impossible to effectively solve problems. A detailed study of LSCP demands a lot of time (and regular use demands a lifetime), but a brief overview of the main stages of this instrument is necessary even at the introductory level.

Implementation of LSCP requires combined efforts from many instruments of TRIZ. On the other hand, even the basic familiarization with LSCP allows for better understanding of the key instrument of TRIZ – *Algorithm of Innovative Problem Solving* (ARIZ).

