The 6 Types of Working Genius



WONDER

People with the Genius of Wonder love to speculate and question. They ask questions like, "Why are things the way they are? Is there a better way?" They love to sit in the ambiguity and imagine the possibilities. People with the Genius of Wonder help create the conditions for Invention.

INVENTION

People with the Genius of Invention get joy from taking challenges and generating solutions. They enjoy innovating from scratch and love a blank whiteboard or piece of paper on which they can brainstorm. Invention is the most commonly recognized genius but all six geniuses are needed to get work done.

DISCERNMENT

People with the Genius of Discernment have a natural ability to evaluate the workability of ideas. They are good curators of what's going on around them and can recognize patterns. They know how to connect the dots and give people good feedback across a broad range of topics.

GALVANIZING

People with the Genius of Galvanizing love to get things moving. They are great at pushing people out of their comfort zone and inspiring them to get started. They enjoy rallying people around an idea and getting them moving in the right direction.

ENABLEMENT

People with the Genius of Enablement make things happen. They know how to help, when to help, and can flex to whatever the situation calls for. People with the Genius of Enablement are people-oriented and want to help realize a vision. This genius provides the support needed to move solutions into the first stages of Implementation.

TENACITY

People with the Genius of Tenacity are task-oriented and love to take things across the finish line. They ensure a project is going to have the impact it's supposed to have and lives up to agreed-upon standards. They don't respond to the emotional appeal of the galvanizer, but to the need to see the work completed. They get joy and energy from checking off a box on the "to do" list.

Working Genius All-In-One Model

STAGES OF WORK	RESPONSIVE VS DISRUPTIVE	THE 6 TYPES	ALTITUDE
IDEATION		WONDER • Identifies the need for change • Responds to the environment • Steady energy	— 30,000 ^{FT}
		INVENTION • Generates ideas and solutions • Disrupts the status quo • Bursts of energy	— 25,000 ^{FT}
ACTIVATION		DISCERNMENT • Assesses workability of ideas • Responds to and refines ideas • Steady energy	— 20,000 ^{⊧⊤}
	G	CALVANIZING • Inspires and pushes to action • Disrupts comfort zones • Bursts of energy	— 15,000 ^{⊧⊤}
		ENABLEMENT · Helps move things forward · Responds to need · Steady energy	10,000⁼⊺
		TENACITY Ensures successful results Disrupts by imposing standards a Bursts of energy 	5,000 ^{FT} to ground and plans