Creating a Sense of Urgency

Lesson 1: Change or Die

WHY?			
1	is		
2	is		
3	is		
Success can lead to _		•	
CASE STUDIES:			
1. Circuit City vs		_	
2. Blockbuster vs		_	
"Never-ending creative		<u>.</u> ."	
3. Traditional vs		_	
Don't confuse the			
Why are we doing that? W	Vhy are we doing it I	ike that?	
Change is	_ because complacency is		