

YOU ARE A HERO SINCE YOU WERE BORN

Pahlawan = HERO

H.E.R.O

***H**euristic (trial / error)*

***E**vent (kejadian)*

***R**esponse (tindakan)*

***O**utcome (hasil)*

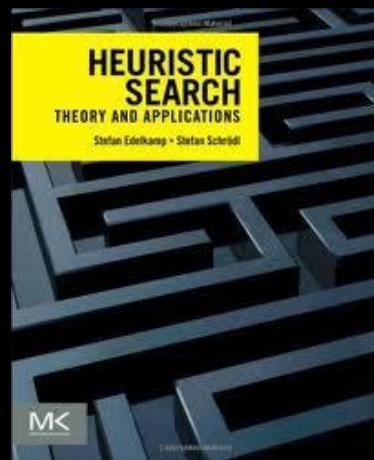
HEURISTIC .. HEURISTIC .. HEURISTIC

Sadarkah anda ? !!

bahwa sejak kecil anda selalu
OPTIMIS dalam menghadapi hidup
dengan melakukan prinsip coba-
coba (trial/error) tanpa banyak
aturan ??

HEURISTIC

Heuristic and trial/error searching in
your life when you were grow-up
(creative people & startup)



EVENT SERINGKALI TIDAK ADA HUBUNGANNYA
DGN ANDA

EVENT

(kejadian yg baru saja terjadi)

Bedakan antara **KEKECEWAAN** dan
KEGAGALAN !!

**APAKAH ANDA 100% BERTANGGUNG JAWAB UTK DIRI
SENDIRI ?**

RESPONSE

(reaksi anda . . saat ini)



Anda yg menyebabkan semuanya terjadi, atau

Anda membiarkan semuanya terjadi

OUTCOME

(hasilnya dimasa mendatang)

FAILURE < > FEEDBACK



TO MAKE YOUR DREAM COMES TRUE IS TO WAKE-UP

Rencana, keahlian, sekolah, modal, teman, alat-alat, lokasi, dukungan pemerintah, doa, model bisnis, buku-petunjuk, dan 1001 hal-hal lainnya hanya mempengaruhi keberhasilan anda 3% .. sedangkan yang 97% nya sangat dipengaruhi oleh AKSI/TINDAKAN + **KEYAKINAN**

You Are What You Think Your WAY



“YAWTYWAY”

**“The motivation mantra behind your
success in life”**

(www.billasbi.com)

YAWYTYWAY

“The Motivation Mantra Behind your Success in Life”

Personal-Power 4 Leadership

To be the **HERO** of your life, you must do the
Heuristic (Event, Response, Outcome)
Cycle effectively

Past / Yg sudah terjadi pada masa lalu	Present / Dilakukan pada saat ini	Future / Hasil dimasa YAD	Umpang balik (feedback)
Aksi /Kejadian / Event	Reaksi/ Response	Outcome	
What Happened to YOU	Your KEY	Benchmark	



The Alternative way is,

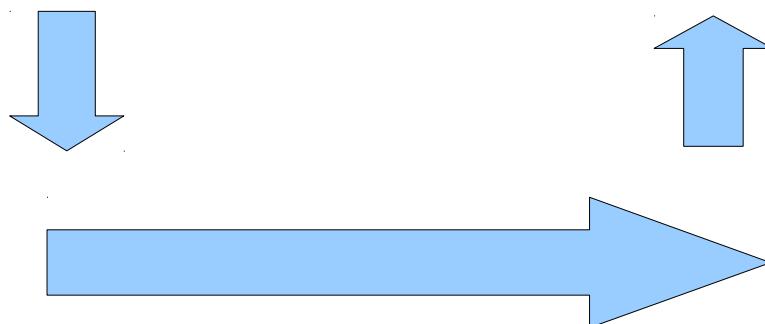
1. YOU create everything happened to YOU, or
2. YOU allow everything happened to YOU !!

Generic SWOT Quadrant

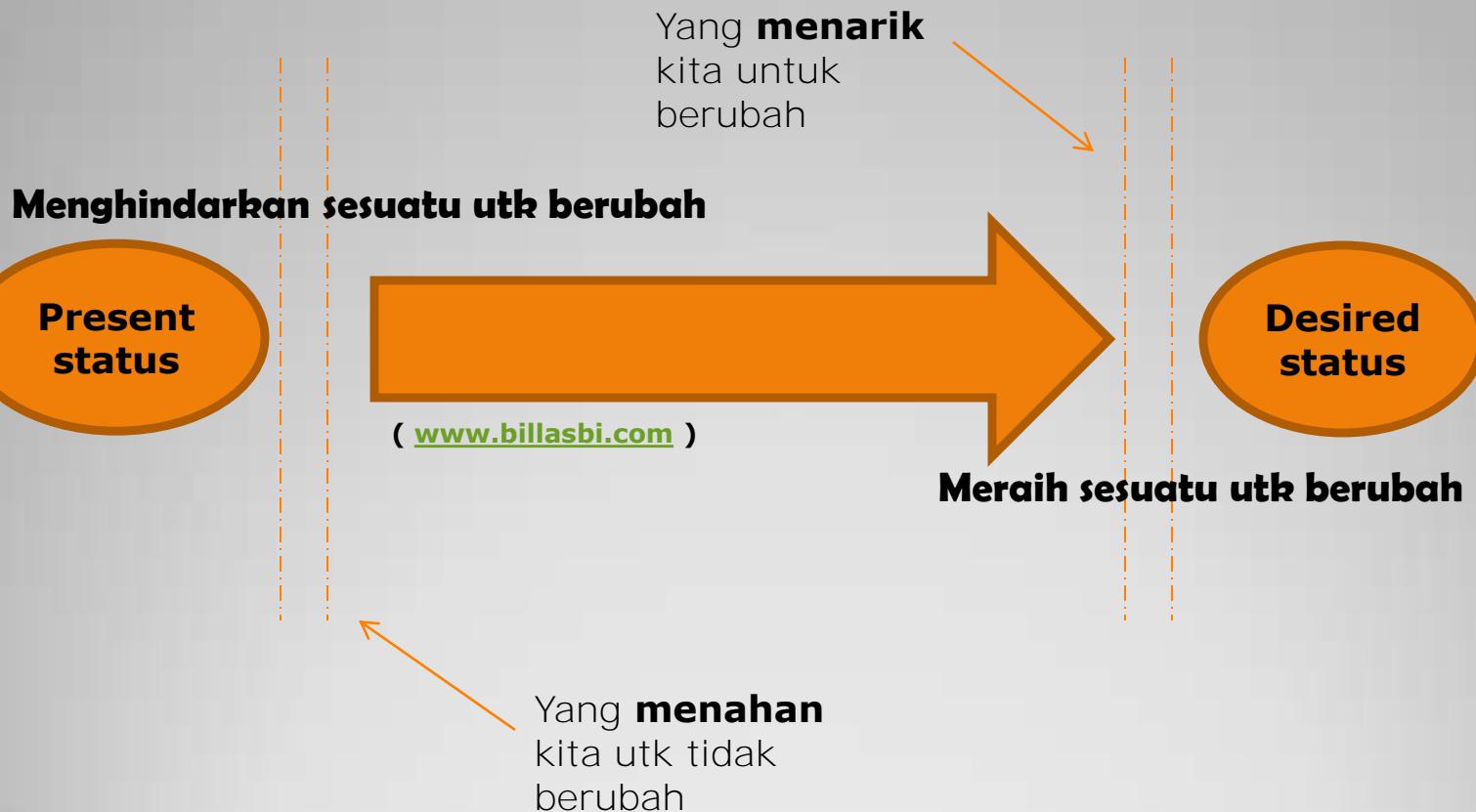
	Internal Resources	External Influences
(+)	Strength	Opportunity
(-)	Weakness	Threats & Difficulties

SWOT Analysis of Yourself

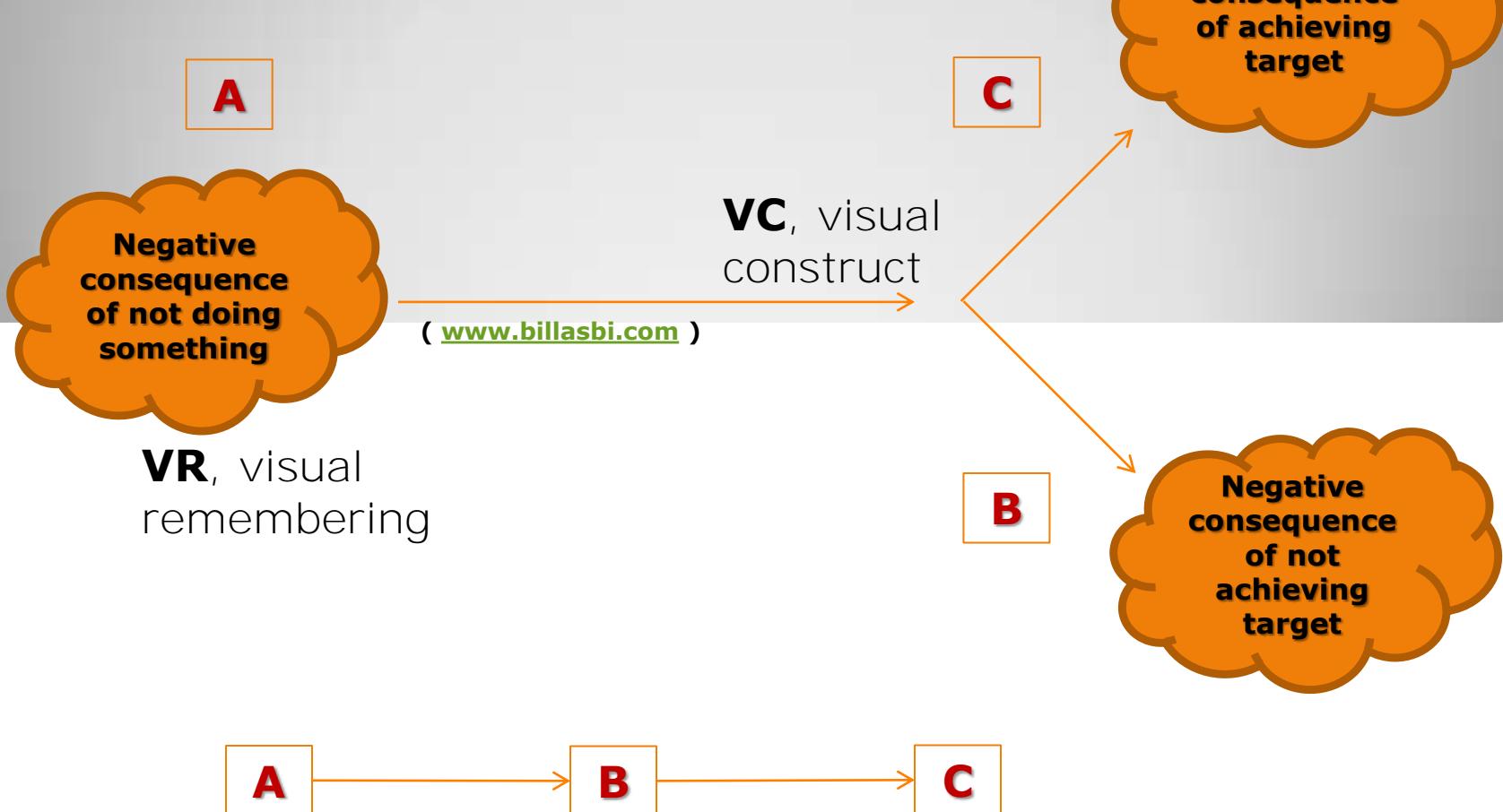
INTERNAL		EXTERNAL	
REAKSI / RESPONSE		AKSI / KEJADIAN / EVENT	
(+)	(-)	(+)	(-)
Motivasi Inspirasi Kolaborasi Solusi dll (tambahkan)	NATO NABO NACO NALO dll (tambahkan)	Kesempatan Tawaran Penugasan Pelajaran Tantangan Promosi	Teguran Mutasi Demosi PHK dll (tambahkan)
S	W	O	T
80.00%	20.00%	20.00%	80.00%
20 % Response		80 % Outcome	



Toward-Away Personal Change belief



Example of **Motivation** strategy



Pain-Pleasure Management

