

#GameChangingBeliefs for the Knowledge Working Organization

#ABE17, Warsaw, October 2017

#GameChangingBeliefs

How can you create an organization where succeeding with Agile is possible? Are there things you could choose to believe in, that would actually push your luck in a favourable direction? Does it make sense to think like this? And if so, what should you then chose to believe in? This interactive talk argues in the favour of this and offers practical examples of what such beliefs could be.

AgileByExample 2017

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My interest is to understand and learn more about how organizations best operate at the required speed and agility.

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HOW CAN YOU CREATE AN ORGANIZATION WHERE SUCCEEDING WITH AGILE IS POSSIBLE?

The world is changing

1. DILIGENCE
2. CLIENTS
3. COOPERATION and LEADERSHIP
4. CORPORATE and REPUTATION



Berlingske Business, 03-May-2016

#GameChangingBeliefs - The questions

- Can you chose to believe in something that will change your luck in business?
- Does it make sense to think like this?
- If so, what should we chose to believe in?

Let's first take a look at the dark side

Why is more
luck desirable?



What do you think when hearing this? Could this be you?

Most companies suffer from

overload!



TOO MUCH TO DO!

poor execution!



ALL LOCKED IN ...

bad ideas!



HAMMERING ON THE
WRONG ROCKS?

... some indicators from the dark side ...



OVERLOAD

Stress is an increasing problem

62% feeling disrespected at work

(Source: qz.com)

Up to 90% of organizations suffer from overload
Up to 80% of productive time is spent in meetings

(Source: Google)

If you are not managing your load, you are probably at least 3x overloaded

(Source: Don Reinertsen – as I remember him)



POOR EXECUTION

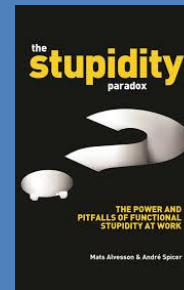
#Prison3DotZero (Prison 3.0)



Your organization feels like a prison; not a nice place to be!

The key is inside!

Books written about this →



BAD IDEAS

What you are working at right now may never result in anything or be used by anyone

... most ideas are BAD!

50% of features never used
70% of projects fail
80% of products fail
>80% of transformations fail
90% of startups fail

...

(Source: Google)

(Innovation as Usual, HBR)

Is your survivability at risk?

What is the consequence of overload, bad ideas and poor execution?



85% ++ of original 500 S&P companies failed to survive 40 years

(Source: Viable System Model/Patrick Hoverstadt)

80-90% of strategies never implemented

(Source: Google)

The quest(ions) - repeated

- How can you best build an organization where you will experience more 'operational effectiveness' and more 'success' more often?

... SUCCEEDING WITH AGILE IS POSSIBLE?

- Can you chose to believe in something that will favorably change your luck?
- Does it at all make sense to think like this?
- If so, what should we chose to believe in?

#GameChangingBeliefs

Example of what we are talking about

Who is this?



He said

*'if you take care of
your employees,
... '???'*



He said

*'if you take care of
your employees,
they will take care
of your business'*



EXERCISE

AS A ... WHAT ARE THE
BEST THINGS I COULD
CHOOSE TO BELIEVE IN?



Is this a useful way to think?

Culture in a company ...

... is defined by what you
are not talking about



How can you change culture?



Hear no evil, see no evil, speak no evil

Behavior ...



... is a function of a person and the environment surrounding the person

Behavior

= Environment
x Person

How can you change personal behavior?

Example: Changing people

PERSON **→** **ENVIRONMENT**

Freedom through structure

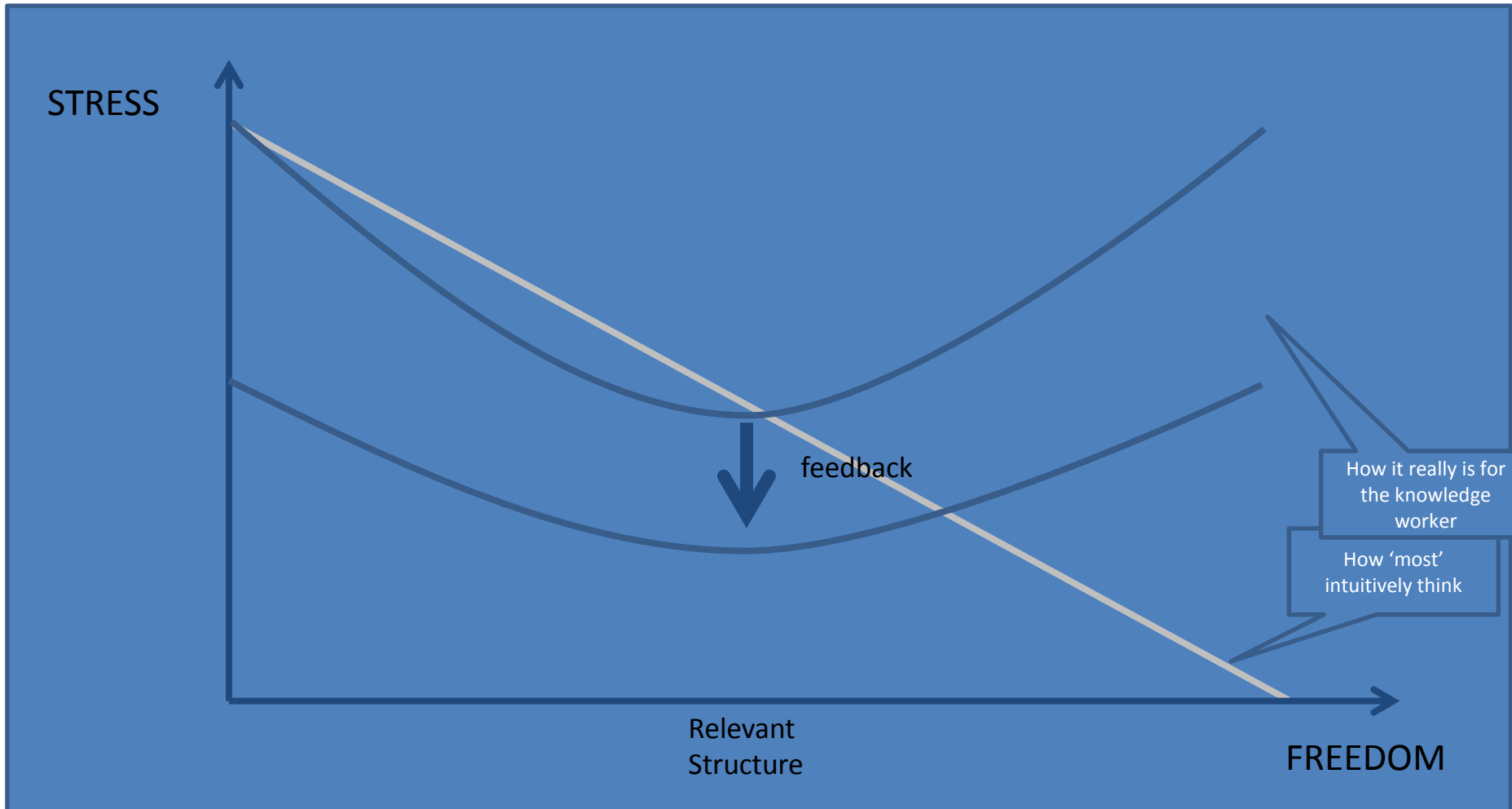
- The right structure – in your environment – can give you more freedom ... to perform

- Examples
 - Traffic rules and control
 - ... more ?



The sweet spot: freedom to perform

-- EMPOWERMENT 2.0 --



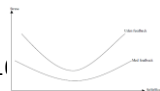
How it really is for the knowledge worker

How 'most' intuitively think

Relevant Structure

FREEDOM

#42stc

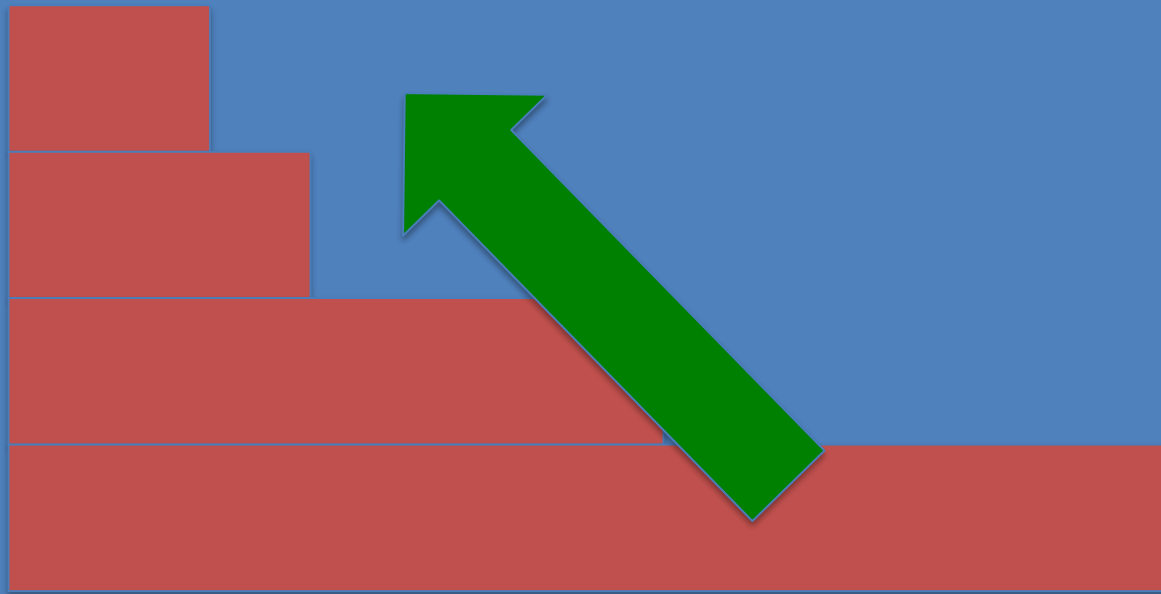


Gary Player

*"The more I practice,
the luckier I get"*



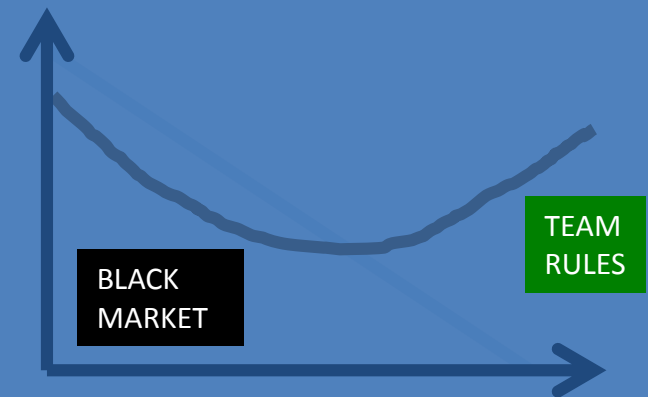
Example: Pushing luck in your direction



Example: Loosely managed team

Consider this:

- A loosely managed team ...
- Complaining about a bad boss, lack of structure and no feedback ... etc ... etc
- Everyone doing what they want; not able to meet commitments
- What could this team do?
(Self-organize?)



What should you chose to believe in?

Eleven+1+1 Game Changing Beliefs

- The OPPORTUNITY SPACE is huge – never stop searching
- Know and be who you are...be RELENTLESS in what you are aiming for
- PEOPLE make the difference
- Enable everyone to LEARN and ACT INTELLIGENTLY
- Understand what VALUE is and where it comes from
- Optimize the FLOW OF VALUE
- The worst COST is what you can't do, because of what you did
- Accept that MOST IDEAS ARE BAD
- Accept that MOST PROJECTS ARE CHAOTIC
- SMALL, FAST, SIMPLE beat large, slow, complex any day
- (*... or, never run faster than your guardian angel can fly*)
- ENGAGE with the world – SHARE what you know – STEAL with pride
- Keep ACCOUNTABILITY crystal clear
- Follow the real WORK

Summary

- Today's companies (often blindly) suffer from
 - overload
 - bad ideas and
 - poor execution (incl lack of alignment)
- How can we find a way to
 - operate at a speed where we can afford to lose?
 - offer everyone involved freedom to perform and opportunity to contribute?
- Stick to what you believe in ... and it will serve you well!

#GameChangingBeliefs



... are beliefs with a game changing impact on your success with high-tech product development!

Imagine if you could choose to believe in something ... and then it would change your luck ... forever!

www.42ndstreetcompany.com/game-changing-beliefs "Change your luck ... forever!"

*You can't control your luck,
but you can change it!*



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BLOG

speed.42stc.com

IF I EVER WRITE A BOOK ...

agilitylab.dk

MEETUP GROUP

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