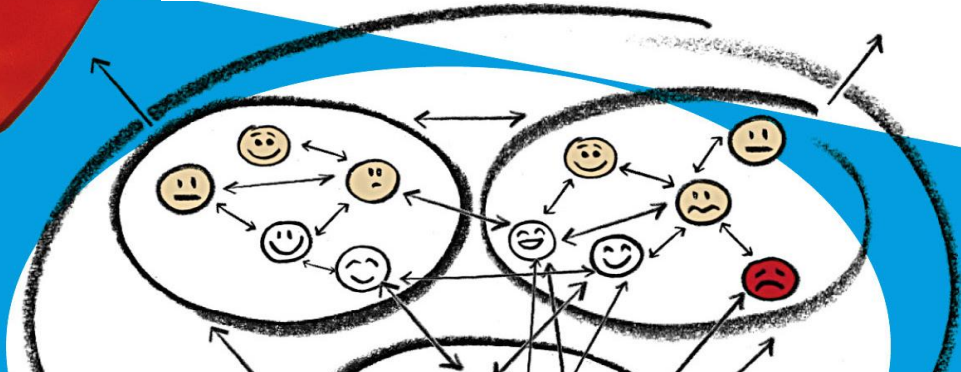


Agile New England  
Boston, 05.03.2018

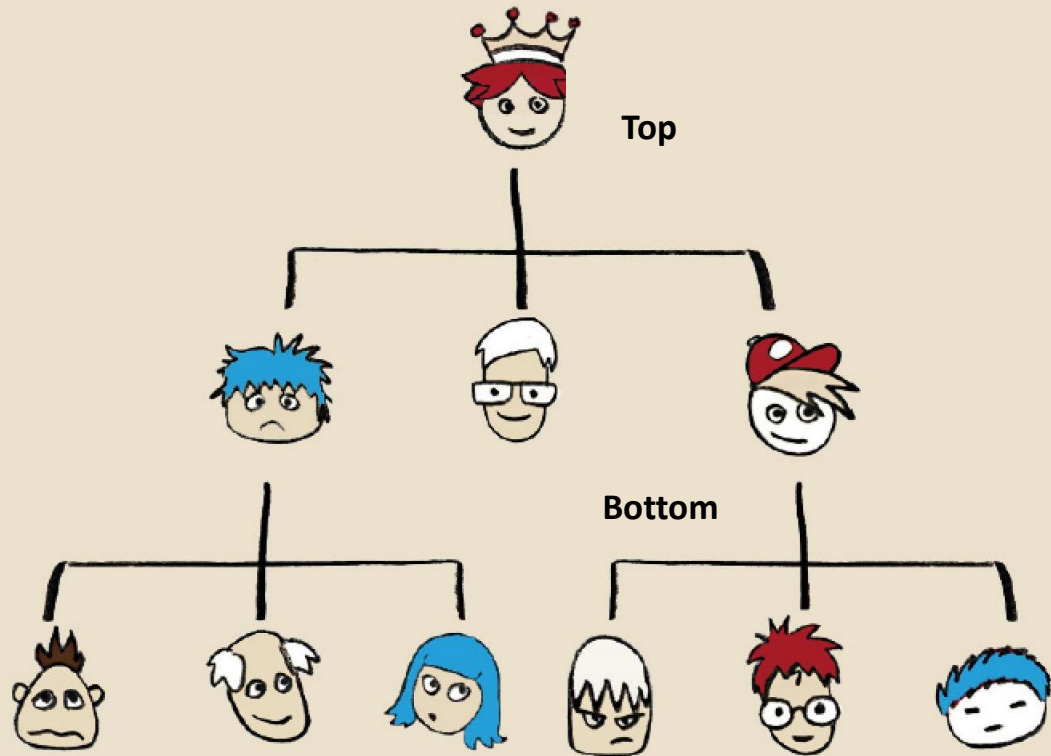
@NielsPflaeging @Complexitools  
#AgileNewEngland

# Complexitools

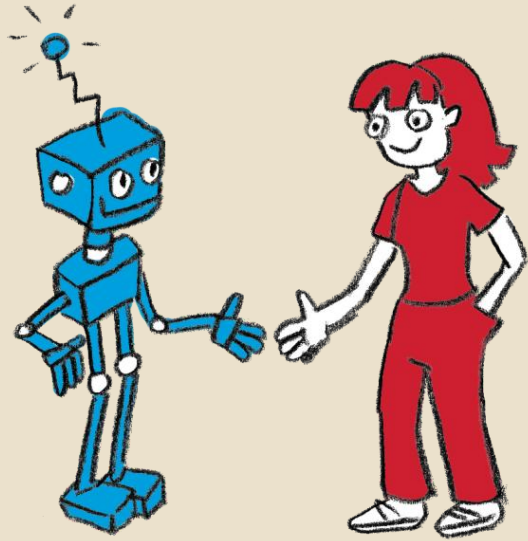
The Blue and the Red, and how to create the truly agile,  
complexity-robust, high-performance organization.  
Everywhere. Sooner than you think











Dynamic  
part of value  
creation  
**Solution: Man**



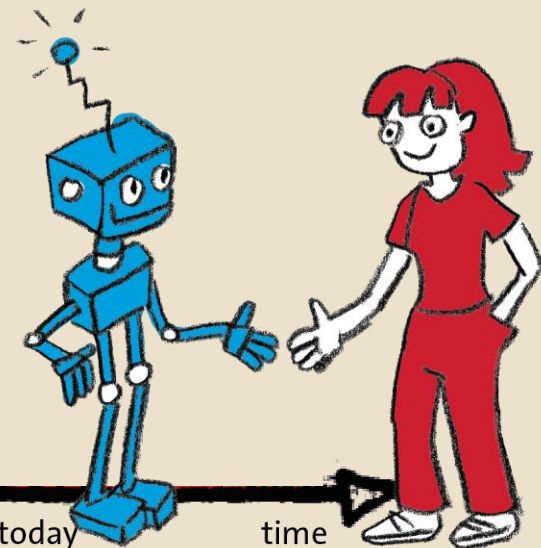
Formal  
part of Value  
Creation  
**Solution:  
Machine**

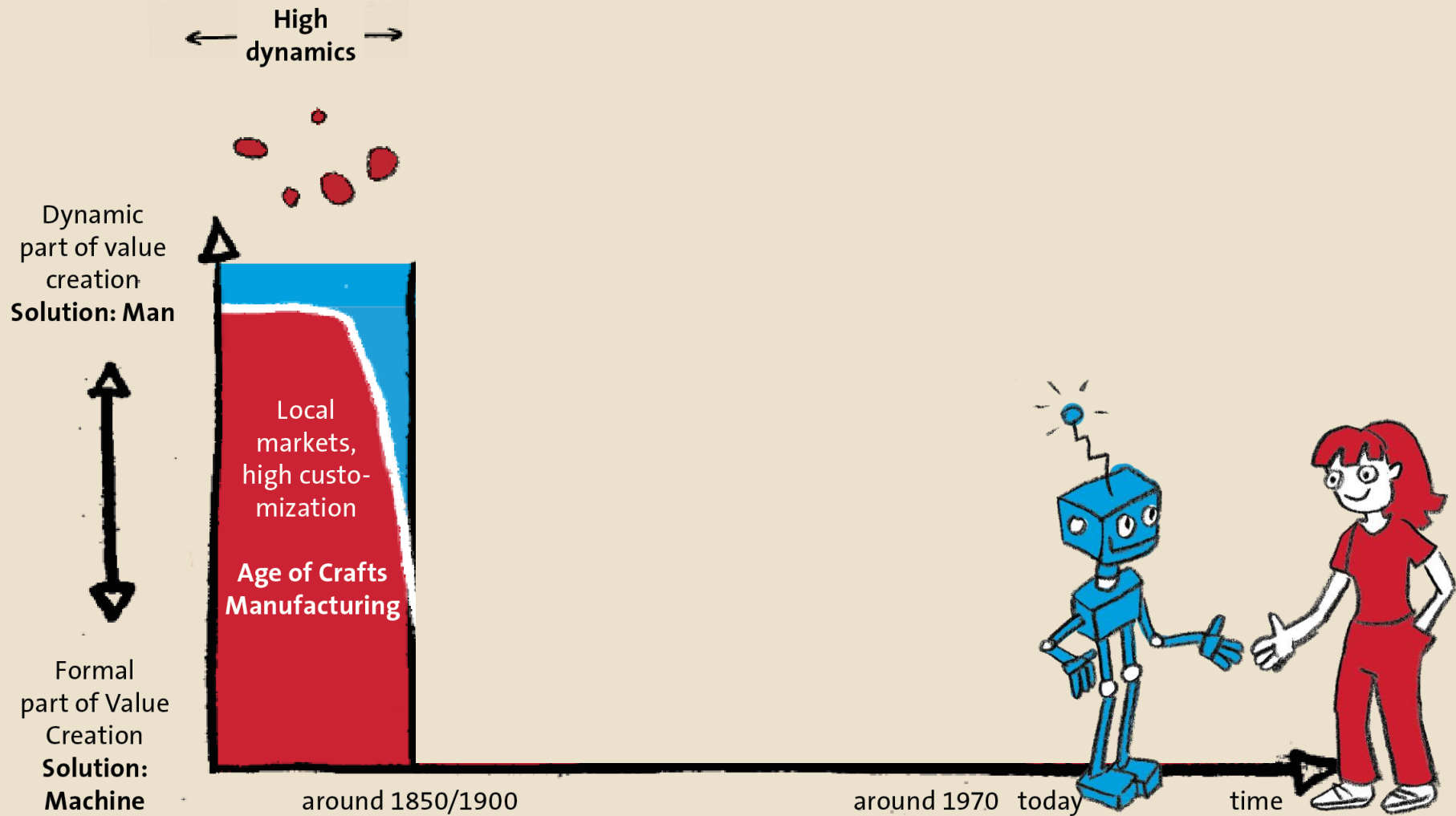


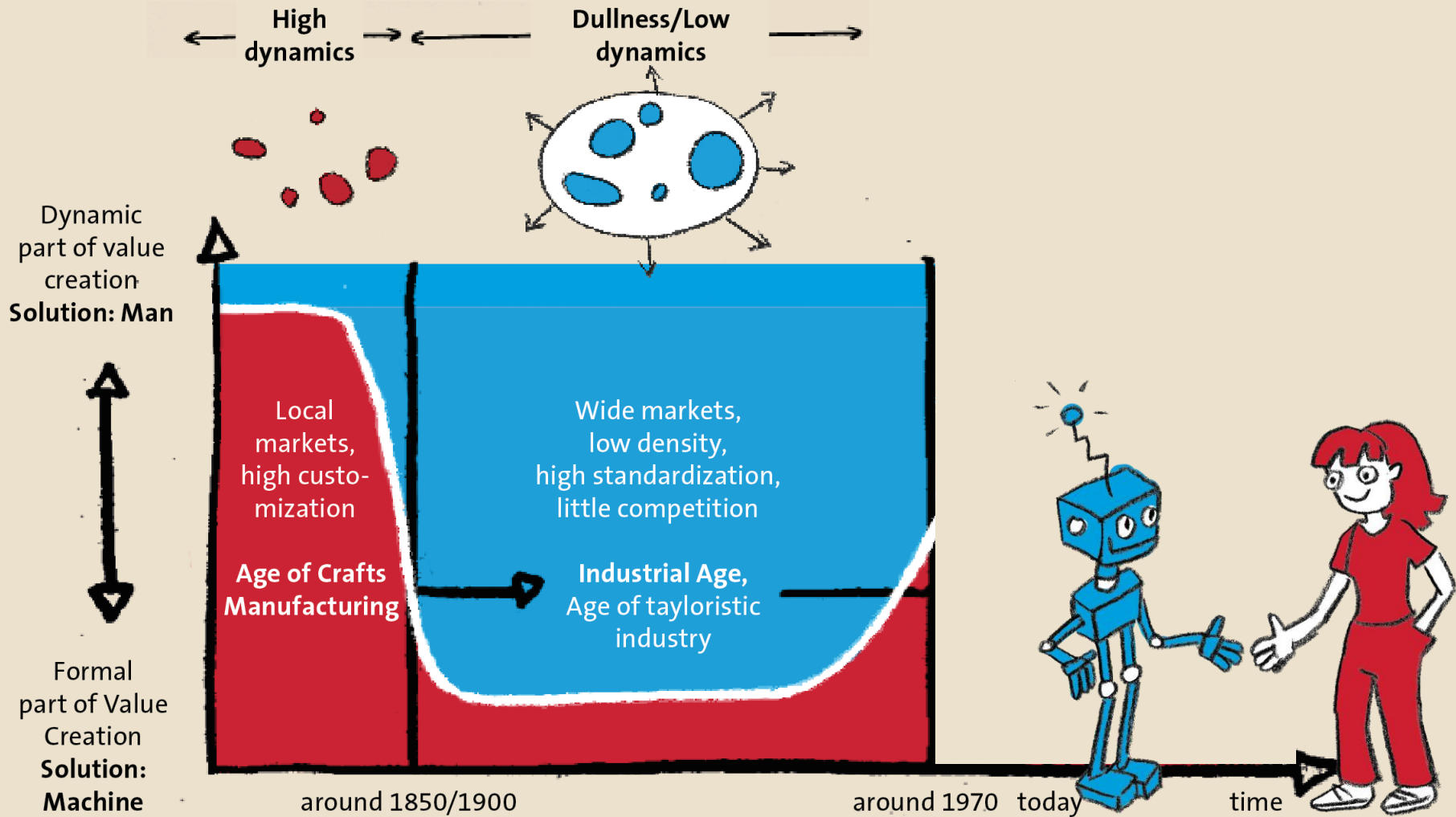
around 1850/1900

around 1970 today

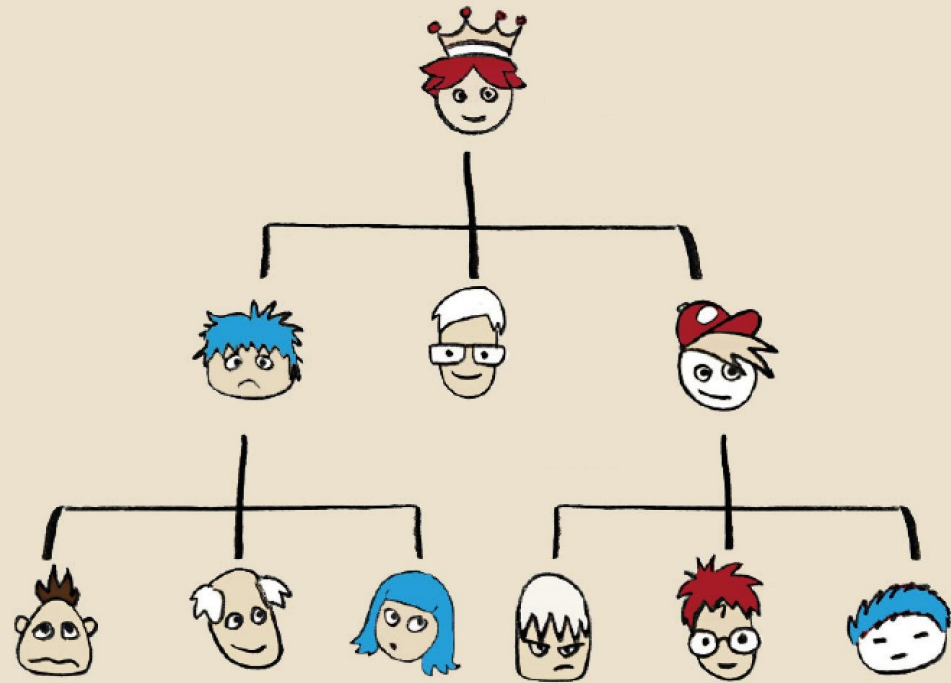
time

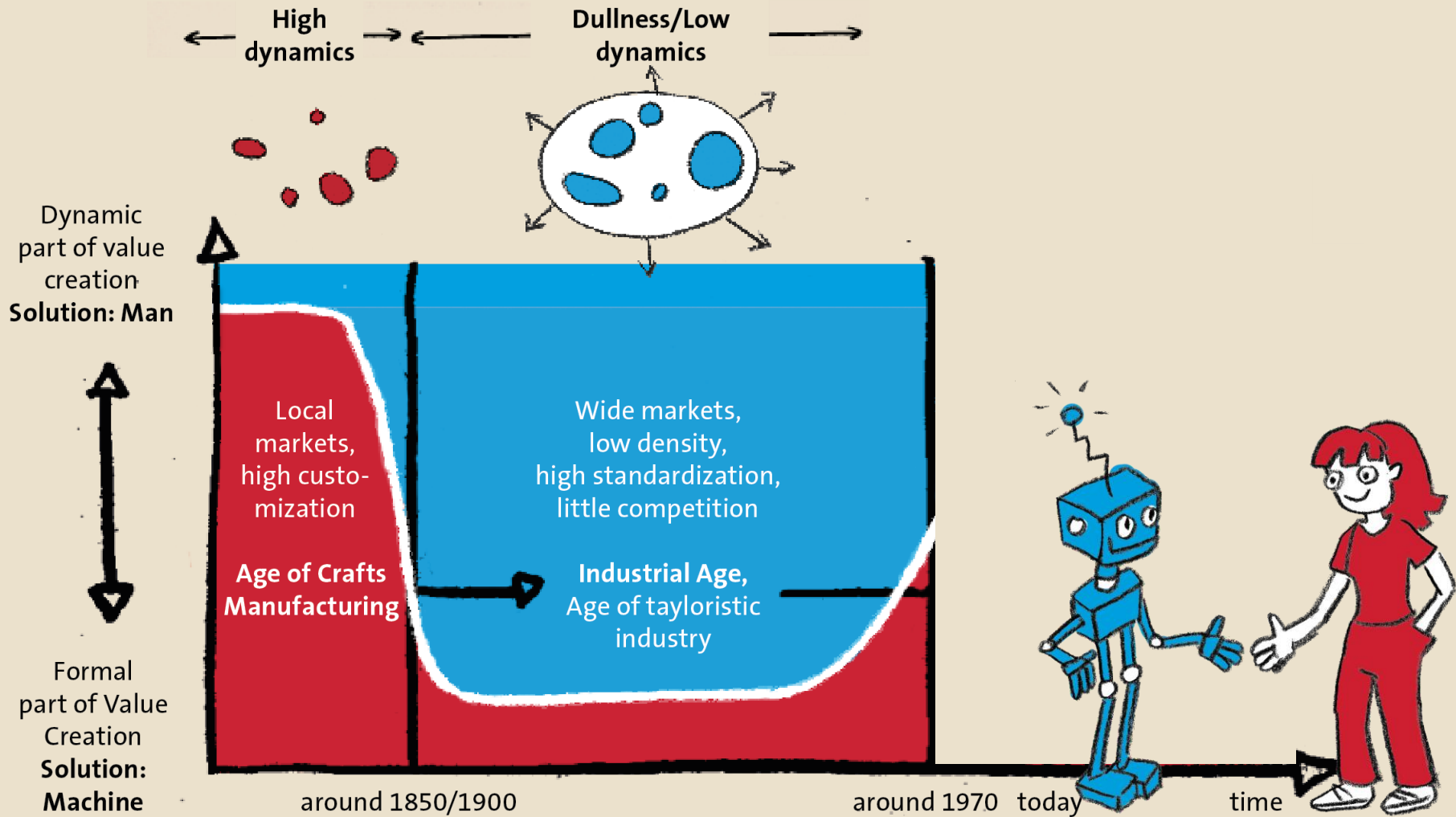


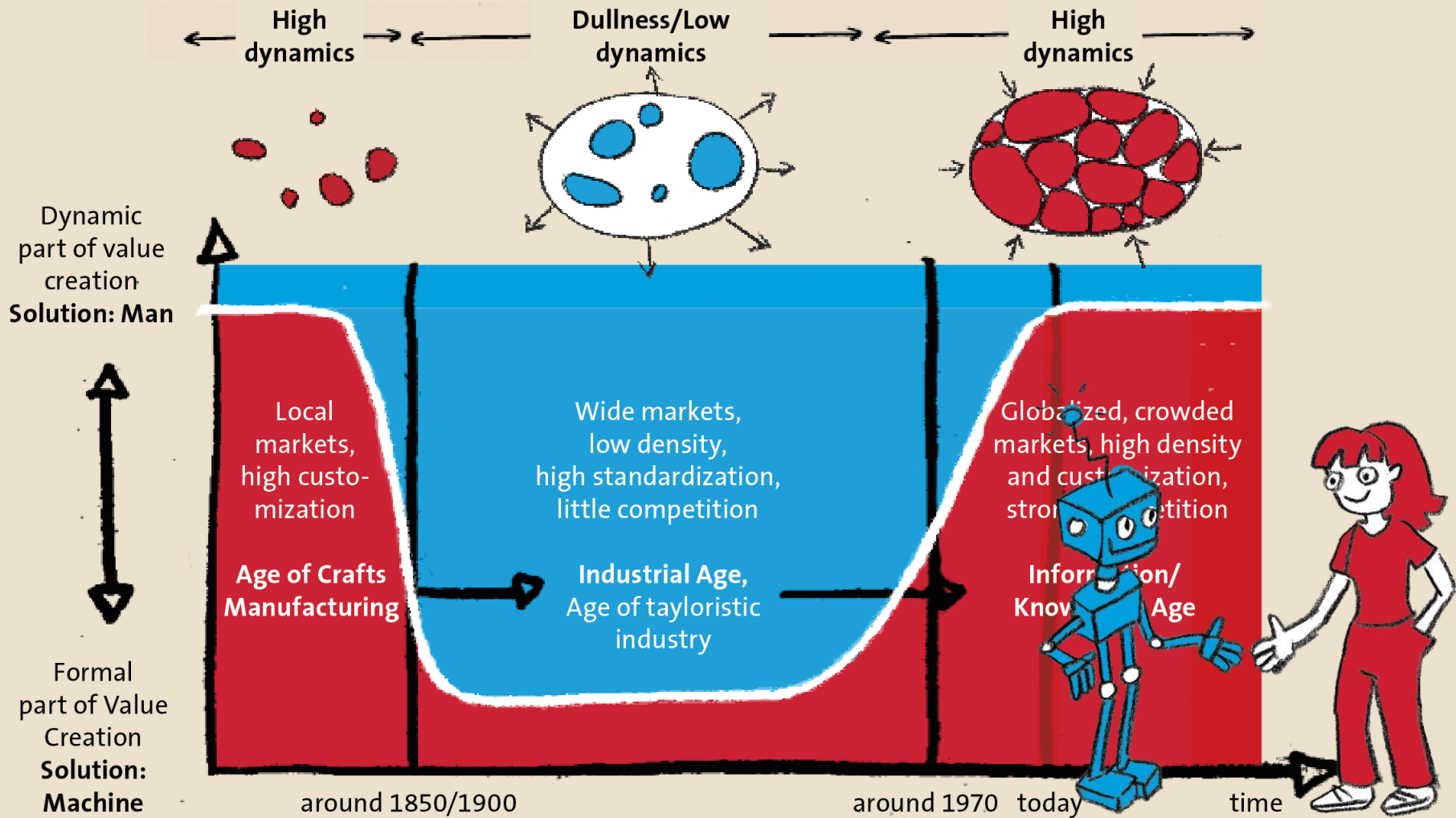


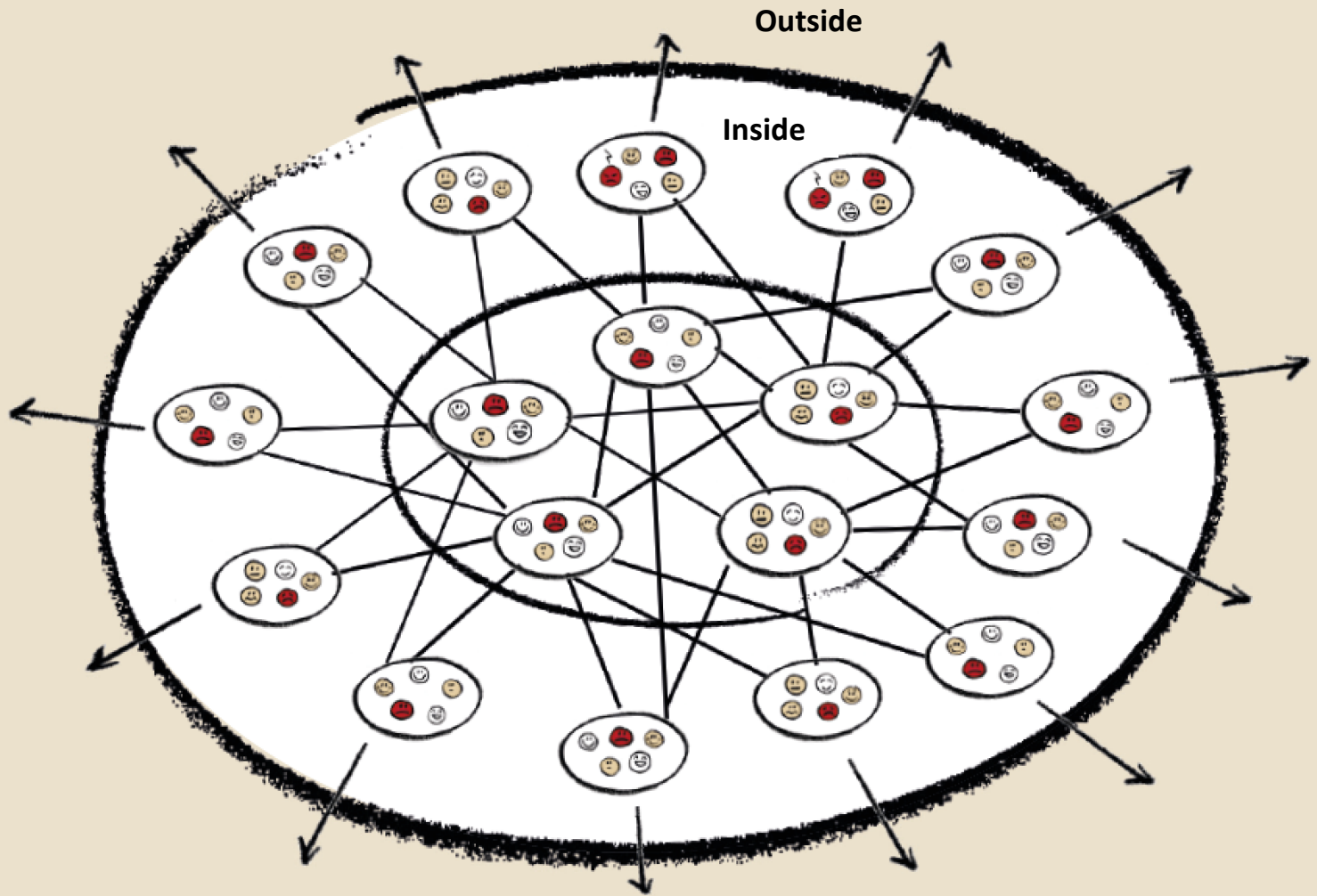
















## Law

- §1 Freedom to act
- §2 Responsibility
- §3 Governance
- §4 Performance climate
- §5 Success
- §6 Transparency
- §7 Orientation
- §8 Recognition
- §9 Mental presence
- §10 Decision-making
- §11 Resource usage
- §12 Coordination

## Beta

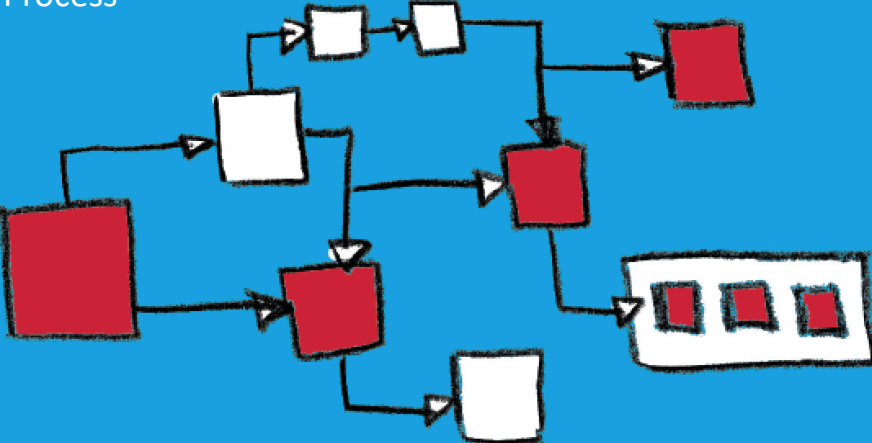
- Connectedness
- Cells
- Leadership
- Result culture
- Fit
- Intelligence flow
- Relative Targets
- Sharing
- Preparedness
- Consequence
- Purpose-driven
- Market dynamics

## Alpha

- not Dependency
- not Departments
- not Management
- not Duty fulfillment
- not Maximization
- not Power accumulation
- not Top-down prescription
- not Incentives
- not Planning
- not Bureaucracy
- not Status-oriented
- not Commands



Process

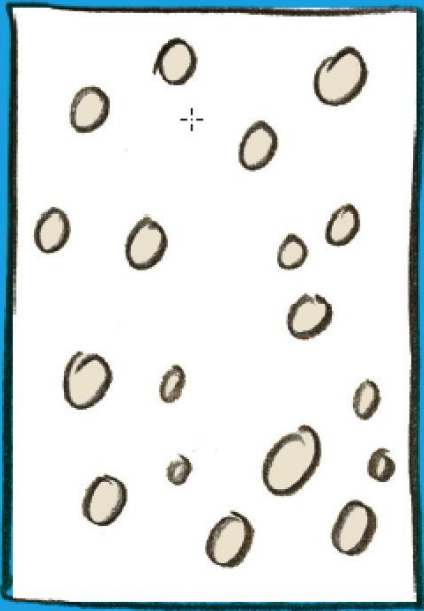


Project

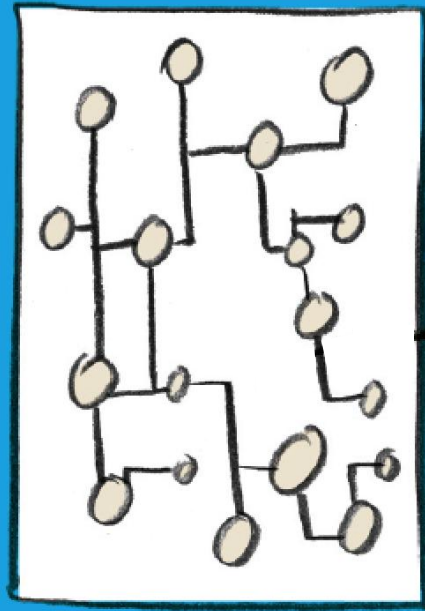




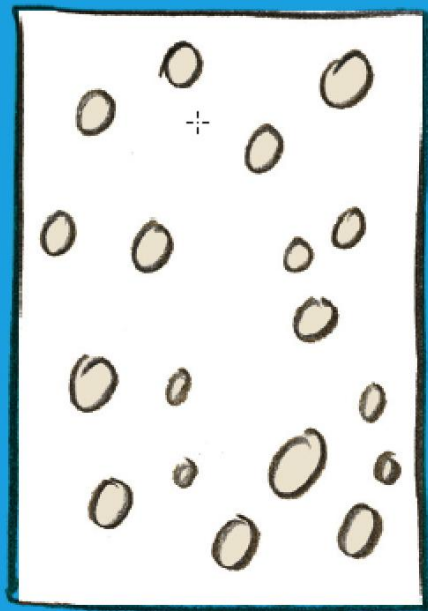
?



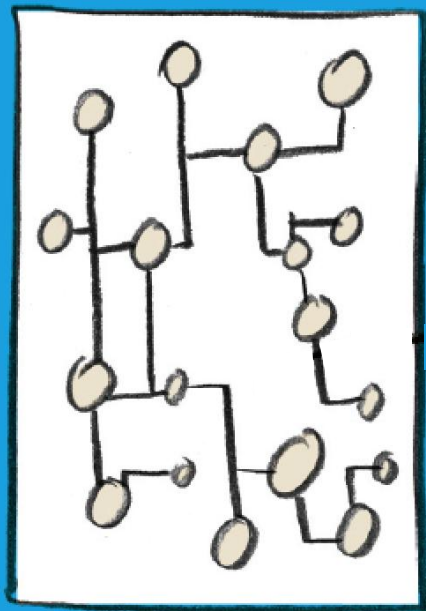
?



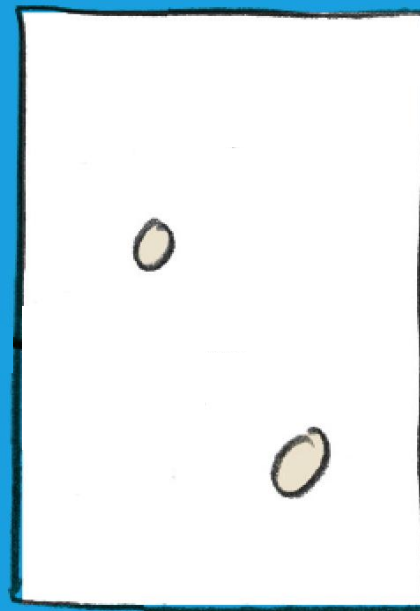
Data



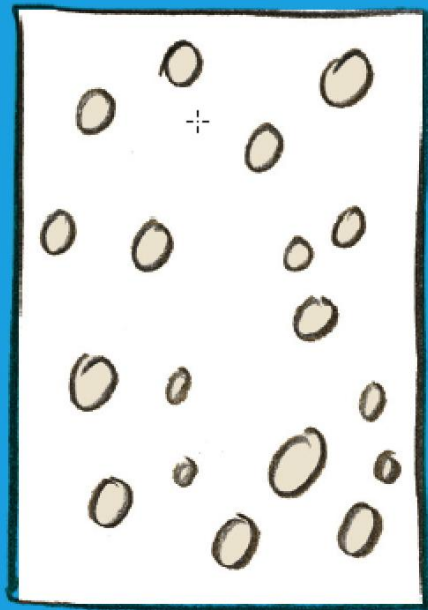
Information



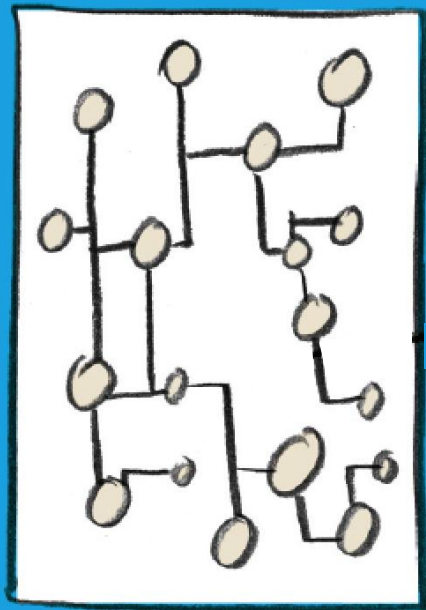
Knowledge



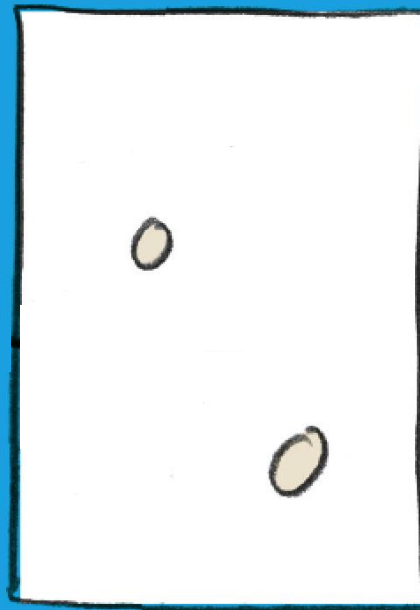
Data



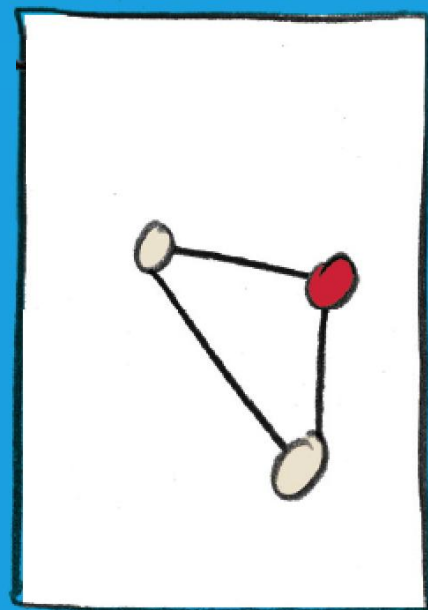
Information



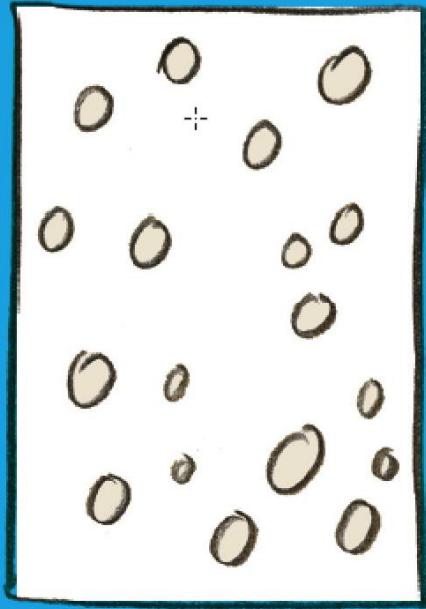
Knowledge



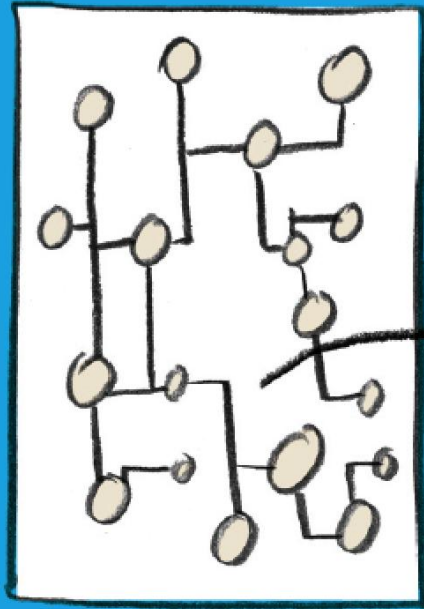
Mastery



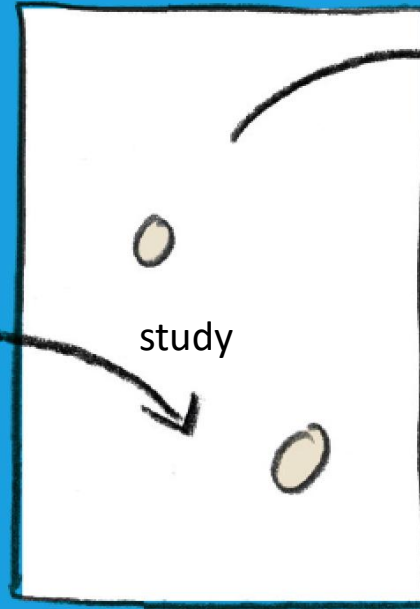
Data



Information

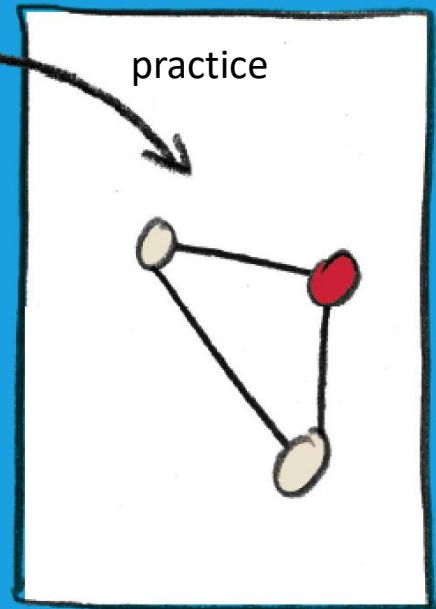


Knowledge

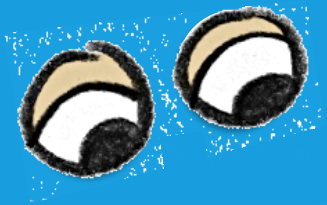


"make sense"

Mastery

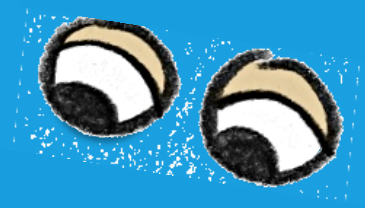


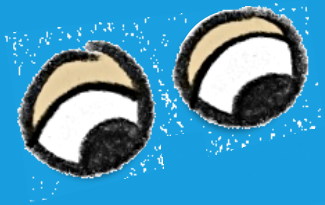
"make knowledge"



Theory X

Theory Y





## Theory X

### **Attitude**

People dislike work,  
find it boring,  
and will avoid it if they can

### **Leadership**

People must be forced or bribed  
to make the right effort

### **Responsibility**

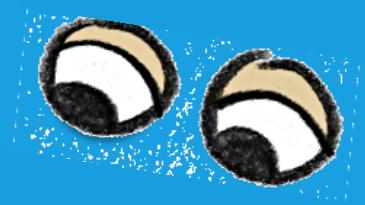
People would rather be directed than  
accept responsibility (which they avoid)

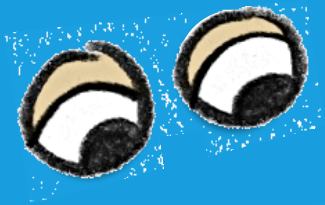
### **Motivation**

People are motivated mainly by money  
and fears about their job security

### **Creativity**

Most people have little creativity - except when it  
comes to getting around rules





## Theory X

### Attitude

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## Theory Y

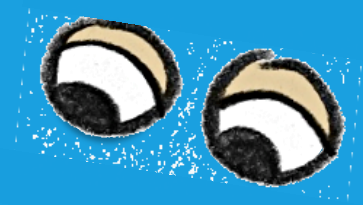
People need to work and want  
to take an interest in it.  
Under right conditions, they enjoy it

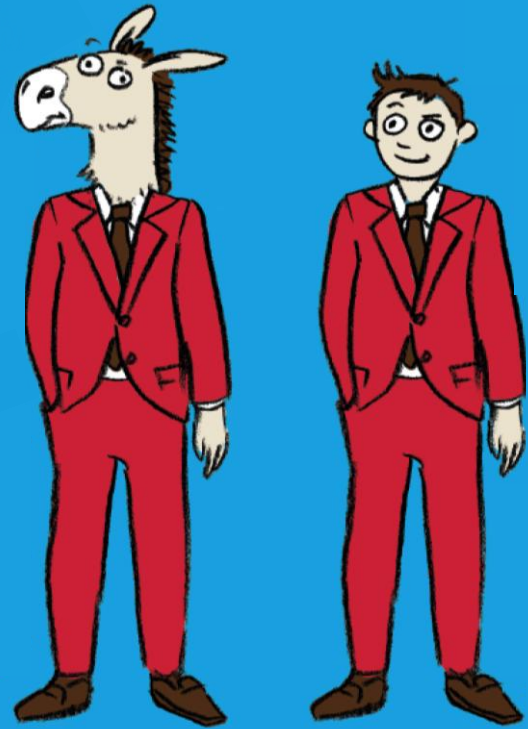
People will direct themselves  
towards a target that they accept

People will under the right conditions seek  
and accept responsibility,

Under the right conditions, people are motivated  
by the desire to fulfill their own potential

Creativity and ingenuity are widely distributed  
and grossly underused











Bonuses/Incentives      Control of work hours      Business Unites

Key Accounting      Personnel Development      Assessment Centers      Forecasting

Dress Codes      Performance Appraisal      Cross-Selling      Sales      Meritocracy

Matrix structures      Cost management      Process management      HR

Org charts      Earnings guidance      Milestones      Development Centers      Target negotiation

Budgeting      Extra hours/Extra hour pay      COO      Allocations      Personnel expenses

Core work hours      Quotas      Project management      Executive parking lots

Pay for Performance      Balanced Scorecards      Job descriptions      Strategic Planning

Management by Objectives      Product management      Employee surveys

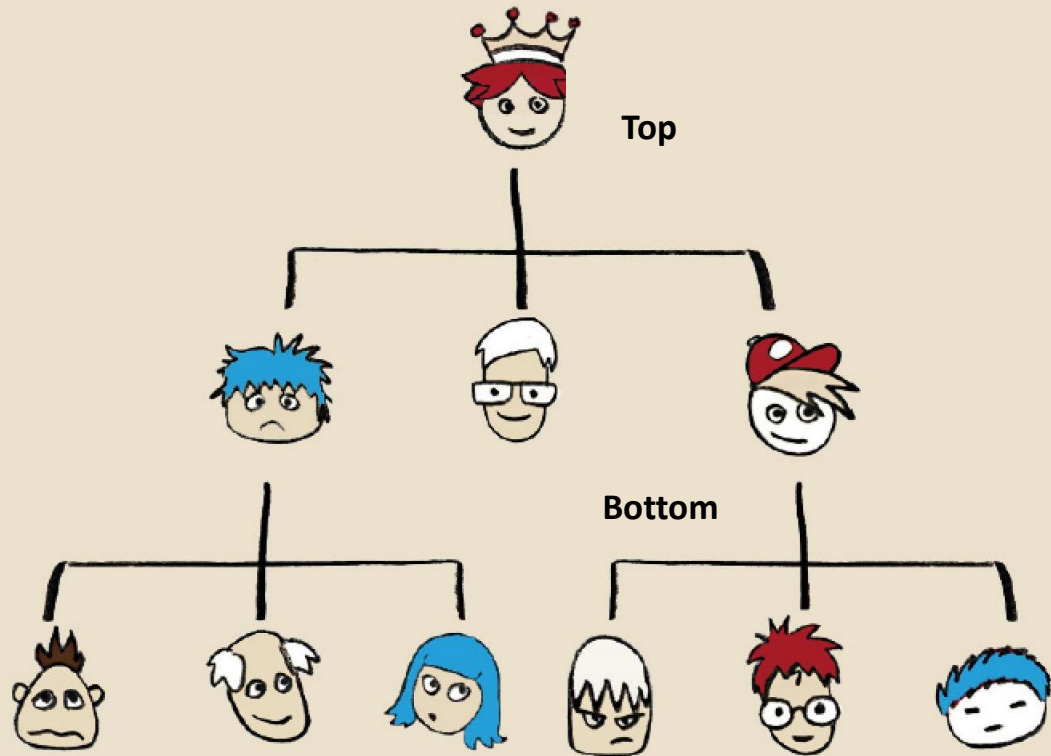
Job titles      Individual targets      Competence management      Training budgets

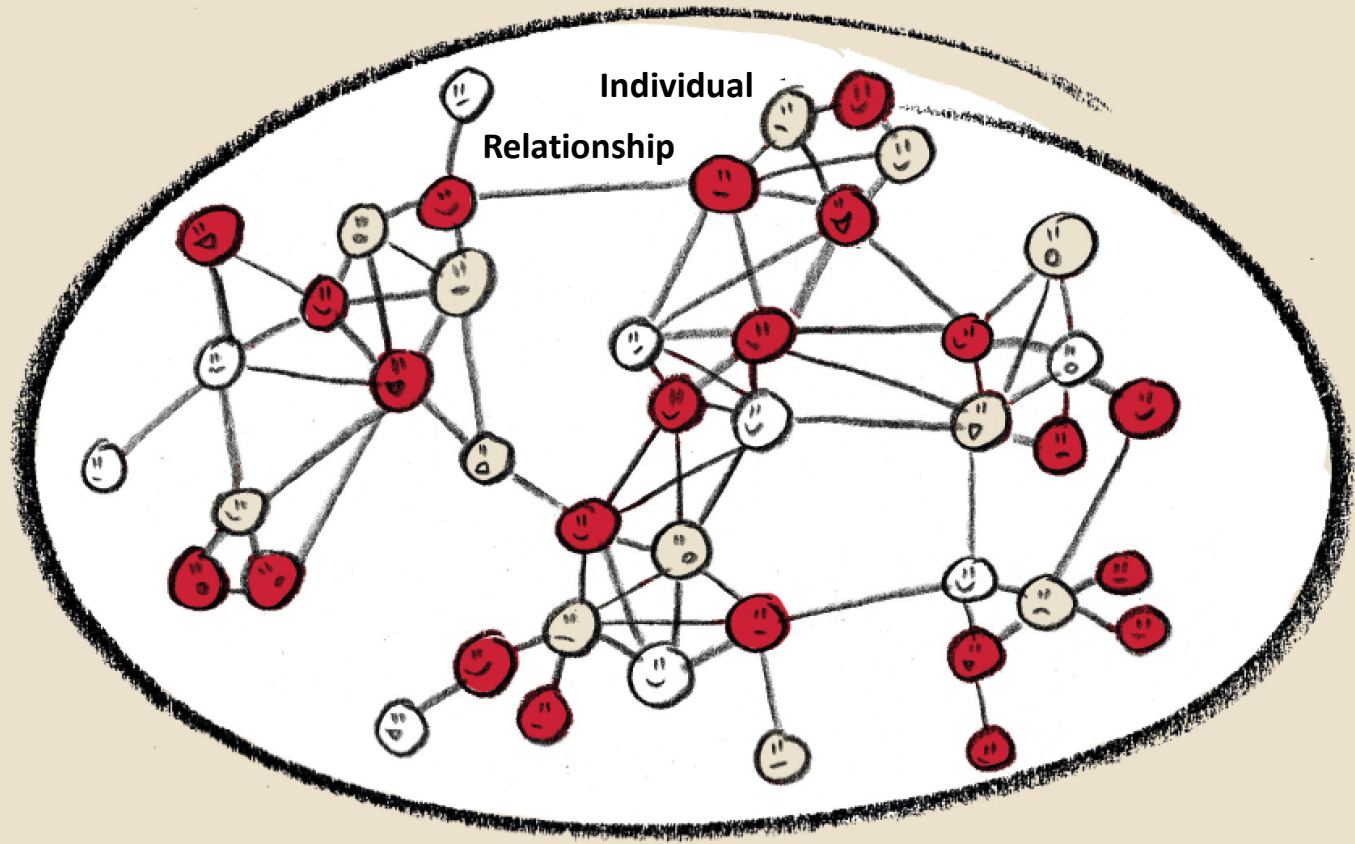
Plan-Actuals variances      Decision-making in meetings      Salary ranges

Knowledge management      Travel policies      Budgets      Quality managers

Suggestion boxes      Business Unites      Project managers      Shared Services

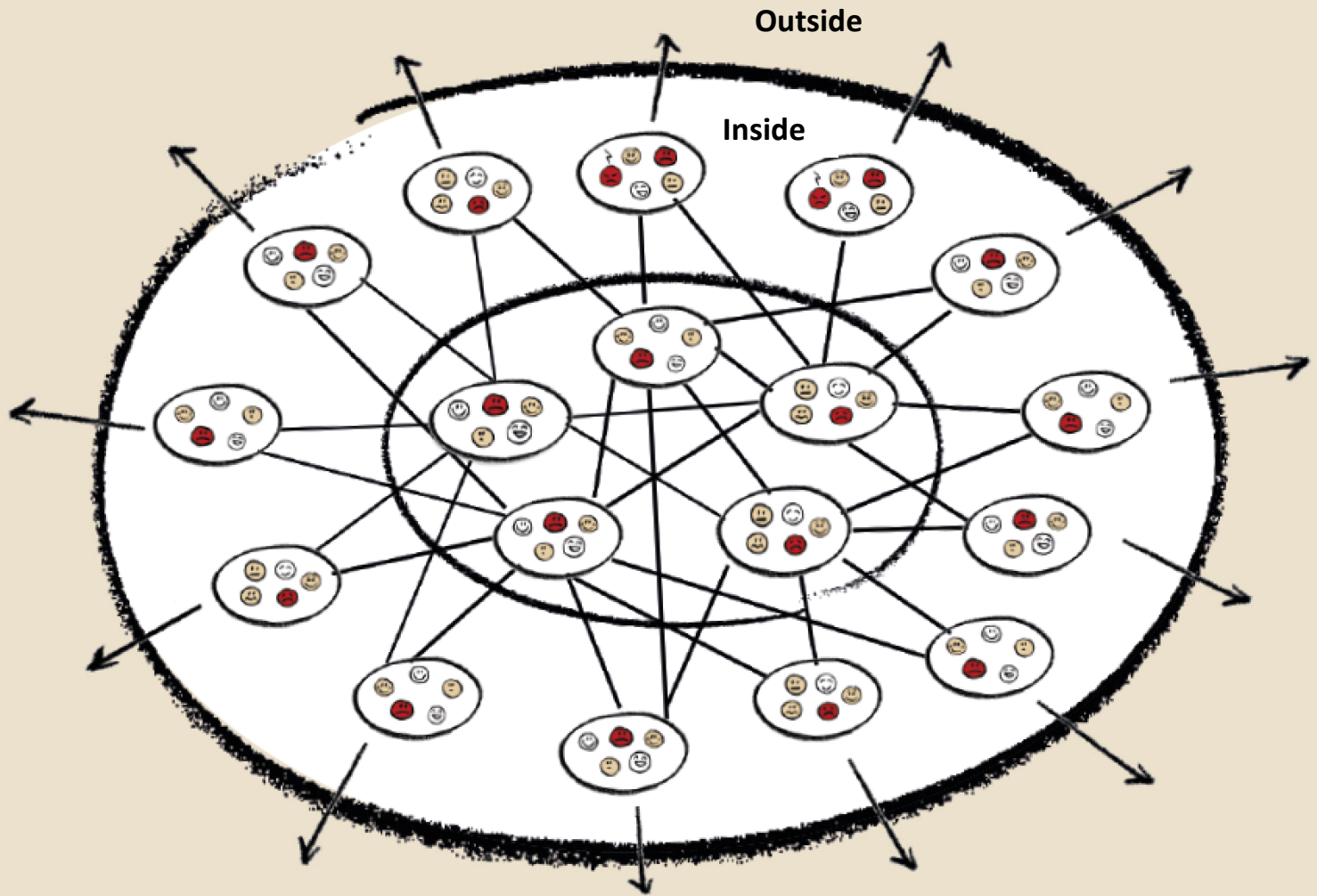
Business Partners      Standard costing      Board decisions      ...



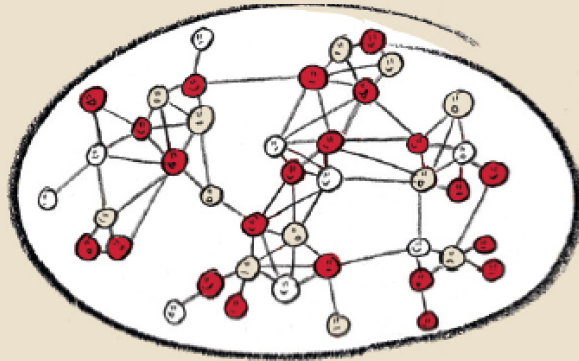


Individual

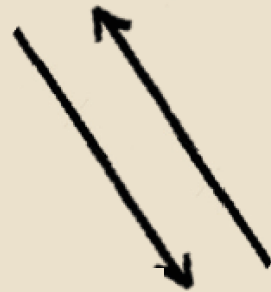
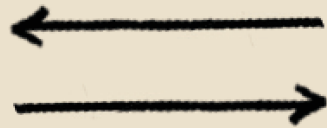
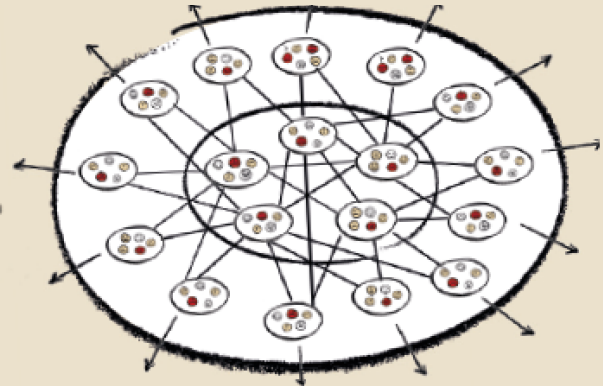
Relationship



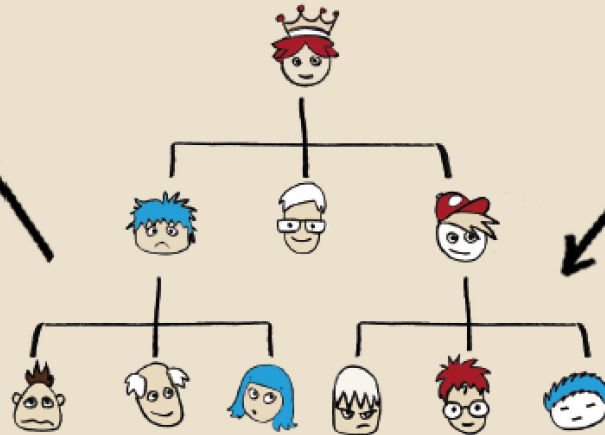
# Informal Structure



# Value Creation Structure

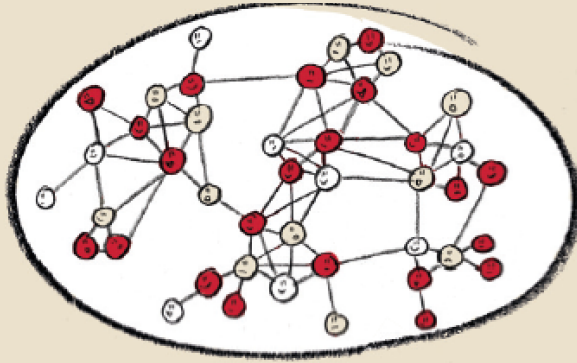


# Formal Structure



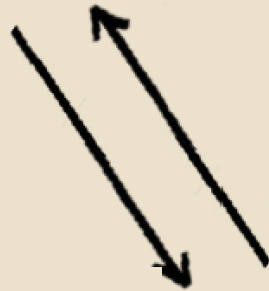
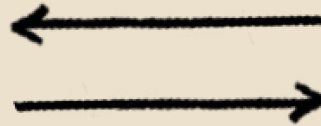
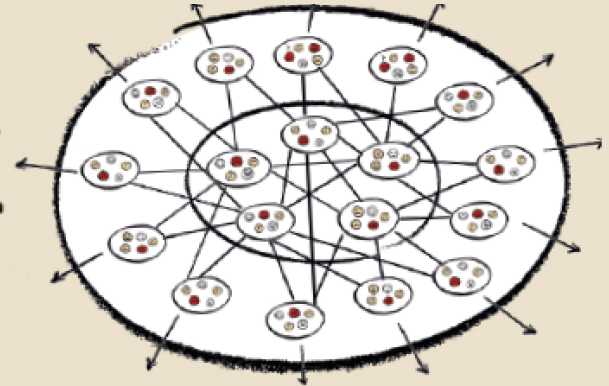
## Informal Structure

Power: Influence



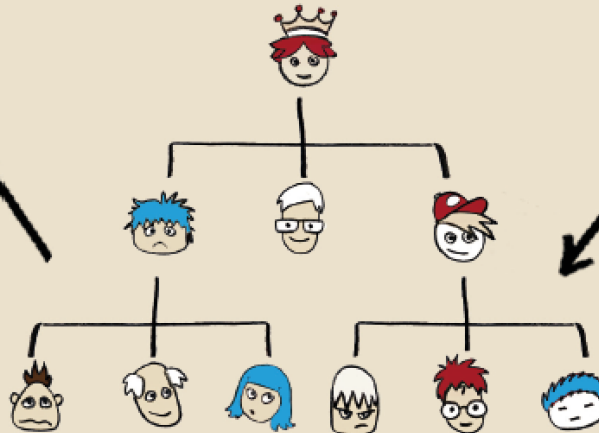
## Value Creation Structure

Power: Reputation

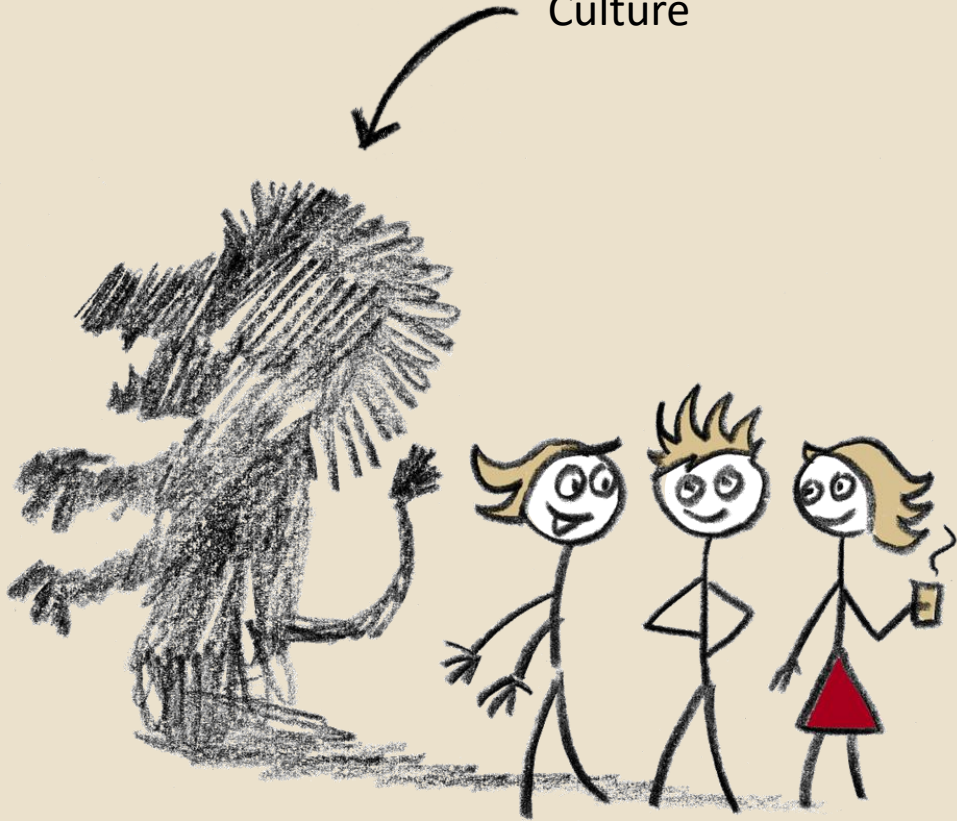


## Formal Structure

Power: Hierarchy



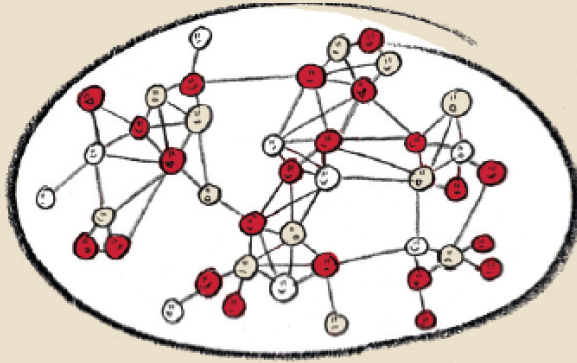
Culture





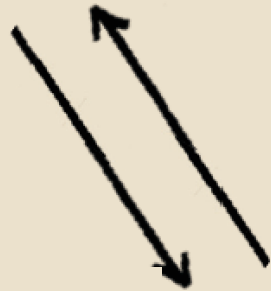
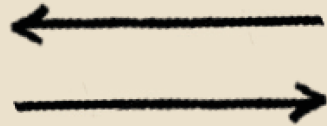
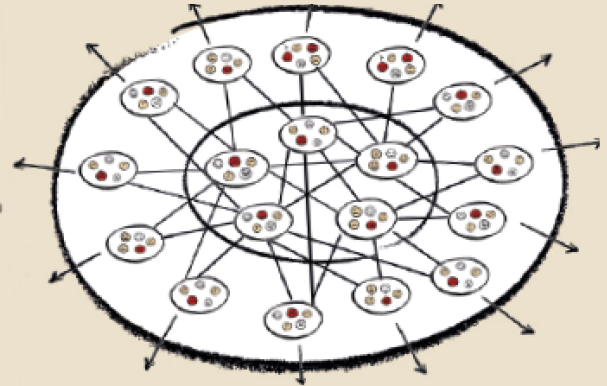
## Informal Structure

Power: Influence



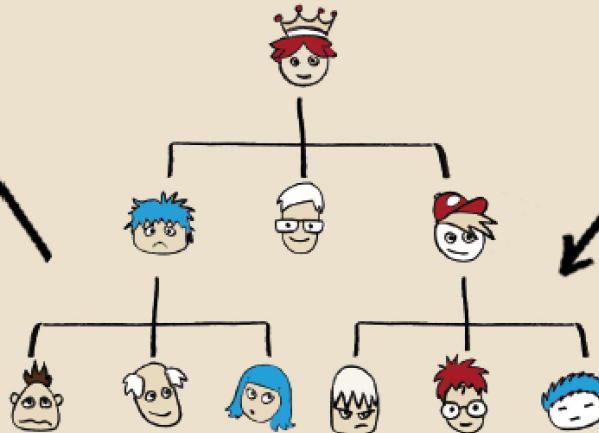
## Value Creation Structure

Power: Reputation



## Formal Structure

Power: Hierarchy







Your people **are not the problem.**

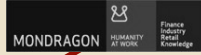
Your system is.

**Systems drive behavior.**

Not the other way 'round.

The radically decentralized “peach”  
model of organizing is **not a f\*@king option.**  
It is a necessity.

We have to stop working  
the people, and **start working, or flipping  
organizational models,** or systems.



Industry



TRADER JOE'S

Retail



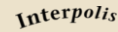
It is possible

Services

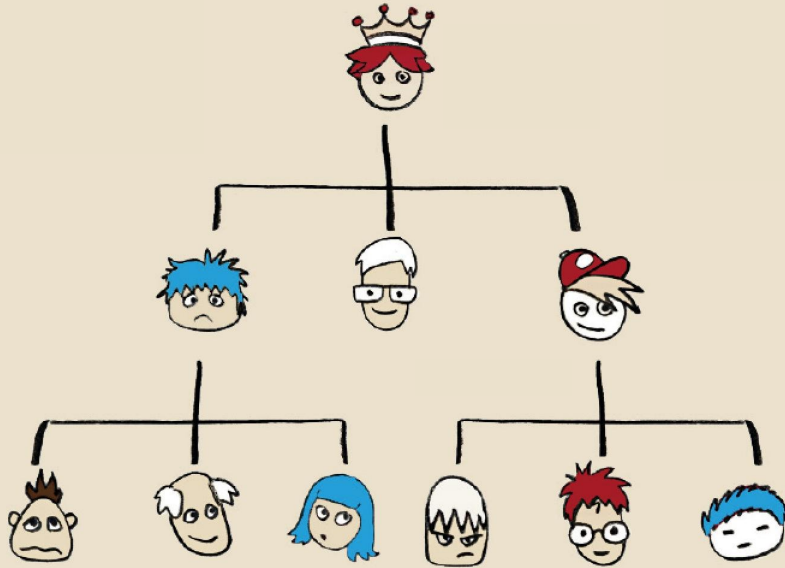


Handelsbanken

Governmental/  
NGOs

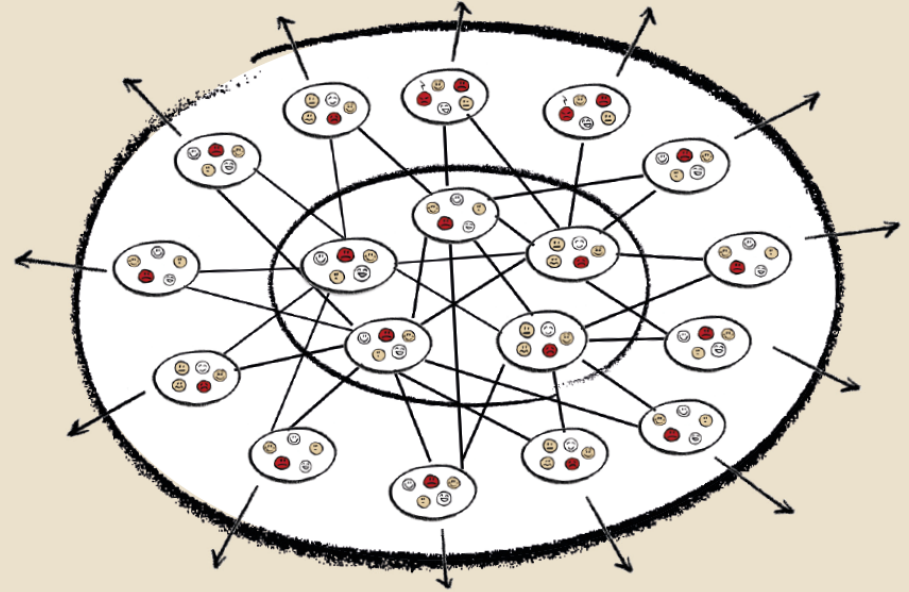


## Industrial Age



Mechanistic, dead, steering  
Functionally divided, individualizing  
Work the people!  
Top-down, managed  
In parallel, in line  
Centralized, efficiency-oriented, stability-seeking

## Knowledge Age



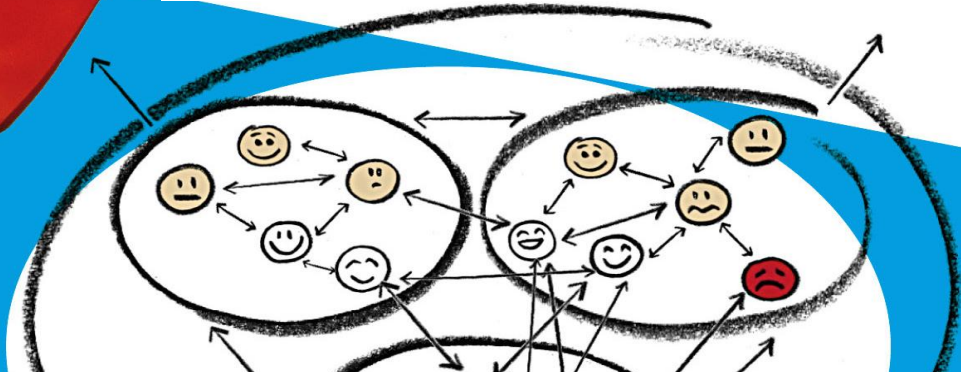
Systemic, alive, market-driven  
Functionally integrated, team-based  
Work the work!  
Outside-in, led, socially dense  
With-each-other-for-each-other  
Decentralized, complexity-robust

Agile New England  
Boston, 05.03.2018

@NielsPflaeging @Complexitools  
#AgileNewEngland

# Complexitools

The Blue and the Red, and how to create the truly agile,  
complexity-robust, high-performance organization.  
Everywhere. Sooner than you think



Then



Today

