CynefinDecision Making Framework

Cynefin Ku-nev-in Welsh word - habitat or place

Signifies the multiple factors in our environment and our experiences that influence us in ways we don't understand

Developed by David Snowden



Framework Not a model

A model tries to represent reality Framework is a way of looking at reality



Categorization Frameworks

Categorization Frameworks - the framework proceeds the data

- Put the data in
- Fast to use
- Can lose subtle contexts
- Good for exploitation; not for exploration & change

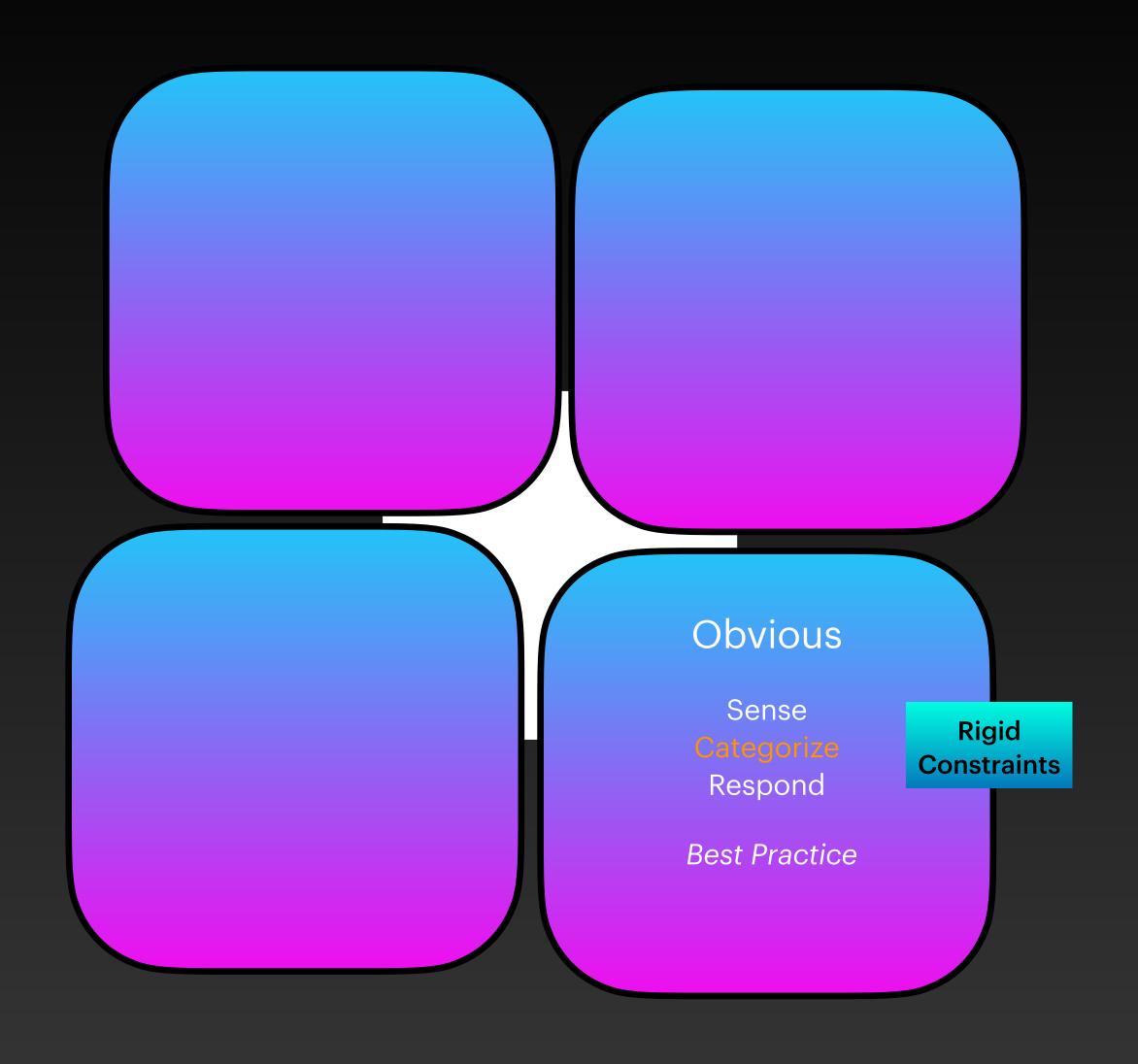
Sense-making Frameworks

Sense-making framework - the data proceeds the framework

- Capture the data
- Patterns emerge from the data
- Provides context and awareness
- Good for non-trivial domains

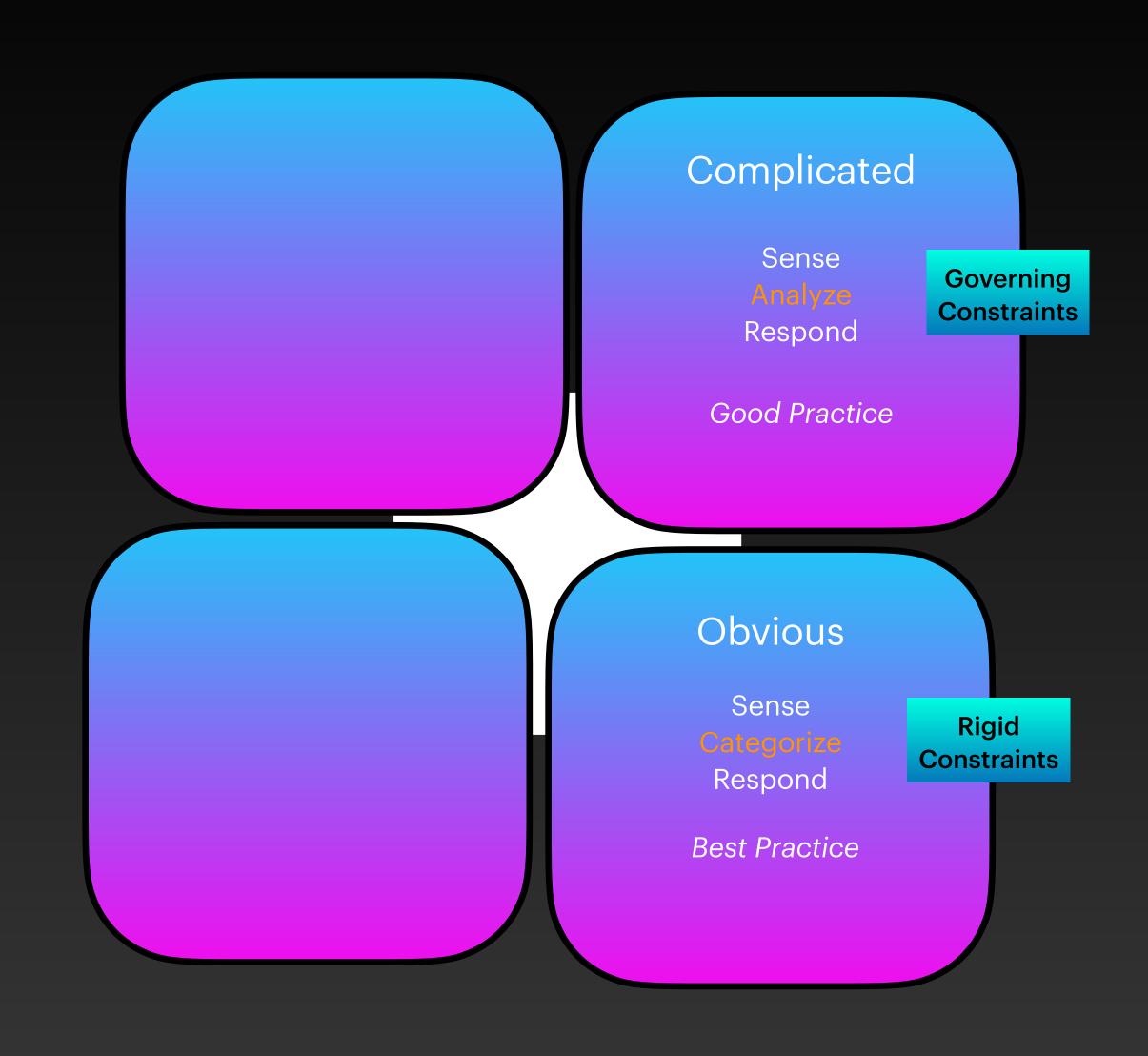
ObviousOrdered Systems

- Cause & Effect Relationships exist
- Relationships are predictable & repeatable
- Relationships are self-evident to a reasonable person
- Sense Categorize Respond
- Apply "Best Practices"



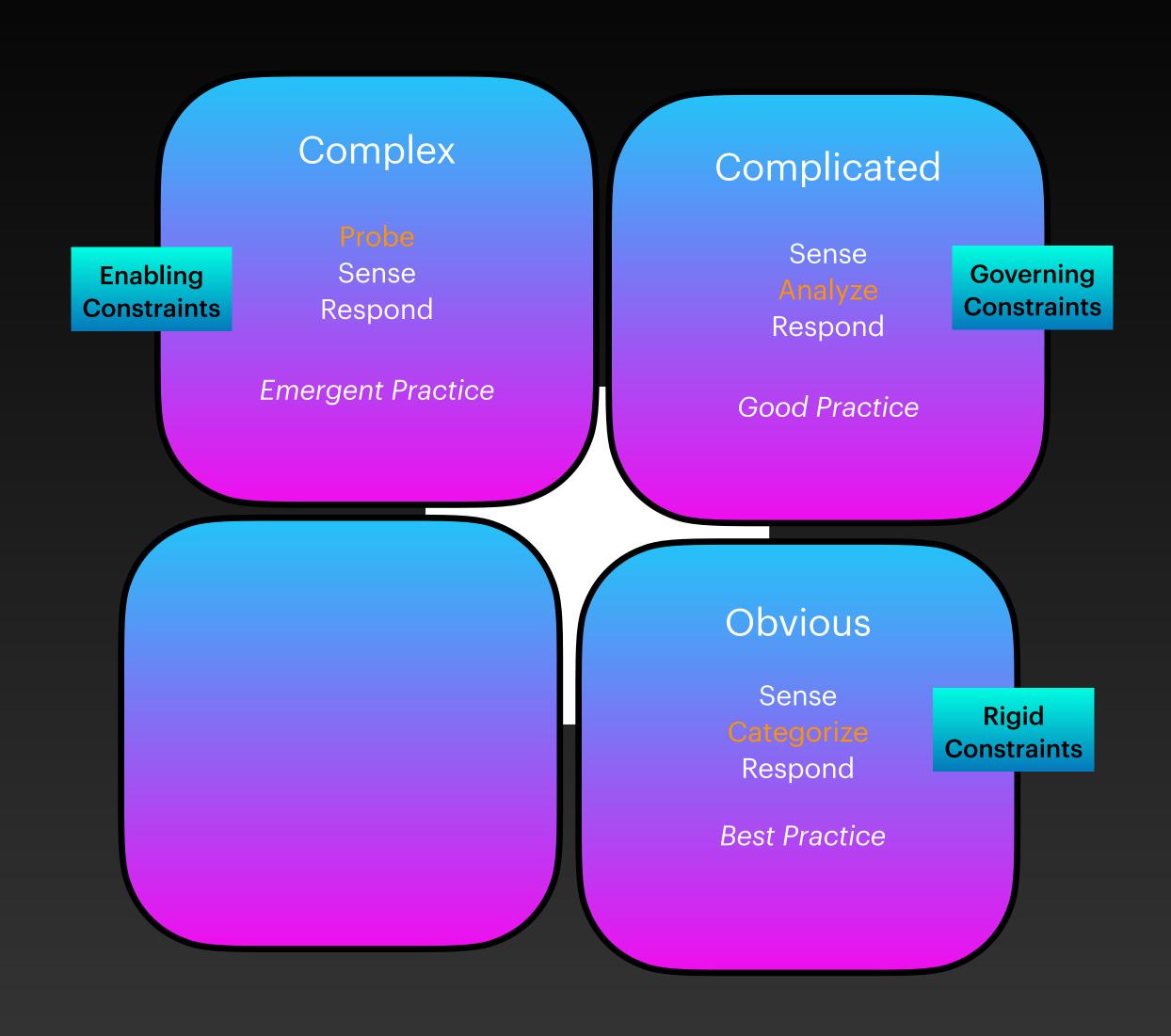
Complicated Ordered Systems

- Cause & Effect Relationships exist
- Relationships are not selfevident
- Requires expertise, SMEs, or analytics
- Sense Analyze Respond
- Apply "Good Practices"



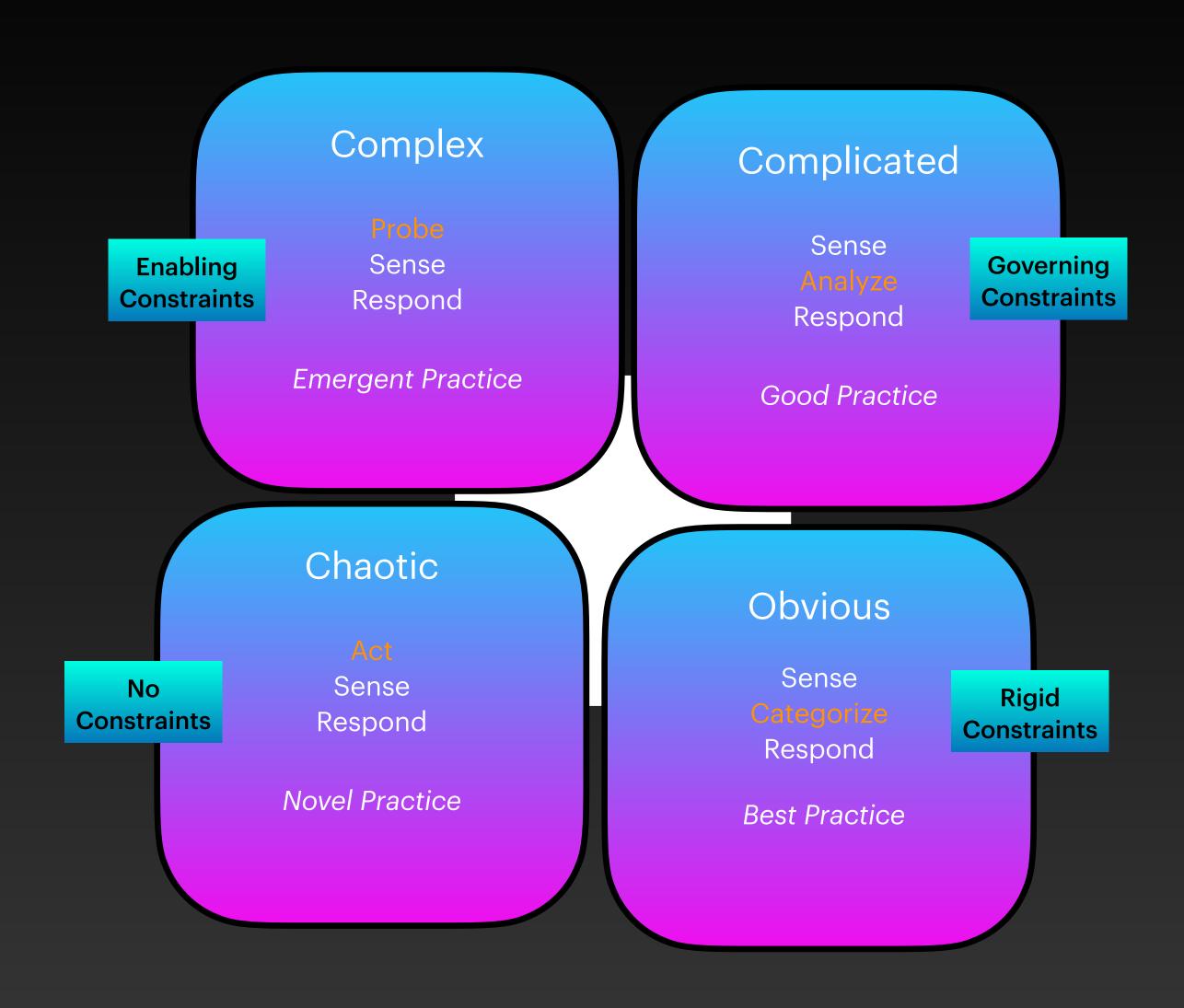
Complex Unordered Systems

- Systems are without causality
- Cause & Effect Relationships only obvious in hindsight
- Relationships will be unpredictable and emergent
- Limited constraints on agents in the system; agents also modify the system
- Probe Sense Respond
- Apply "Emergent Practices"



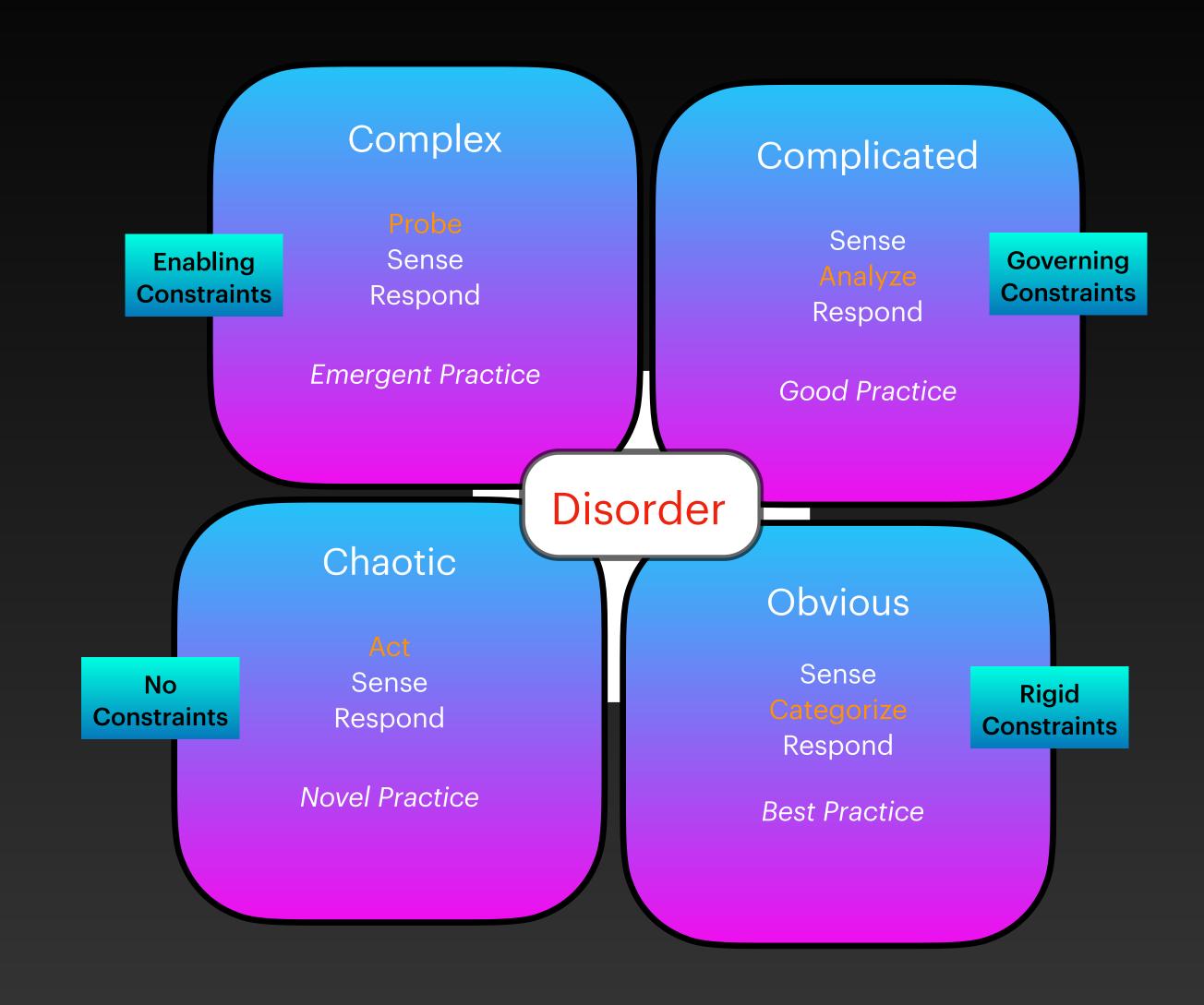
Chaotic Unordered Systems

- No cause & effect relationship can be determined.
- Enter deliberately to foster innovation
- Entered accidentally stabilize the situation quickly
- Act Sense Respond
- Any practice will be novel



Disorder Unordered Systems

- The space of not knowing which domain you are actually in
- Spend most time in Disorder
- Interpret based upon our personal preference for action
- We'll most likely get things wrong



What domain am I in?

Act accordingly - there's no one size fits all

Danger Zone Examples

Obvious - bureaucratic organization or roles typically see it as a failure of process

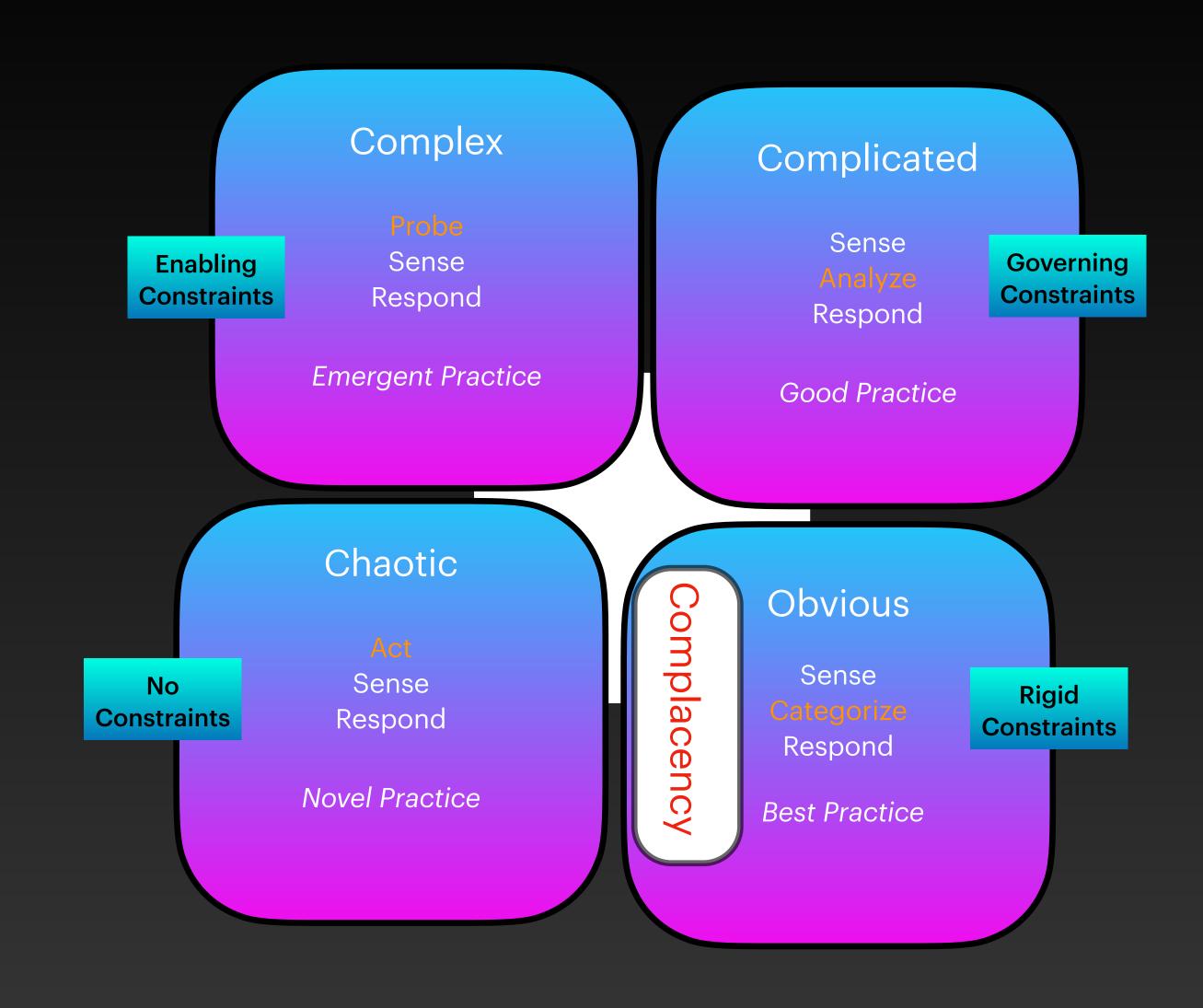
Complicated - deep experts see failures because didn't have enough time or analysis

Complex - politicians, battlefield commanders will get lots of people from lots of backgrounds and hope someone comes up with the right solution

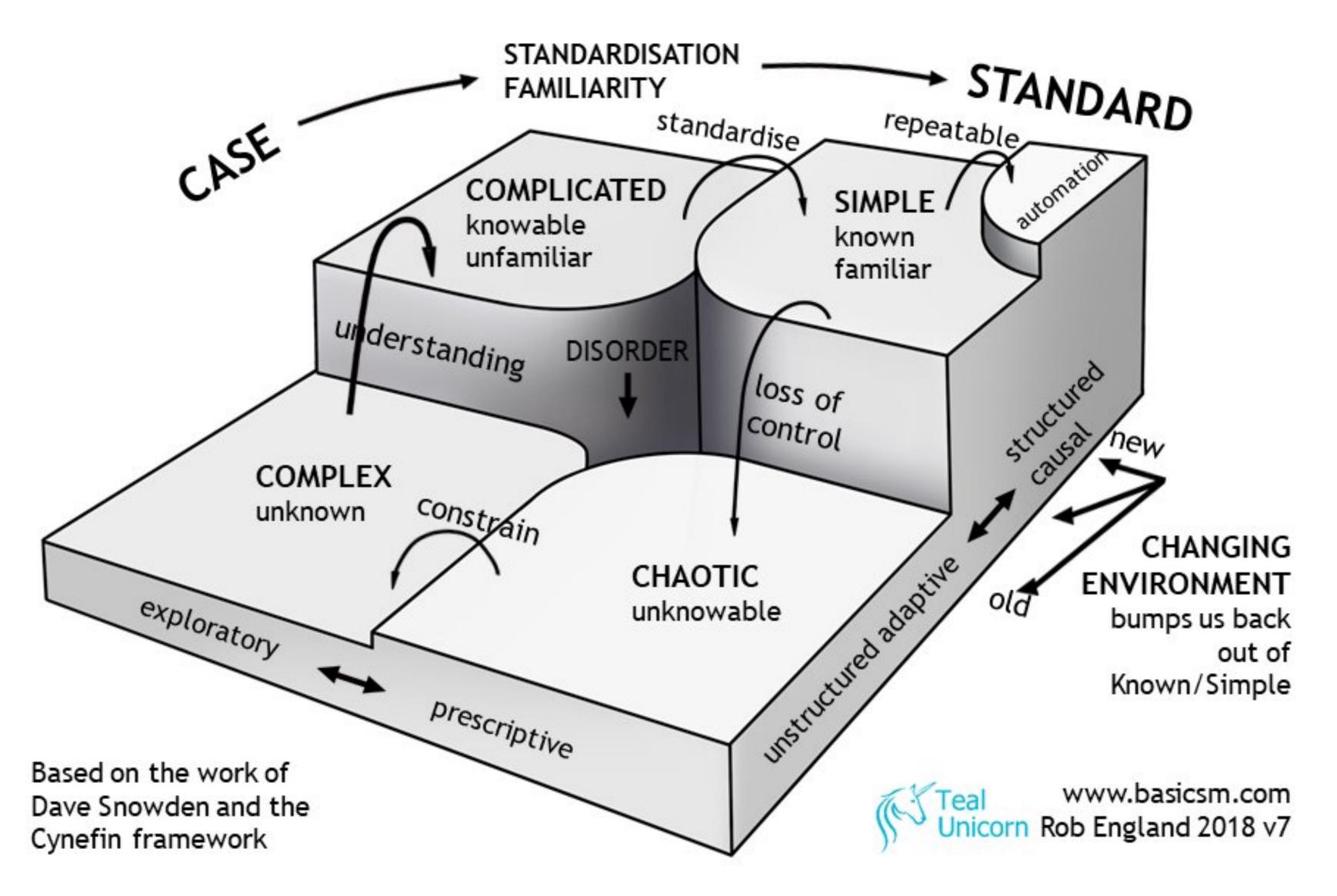
Chaotic - Power hungry individuals take absolute command, give orders, everybody does as their told

Obvious/Chaotic Boundary

- Complacency Zone
- Belief in past success makes one invulnerable to failure
- It's a cliff don't fall off recovery is EXPENSIVE
- Crisis will often cause the fall
- Limit what is moved to
 Obvious; highly vulnerable to
 rapid change



CYNEFIN & STANDARD+CASE



Manage a complex world by discovering the enabling constraints that naturally exist

Codify them & make them teaching stories

Managing in a Complex Domain

- Open discussion need interactive communication, try crowd-sourcing or positive deviance allow people to discuss solutions that are already working within the organization itself, rather than looking to outside best practices.
- Set barriers these limit behavior and the system can self-regulate within the boundaries & barriers
- Stimulate attractors phenomena that arise when small stimuli & probes resonate with people. They provide structure & coherence as they gain momentum.
- Encourage dissent & format debate allow rigorous review, critique, and drive the best approach
- Monitor for emergence foster creative environment rather than predetermined results.

Go Do Good Things

