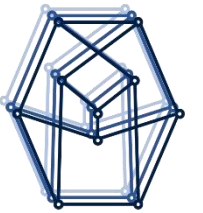


# Management Practice

**7 & 8 Leadership and teams**

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**MPiE**

03/11/2020

# Course

## Literature for the course:

Eisner, Howard. *Essentials of project and systems engineering management*. John Wiley & Sons, 2008.

## Learning objective for this session:

- Understand failure and success based on evidence
- Develop and understand the essential skills and abilities that are necessary to manage and lead people effectively for the benefit of the individual and teams using need-led methods.
- Apply tools to develop your leadership skills and style

## Literature for this session:

<https://www.nature.com/articles/s41586-019-1725-y>



# Leadership, failure and trust

- CEOs can improve the quality of strategic decisions that their management teams make by shaping a relational context of **trust** and facilitating **learning from failures**
- Psychological safety (a shared belief held by members of a team that the team is safe for interpersonal risk taking) can support leadership
- A psychological safe climate seems to facilitate learning from failures and it is suggested to be positively associated with unit performance

# Failure

- About **75% of U.S. venture-backed start-ups fail** according to data from the Harvard Business School
- Failure defined as liquidation of all assets would indicate 30% to 40% of high potential start-ups fail
- Failure defined as not delivering the projected return on investment from VCs suggests that about 95% of start-ups fail
- Majority of companies "failed" if we define failure as not having an exit (acquisition, IPO or otherwise) that was enough to pay back all of their VCs' investment

# Management and failure

- Roughly 70 businesses are created in the UK every hour, but within five years over half will have collapsed
- **Good management** is a better predictor of a firm's success than R&D spending, IT spending or how skilled their workforce is.
- Almost a third of the differences in productivity between and within countries is based on whether or not firms **consistently monitor and improve their processes, set and revise targets, and incentivise employees through merit-based hiring, firing and promotion procedures.**

Source: Office for National Statistics – Inter-Departmental Business Register  
x1000

	Active	Births		Deaths	
	Count	Count	Rate (%)	Count	Rate (%)
2013	2,449	346	14.1	237	9.7
2014	2,551	350	13.7	246	9.7
2015	2,699	383	14.3	282	10.4
2016	2,834	414	14.6	281	9.9
2017	2,926	382	13.1	362	12.4
2018	2,940	381	12.9	336	11.4

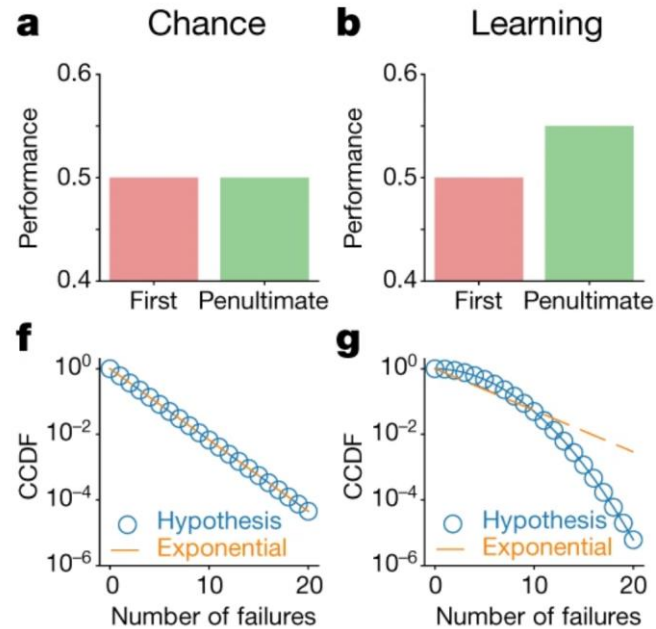
# Dynamics of failure for start-ups

- What might be the dynamics of failure?
- Success is defined as ventures that achieved initial public offering (IPO) or high-value mergers and acquisitions.
- Failure occurs when they **don't obtain an exit within five years after their first investment by venture capital firms.**

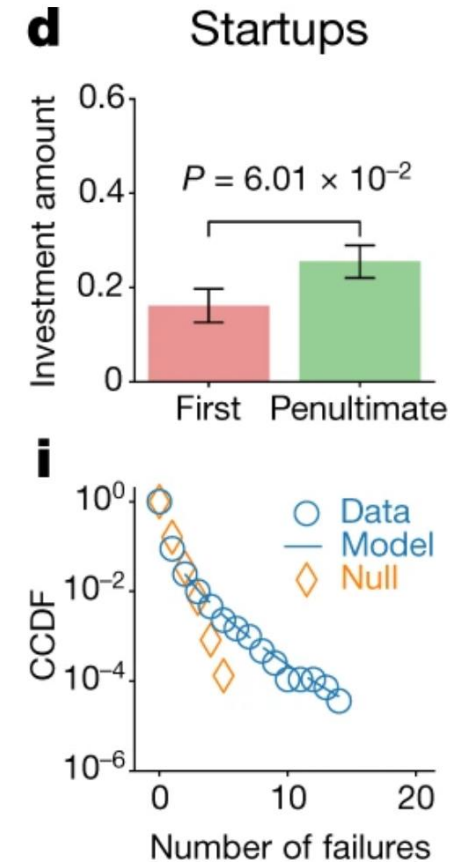
# Learning

- Two primary mechanisms that could explain how failures may lead to success are **chance and learning**
- If each attempt has a certain likelihood of success, the probability that multiple attempts all lead to **failure to decrease exponentially** with each trial
- The chance model would suggest that success eventually arises from an **accumulation of independent trials**
- Data from start-up investment records from VentureXpert (58,111 start-up companies involving 253,579 innovators, 1970–2016) used to explore this

# Learning from failure



Chance or learning alone can't explain the empirical patterns that underlie failures, suggesting that more complex dynamics may be at work.

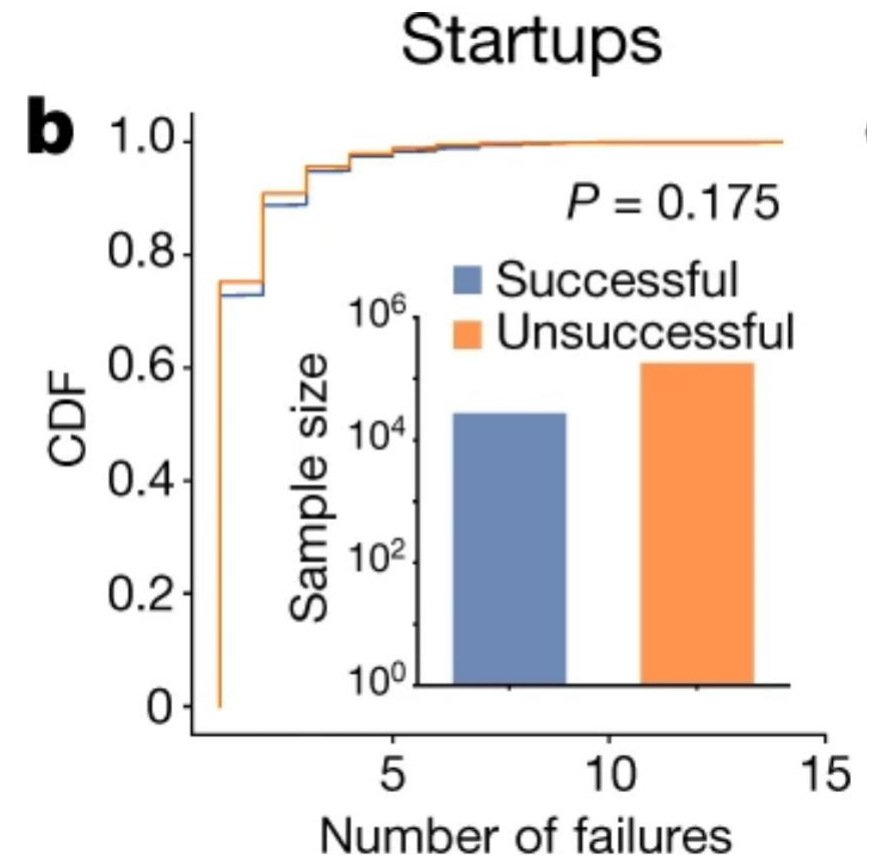


*The complementary cumulative distribution function (ccdf) of a random variable is the relative power level against the probability of occurrence*



# Successful vs unsuccessful

- The number of failed cases were measured that did not achieve eventual success. It was found that the size of the unsuccessful group is of a **similar order** of magnitude as the successful group.
- The number of consecutive failures before the last attempt for the unsuccessful group follows a statistically **similar distribution** from those that lead to success
- It is suggested that people who ultimately succeeded did not try more or less than their unsuccessful counterpart



Source: Yin, Y., Wang, Y., Evans, J.A. *et al.* Quantifying the dynamics of failure across science, startups and security. *Nature* (2019)

# Power-law temporal scaling

- The model predicts that the successful group is characterized by power-law temporal scaling, which is absent for the unsuccessful group. This means that the same principles or processes are at work no matter what the scale of analysis.
- It implies **that the successful and unsuccessful groups may follow fundamentally different failure dynamics** that might be distinguishable at an early stage, with performance improving over time for successful ones.
- A power-law relationship is one where some quantity can be expressed as some power of another. A simple example is

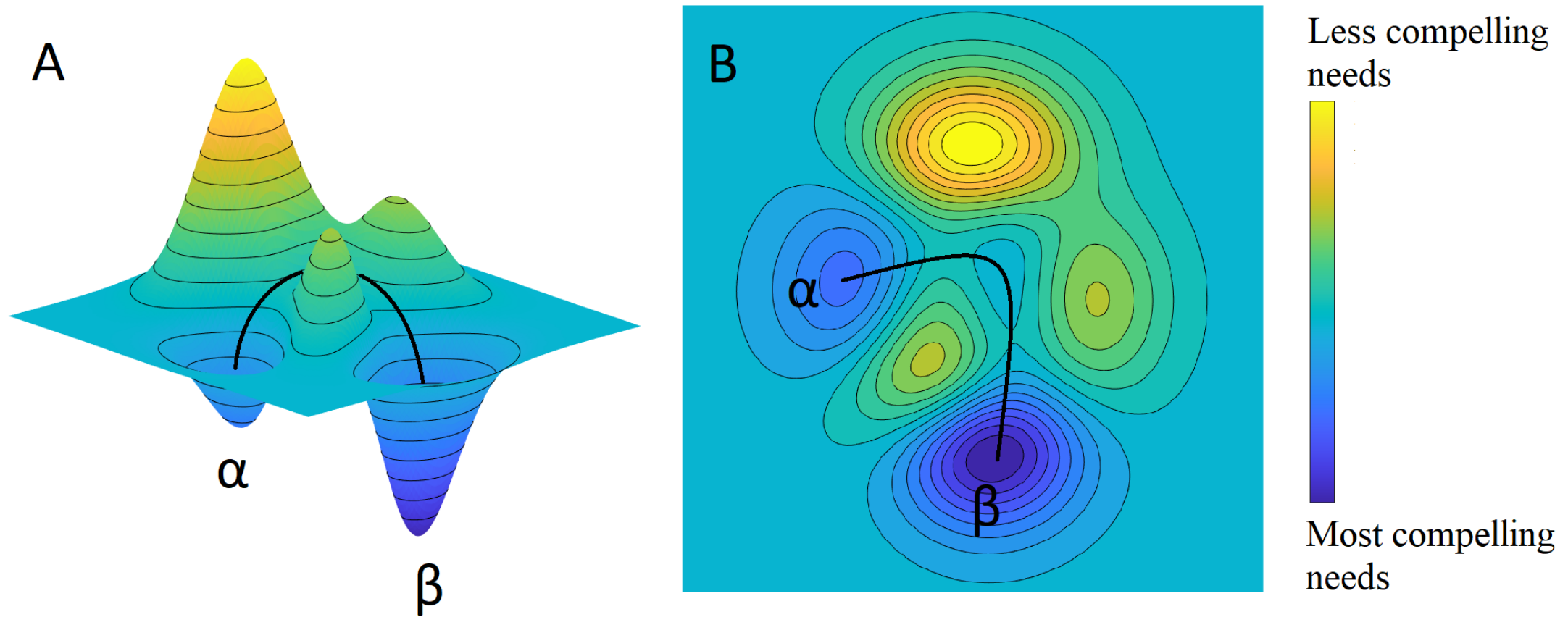
$$Y = \beta x^{\alpha}$$

- $Y$  is some response or dependent variable,  $x$  represents an independent or explanatory variable,  $\beta$  is a normalization constant and  $\alpha$  is the scaling exponent

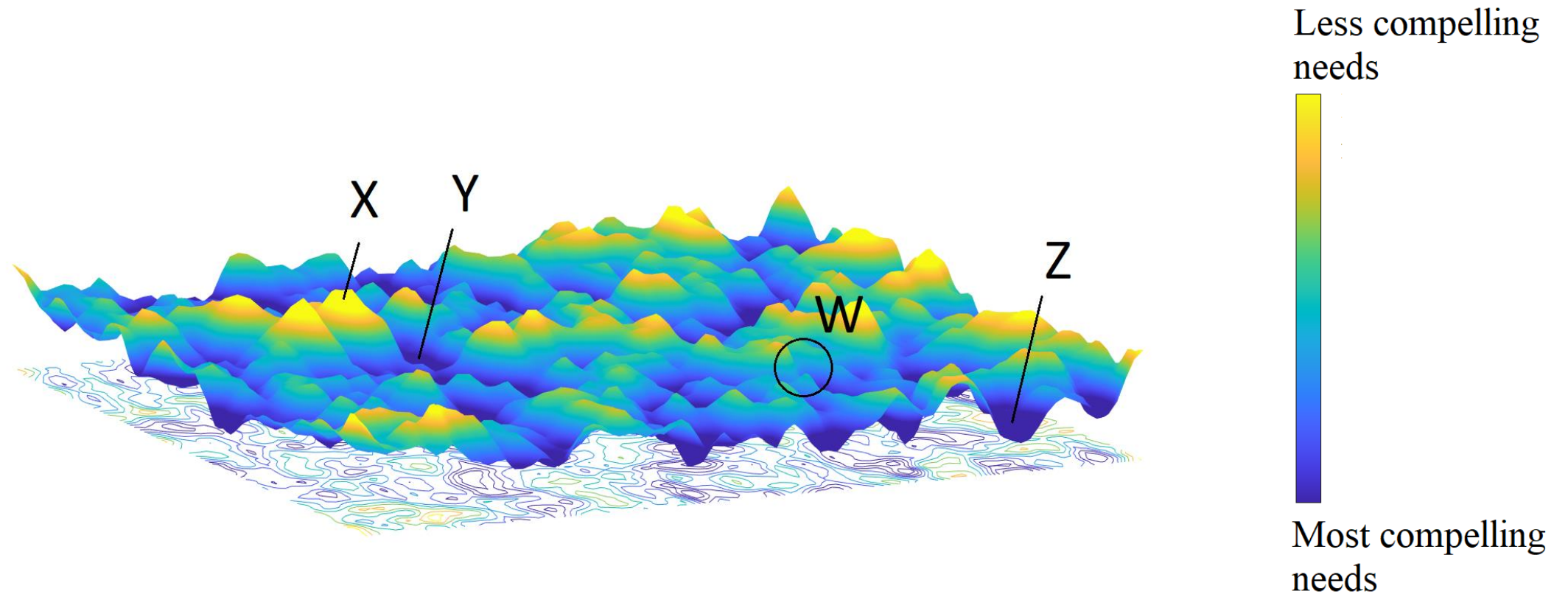
# Progression

- Prior start-up experience can positively influences skills for coping with liabilities of newness, effectual reasoning and attitudes towards failures
- **Market pull** is one of the main drivers of the economically successful exploitation of R&D-based development in the innovation process
- A leader should know the **value added** by their organisation and manage this efficiently
- Specific tools can be applied to determine the value that is offered

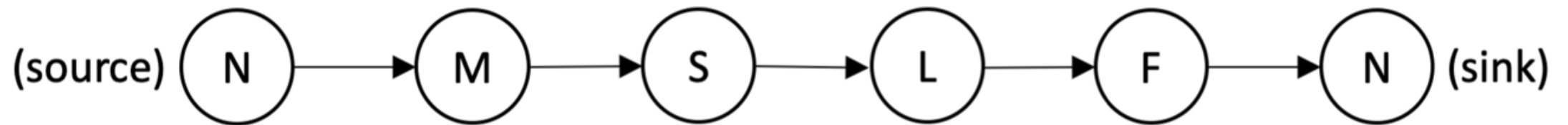
# Market pull - Finding compelling needs



# Landscape

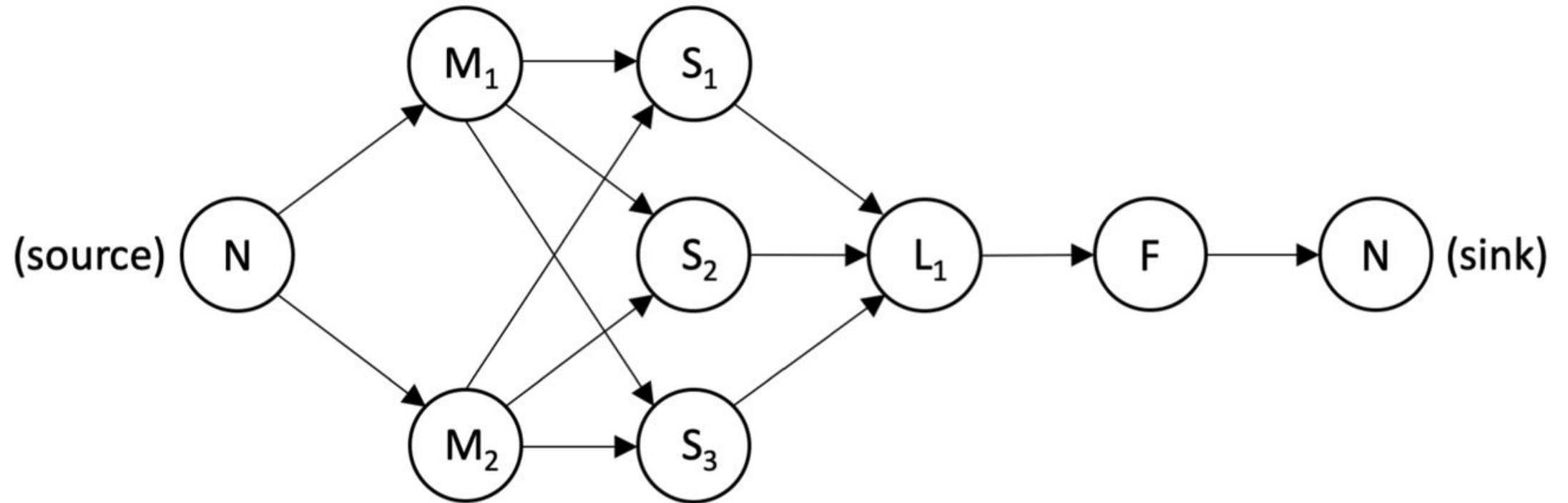


# Process



The vertex **N** contains a set of needs that flow through stages of market analyses **M**, stakeholder analyses **S**, and landscape analyses **L** to reach a filtered state **F** that yields a set of final needs

# Process







# Taking the need forward

[illegible]



# Business model canvas

- It is a tool to develop new (or assess existing) business models in a structured manner.
- It aims to make insightful any trade-offs you might have to make.
- It can help with the strategic management of the business and highlight risks and opportunities.
- Teams that used the elements of customer segment, value proposition, key activities / partnerships performed significantly better in an explorative study.

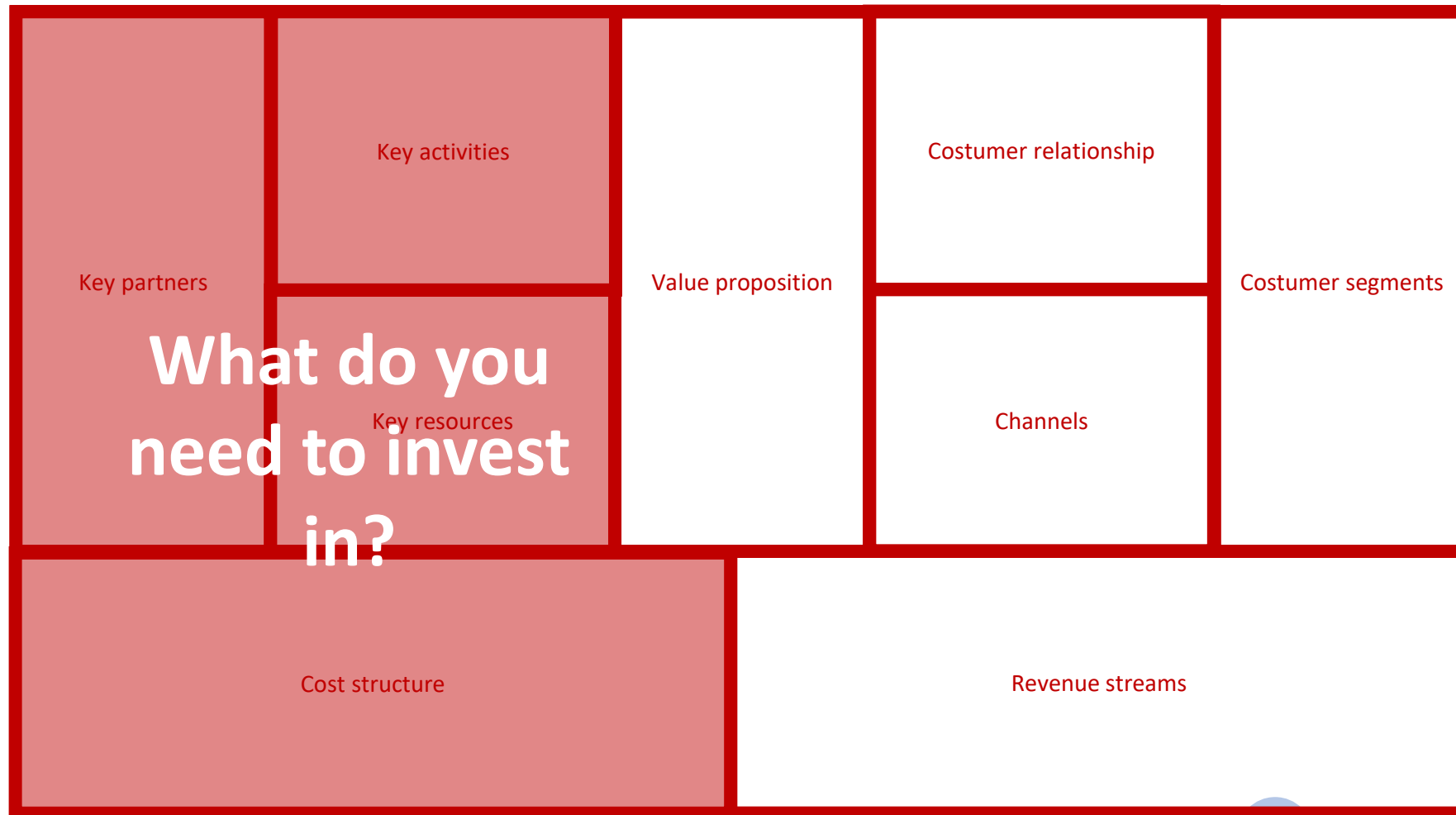
# Business model canvas



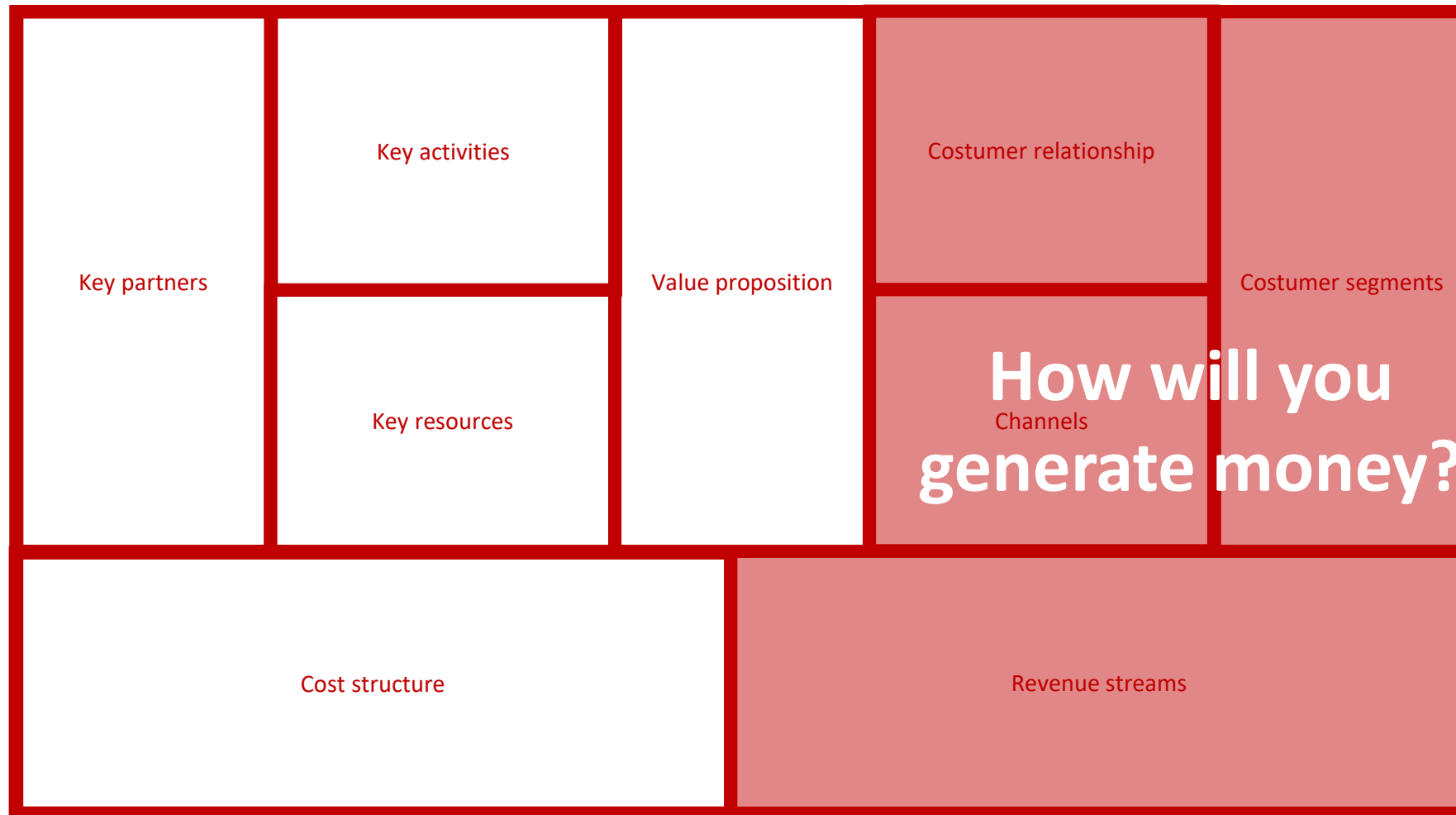
# Business model canvas



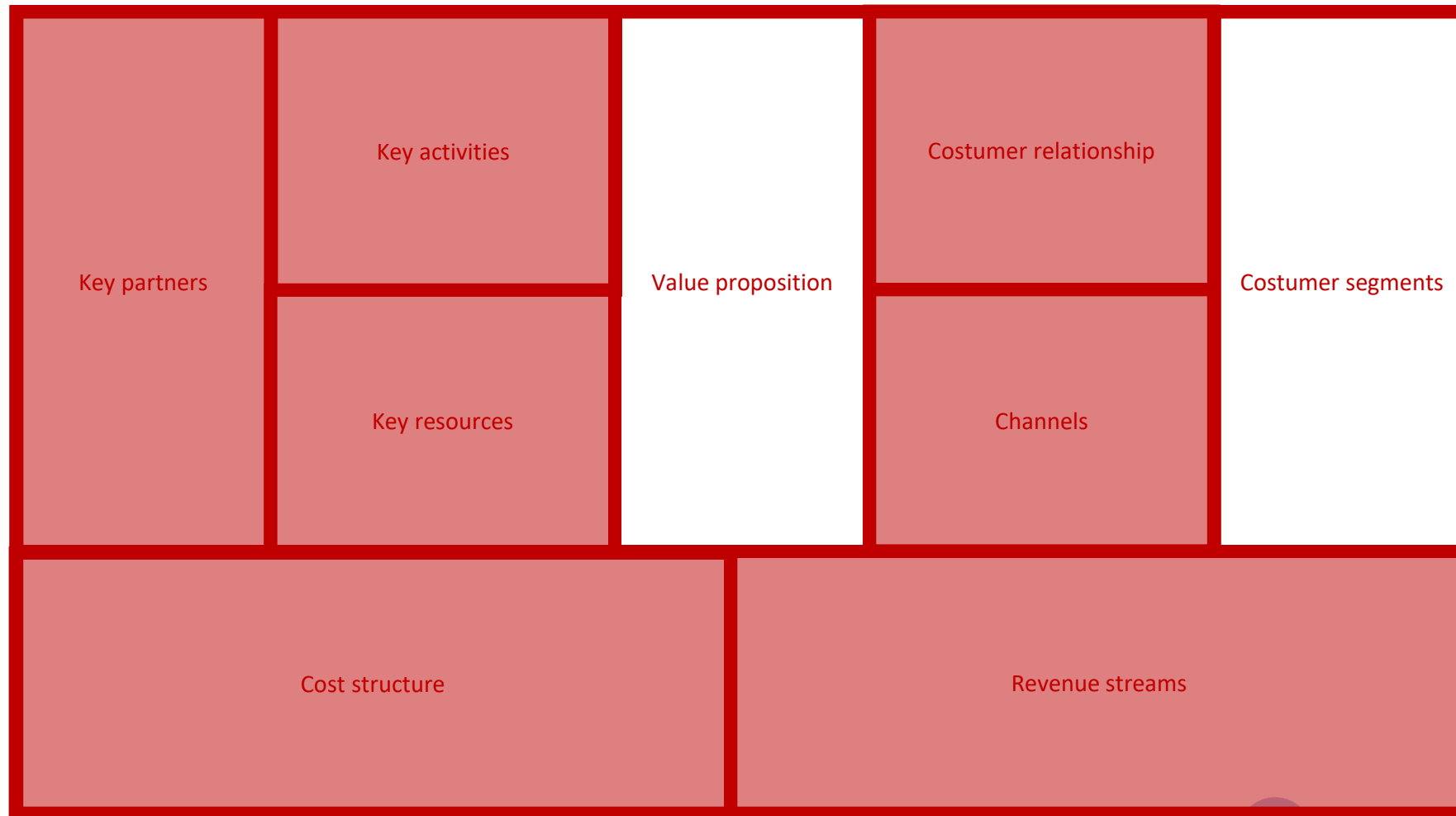
# Business model canvas



# Business model canvas



# Business model canvas



# Questions we want to ask

- Process or product?
- Software or services?
- Provider or patient?
- Open or proprietary?
- Content or data?
- Freemium or premium?
- Subscription or license?
- Unregulated or regulated?

It all starts with the value of solving **a certain need** for  
**a certain customer** and thus **adding value**



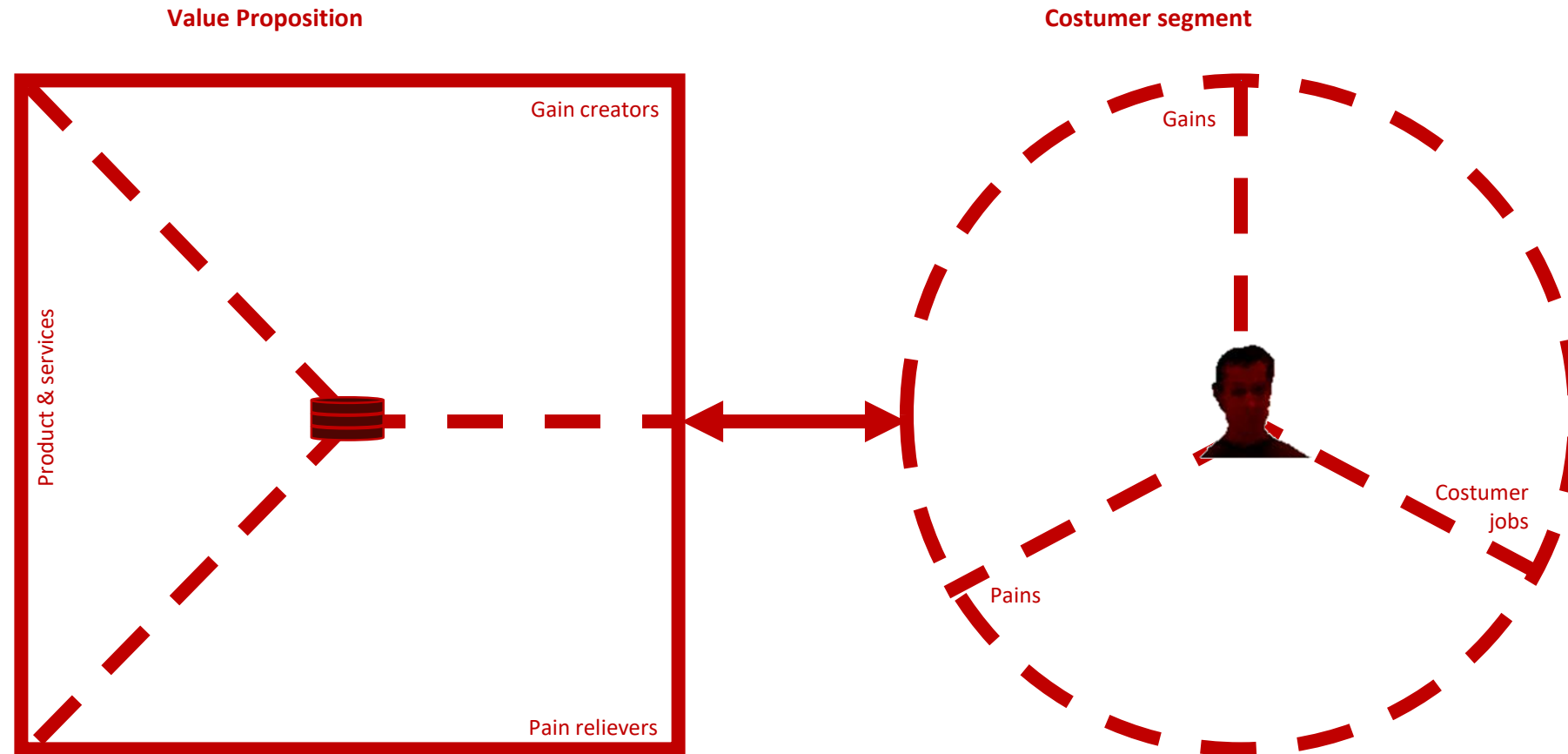
# Introduction Value Canvas

- Tool to help you build with greater detail the two sections of the business model
- Determine how well your offering fits the customer needs or wants





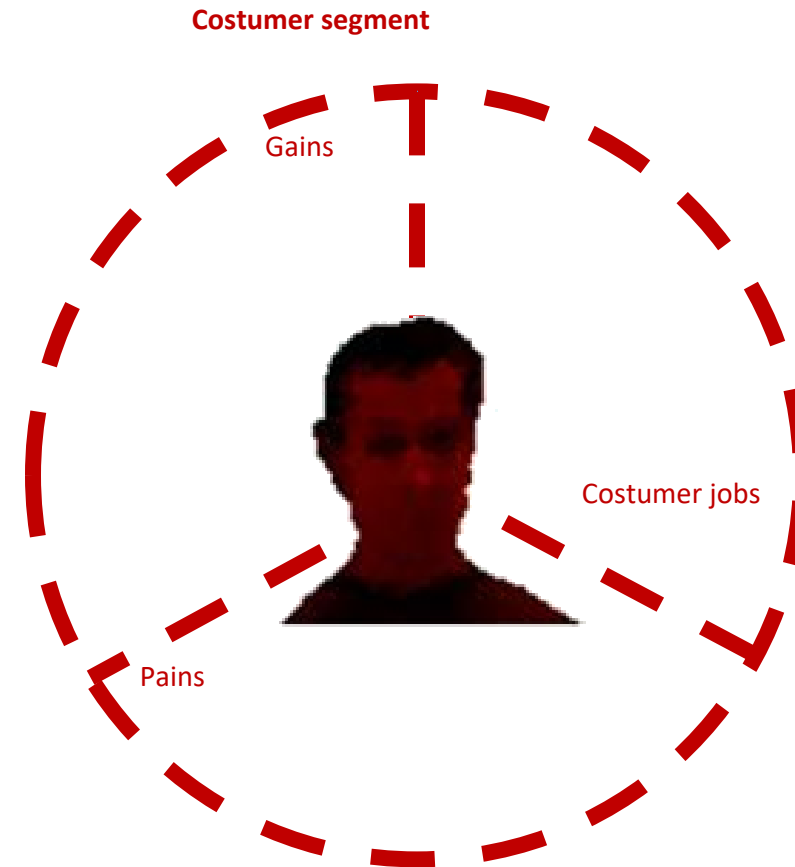
# Overview



# Customer segment

- Jobs the costumers want to get done in work and life.
- Negative aspects the costumers would like to avoid.
- Positive aspects or benefits the costumers would like to have.

You should be able to observe/measure these aspects.



# Costumer segment

- Let's start

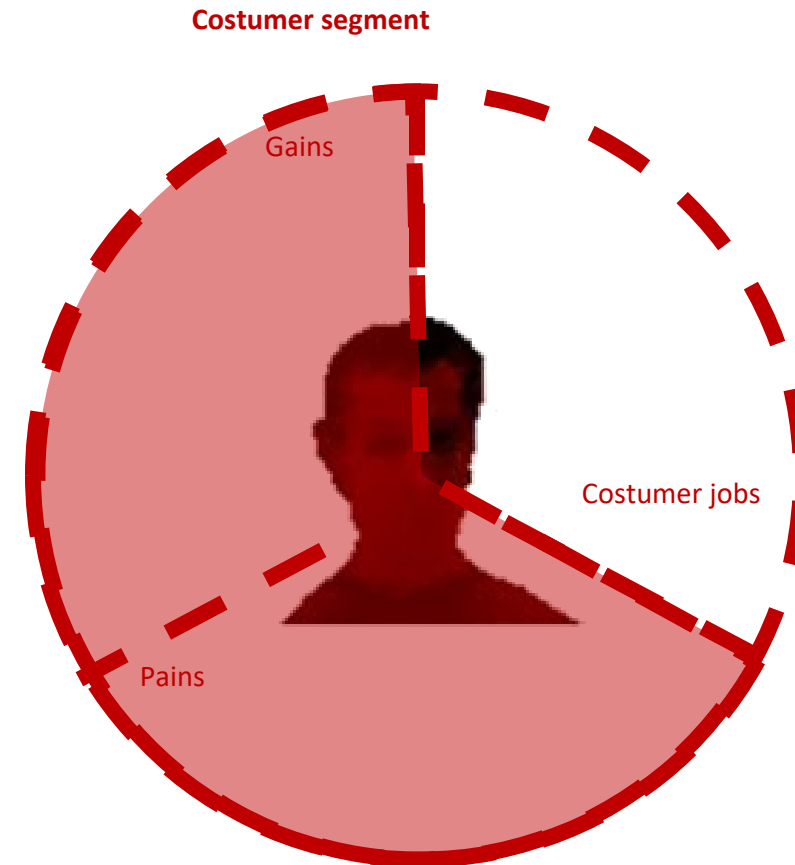


# Customer jobs

- Tasks that the customer wants to complete.
- Problems that they are trying to solve.
- **Needs** that they are trying to address.

Fill in the customer's needs and rank them.

[Functional, emotional, perceived needs]

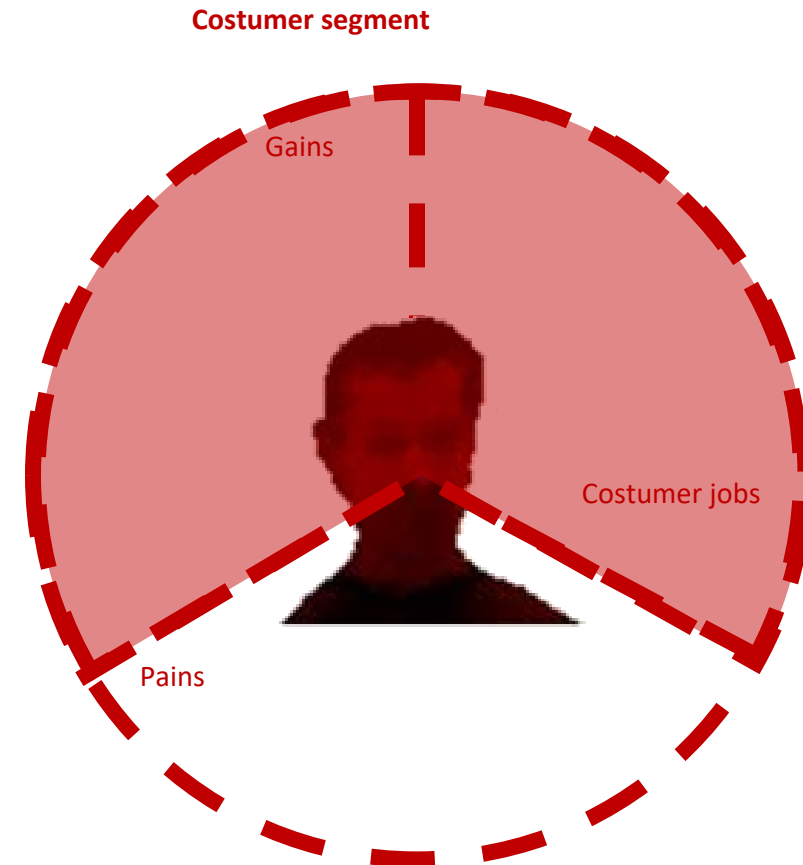


# Pains

- Pains before the job starts.
- Pains during the job.
- Pains after the job is finished.

Fill in the costumer's pains and rank them.

[cost, emotional, time effects]

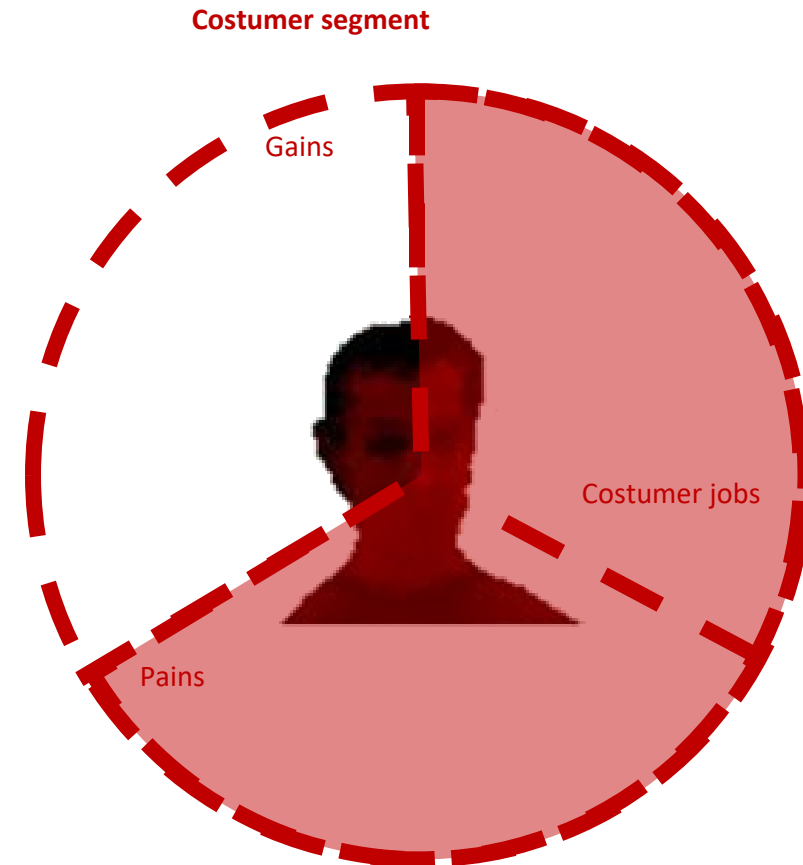


# Gains

- Benefits your costumer expect.
- Benefits your costumer require.
- Benefits your costumer desire.

Fill in the costumer's  
benefits and rank them.

[cost, emotional, time]



# Customer segment

- Completed the customer segment.
- You can also answer:
  - Who are your paying customers?
  - How large is this group?
  - Do you have multiple customer segments?
  - ...

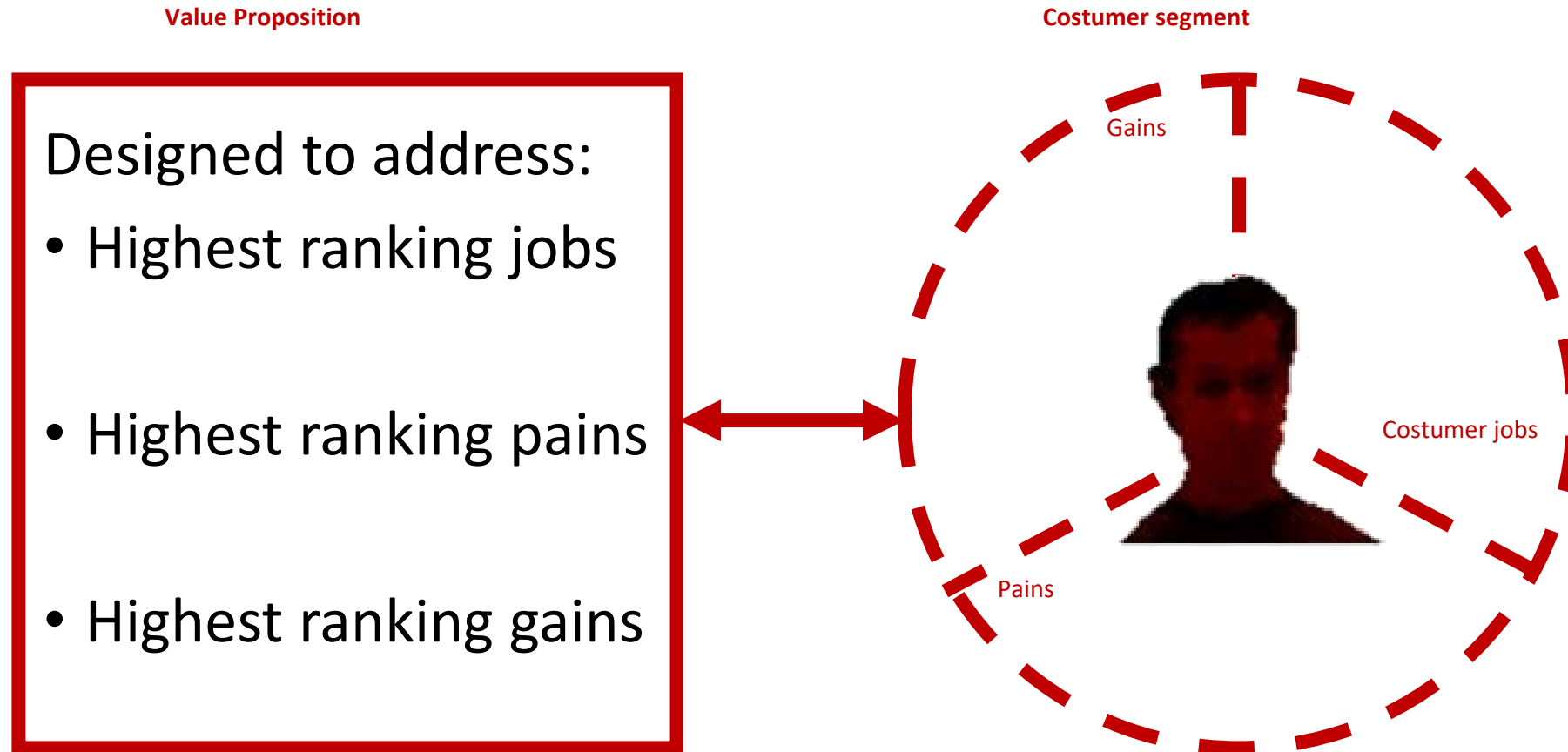


# Value proposition



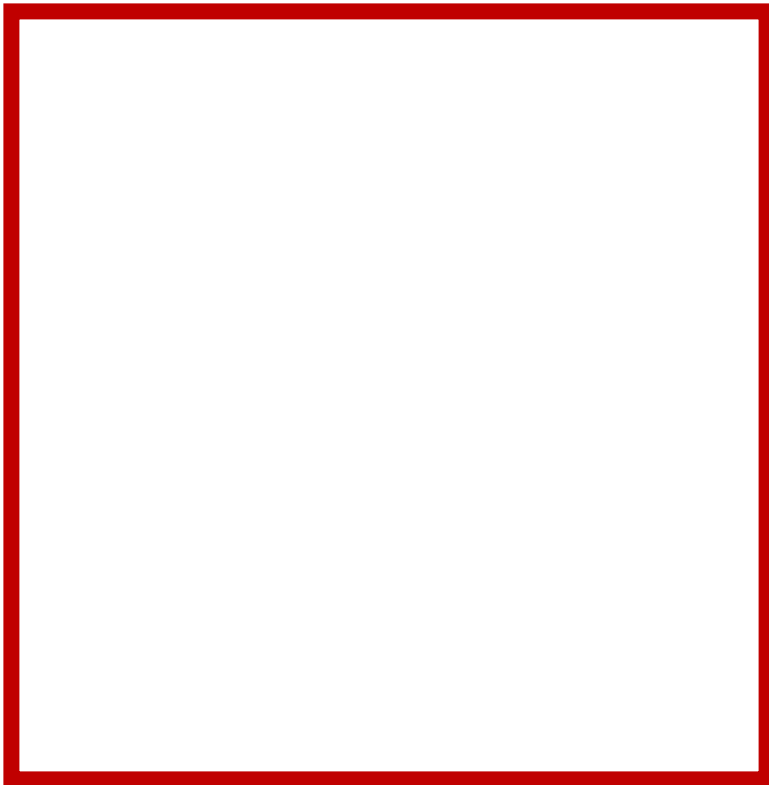


# Value proposition



# Value proposition

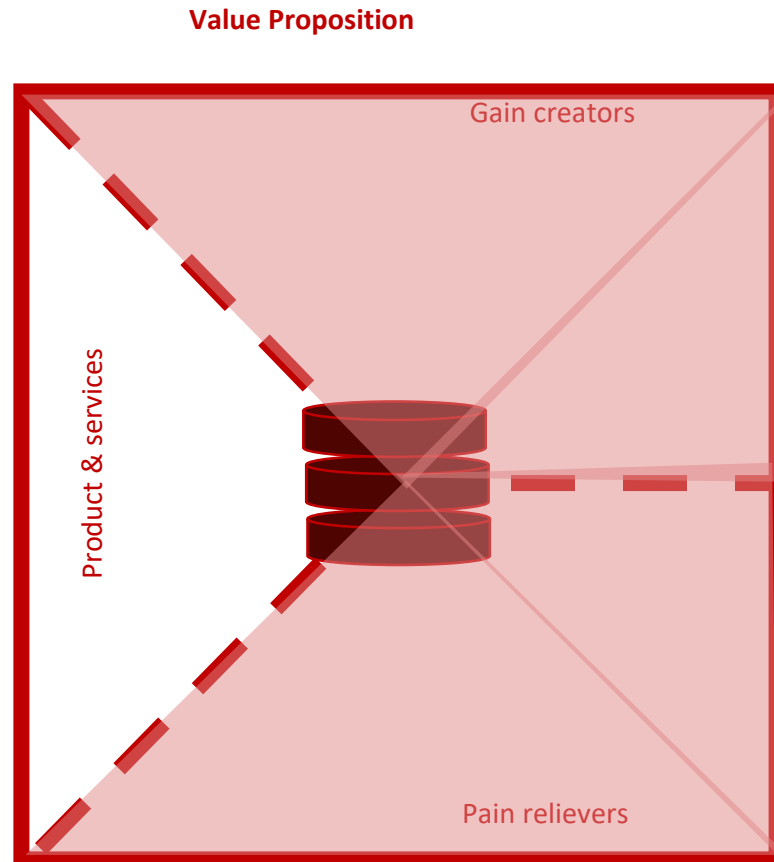
Value Proposition



Designed around:

- Product and services needed for your value proposition.
- How you elevate customer's pains.
- How you create positive gains.

# Product and services

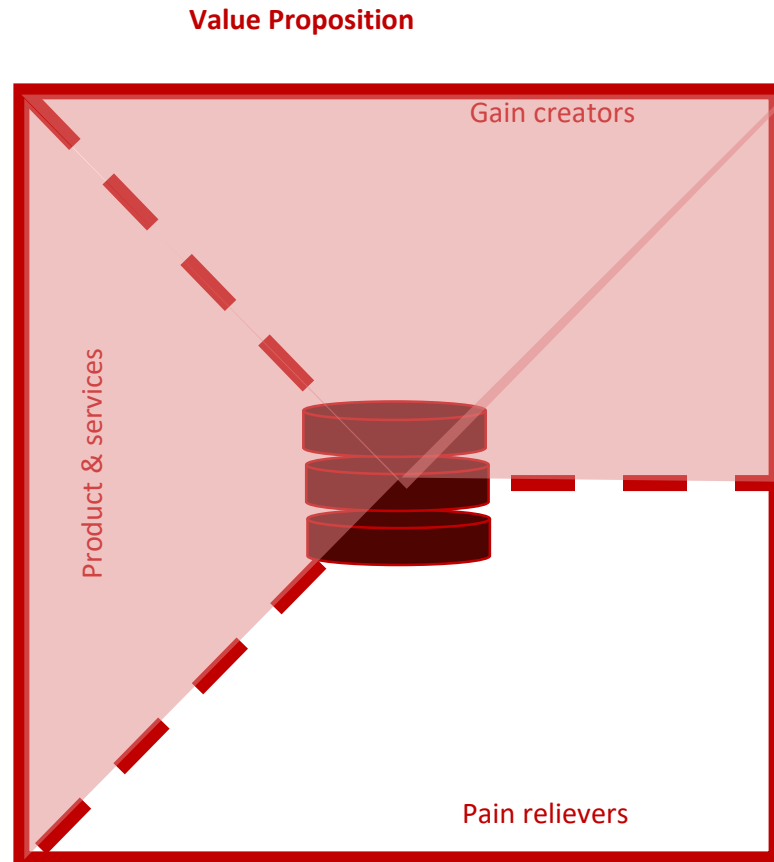


Product & services offered

- To get the job done
- To address the pains
- To optimise the gains

**Define your product and services (solution)**

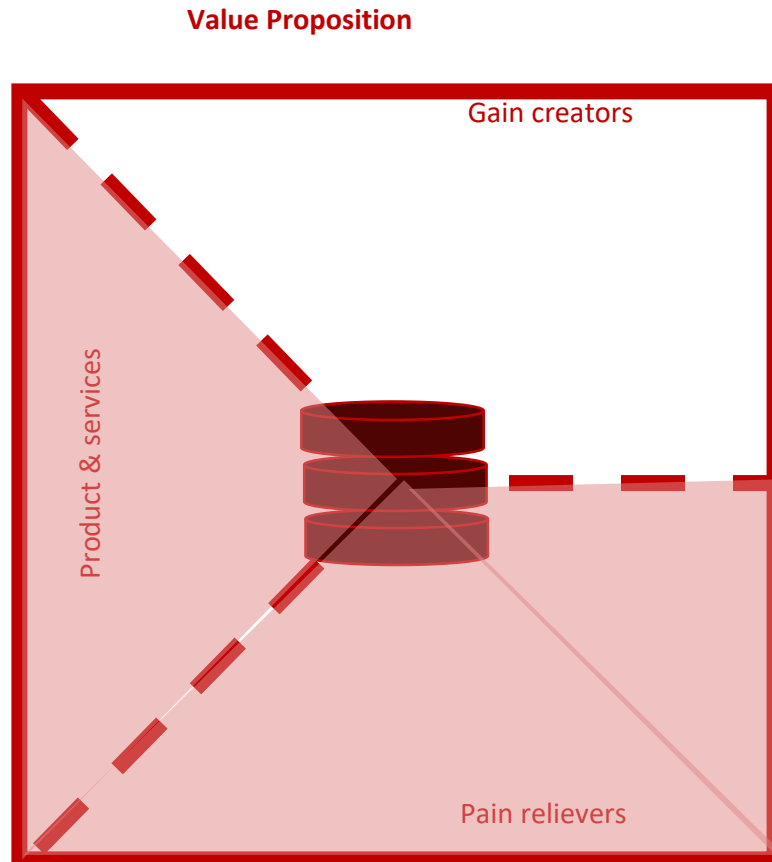
# Pain relievers



- Clearly state how your product will eliminate or reduce pains.
- Should be able to counter pains in customer segment.

**Define your pain relievers**

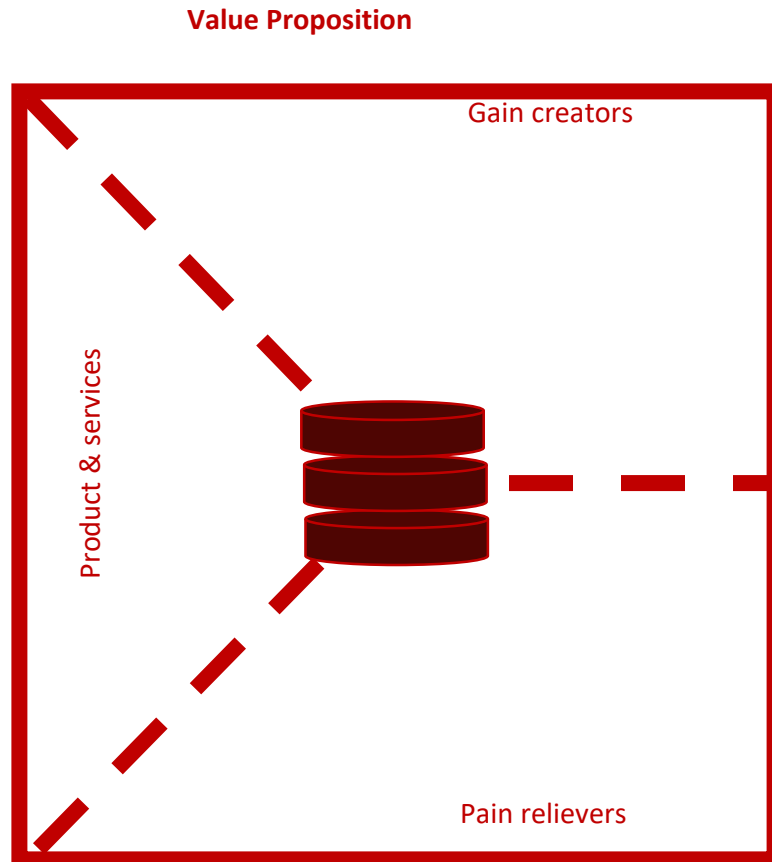
# Gain creators



- Clearly state how your product will create gains.
- Should be able to link to gains in customer segment.

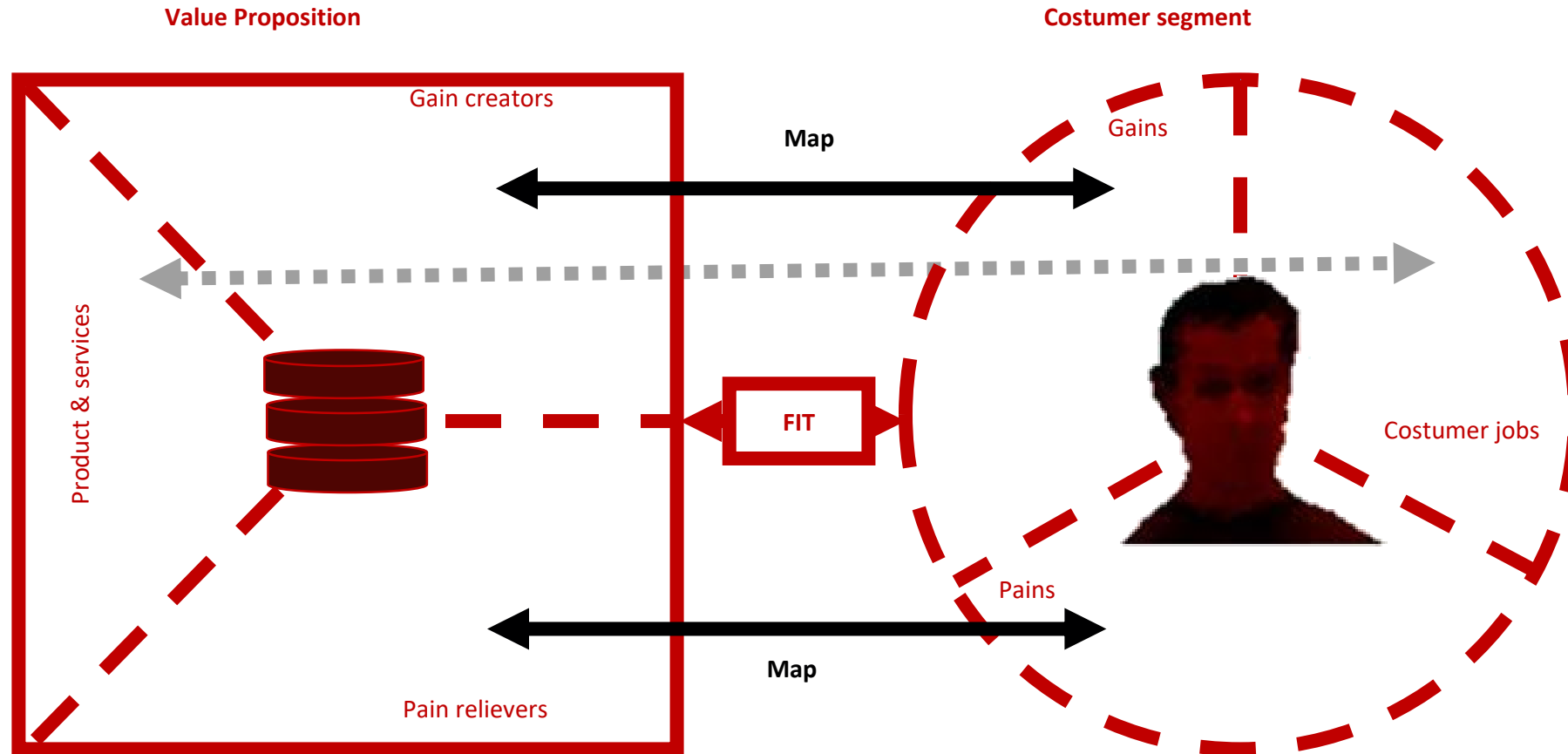
**Define your gain creators**

# Value proposition

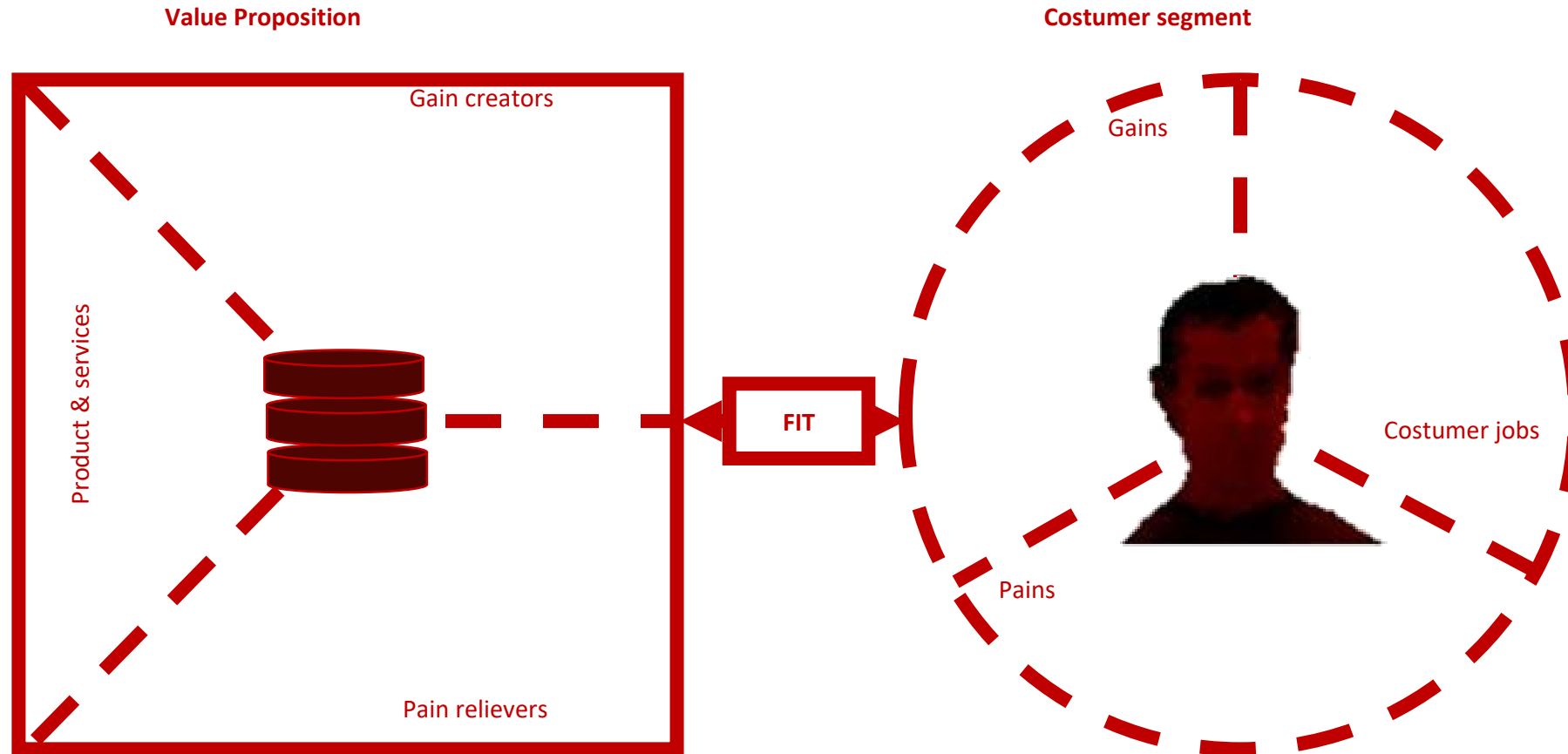


- Completed the value proposition.
- You should also be able to answer:
  - What bundles of products and services are you offering to **each** segment?
  - What is the minimum viable product (**MVP**)?
  - ...

# Value proposition mapping

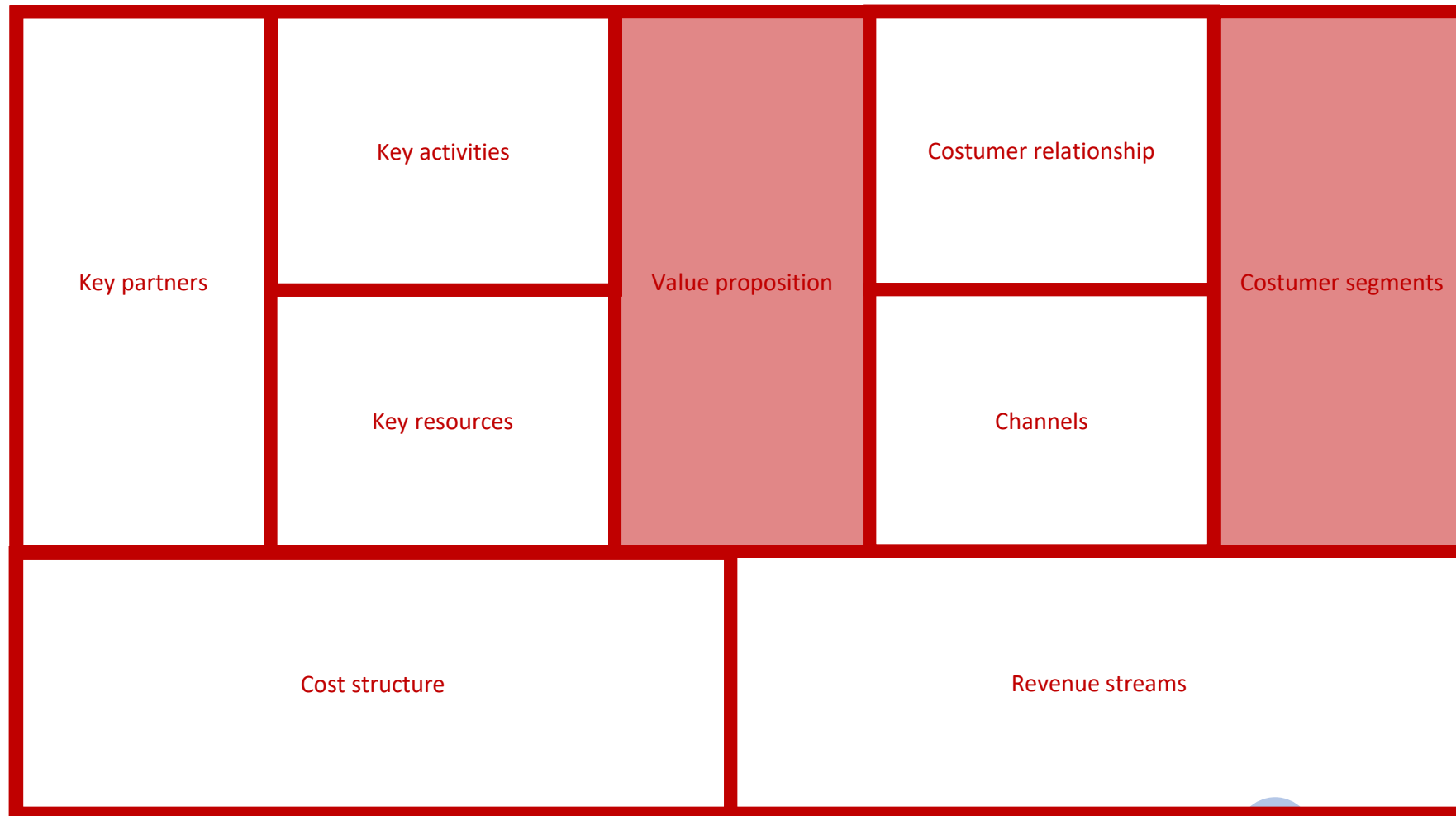


# Obtained market fit

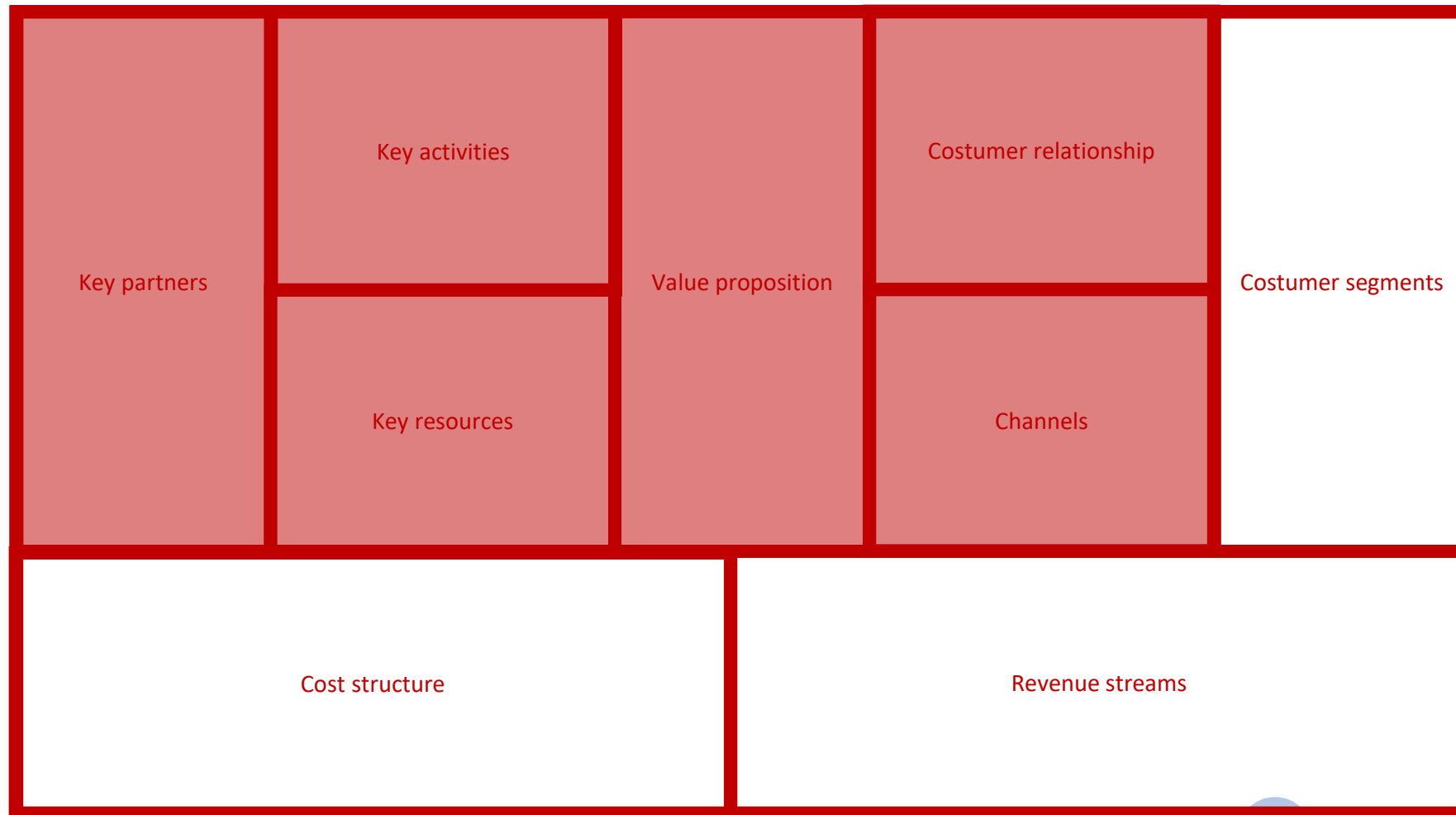




# Place it back into the business model canvas



# Business model canvas - managers



# Questions?

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