Org Refactoring & Culture Hacking

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"Hacking teams is almost as much fun as hacking code"

"Features have no value until they are in the hands of a user and being used for a productive effort. So any activity not spent getting the next most valuable feature into the hands of a user quickly is just waste."

bit.ly/2k8qSyi #tocot



Who is to blame!?!



"[P]laced in the same system, people, however different, tend to produce similar results"

Peter M. Senge, The 5th Discipline: The Art and Practice of the Learning Organisation, pp. 42

How do

we fix it?



We can do a better job

Three Postulates:

1. Your organisation's structure is best served by being in a constant state of (incremental) change.

2. The best people to drive these changes are those closest to the action - us, the makers.

3. Our existing maker skills are ideally suited for this work.

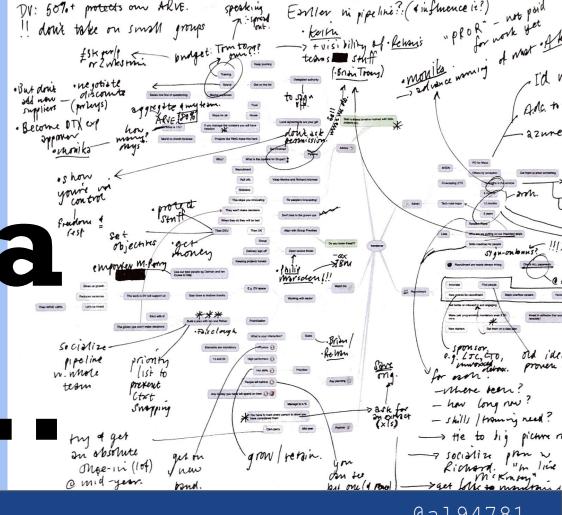
Refactoring and Hacking

- I. Map the Human Architecture
- II. Read the Dynamic System
- III. Make the Right Change
- IV. Kill Consensus
 - V. Beyond Delegation

I. Map the Human Architecture

Once upon a time...

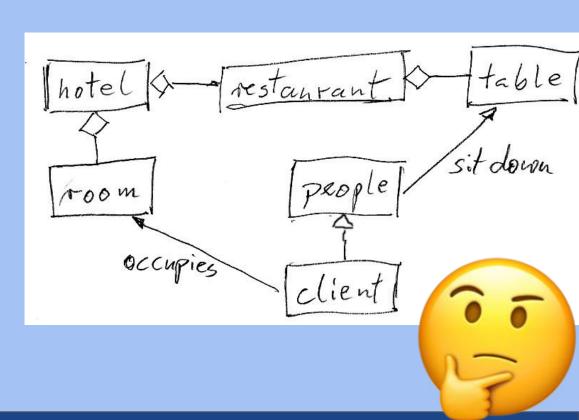
Once upon a time



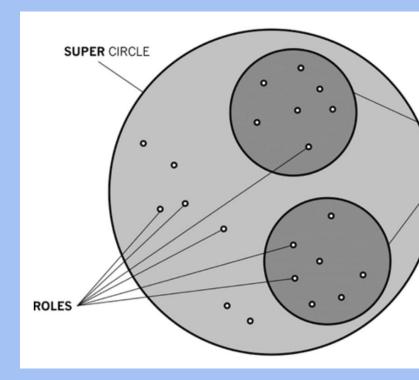
Draw

it

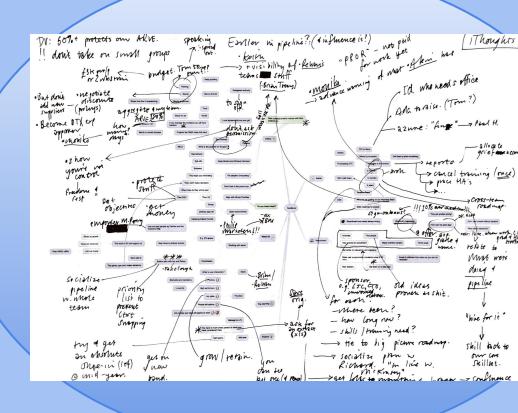
out



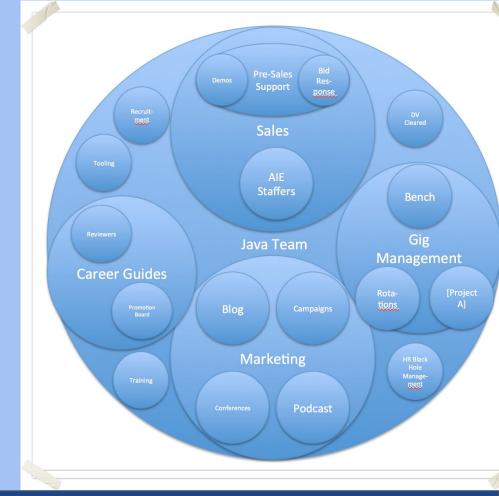
Circles & Roles



Uncover the Circles & Roles



Uncover the Circles & Roles



Refactoring Tips

- Don't overestimate existing understanding of how the org works
- It's a map of existing power and influence
- Openness builds trust
- You don't need to be in charge to do this
- You'll learn loads
- What you can see you can change

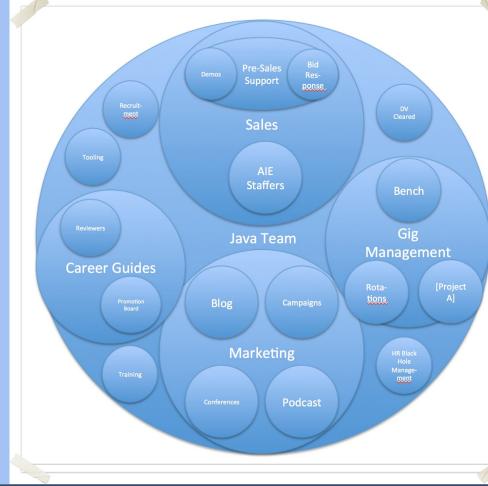
Your next hit...

HOLACRACY THE REVOLUTIONARY MANAGEMENT SYSTEM THAT ABOLISHES Brian J. Robertson

Foreword by David Allen, author of Getting Things Done

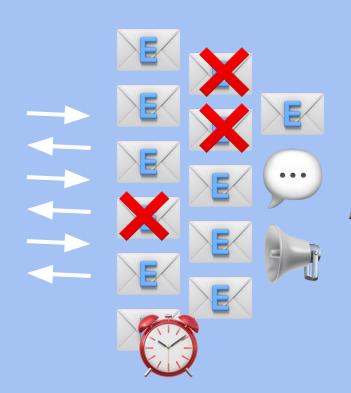
II. Read the Dynamic System

Once upon a time...









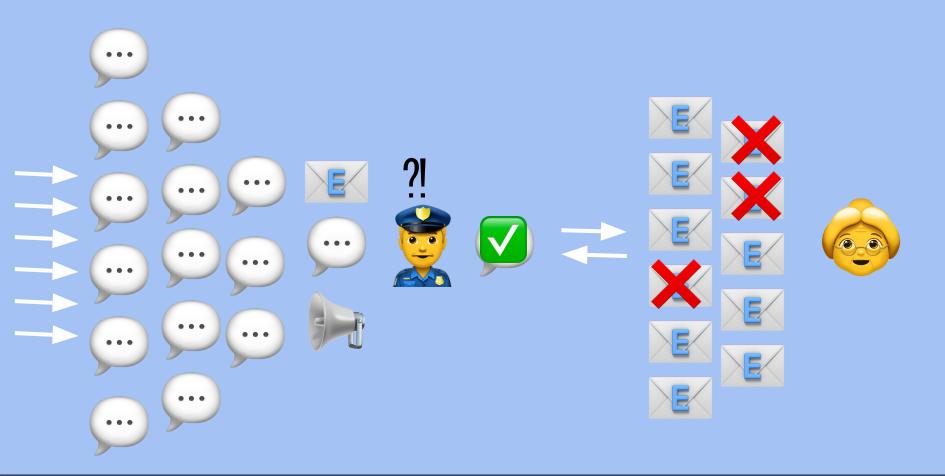


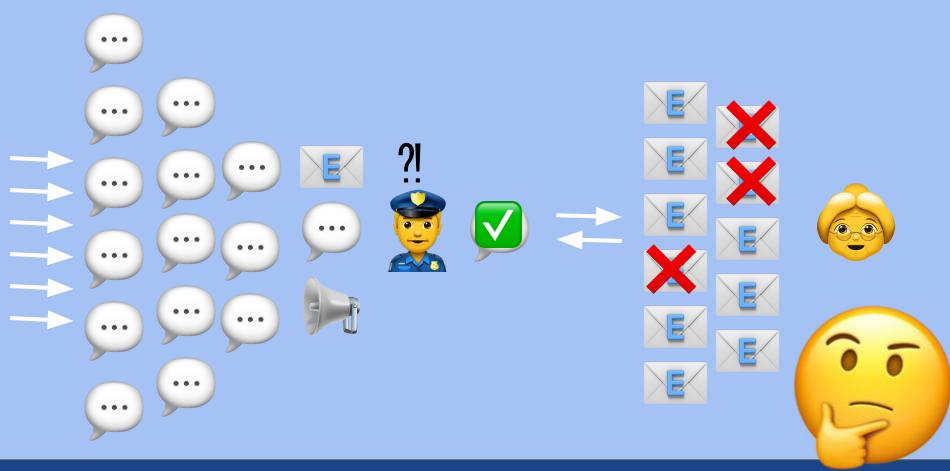






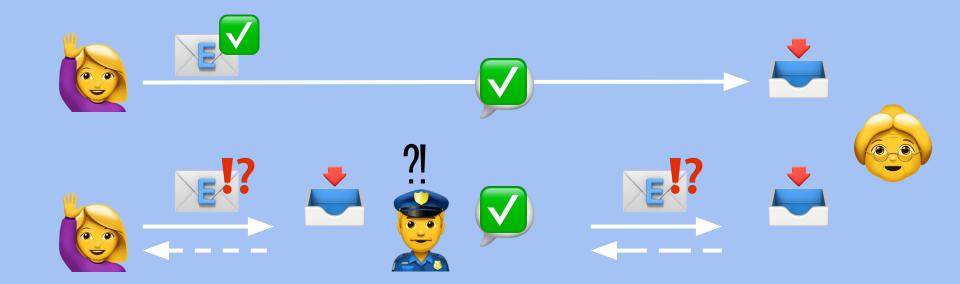
III. Make the Right Change







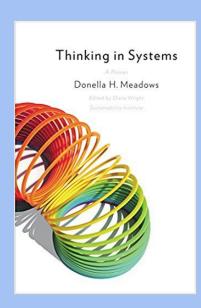


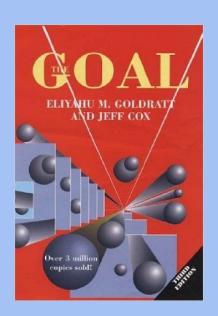


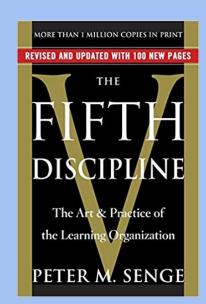
Refactoring Tips

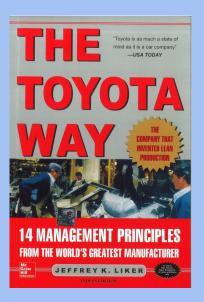
- See the power of a small change
- But the right change
- And given time to manifest
- Observe the whole dynamic system
- Observe impact on the goal not local optima
- Maintain quality
- Watch out for feedback

Your next hits...

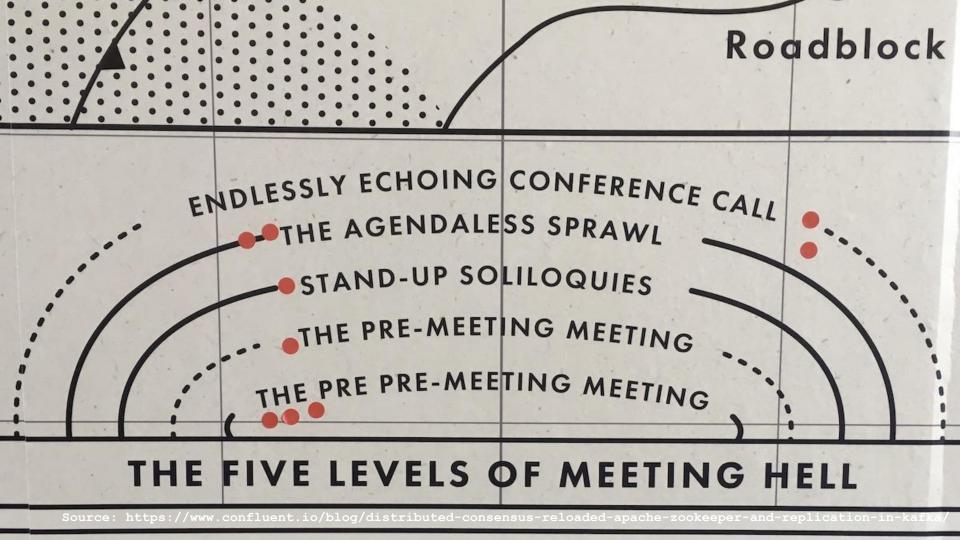


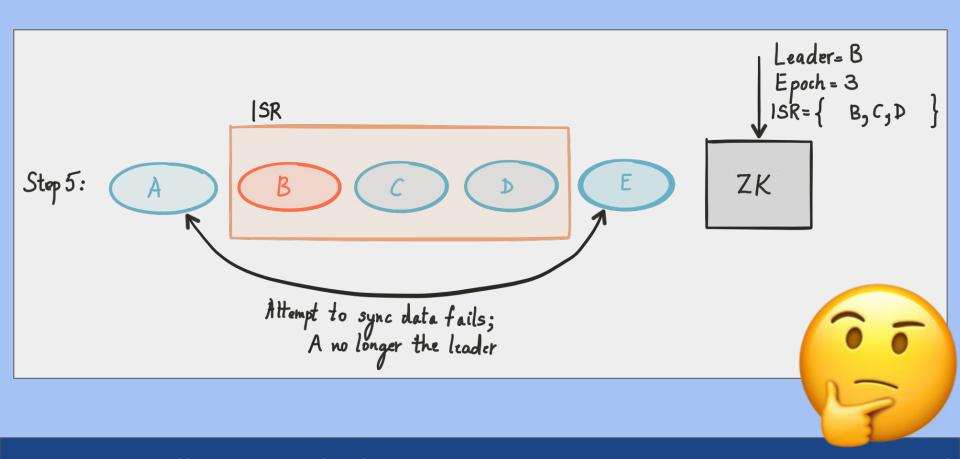






IV. Kill Consensus





Anyone can make any decision,

Anyone can make any decision,

after seeking advice from everyone who will be meaningfully affected,

Anyone can make any decision,

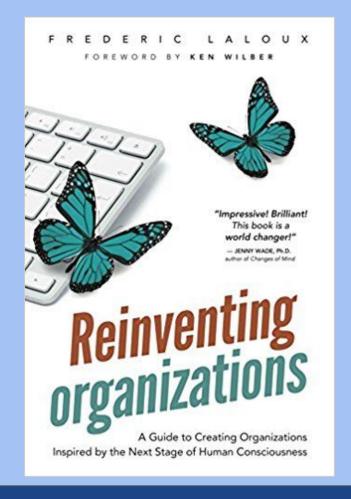
after seeking advice from everyone who will be meaningfully affected,

and those with expertise.

Refactoring Tips

- Experiment: try it with ADRs
- Better decisions
- You'll also see more ownership, speed and transparency

Your next hit...



V. Beyond Delegation

CULTURE:

"The pattern of basic assumptions that a given group has invented, discovered, or developed in learning to cope with it's problems of external adaptation or internal integration"

Edgar Schein quoted in The Toyota Way, pp. 299

2(b). the best way to help us is for others to make transparent as many processes & open up as many data stores as possible & then trust us to get on with improving things.

It's about

Devolution Beats Delegation

Advice

Process++

- Power will be initially held by managers / leaders
- Role-models will be required
- It's a safe way to transfer power (and a gateway drug)

Right changes in end-to-end dynamic systems++

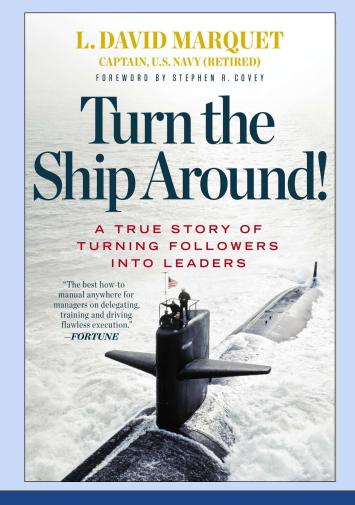
- Makes the whole system visible to all
- **Teach others to** read systems
- Combine with the **Advice Process to** move towards Kaizen

Circles and Roles++

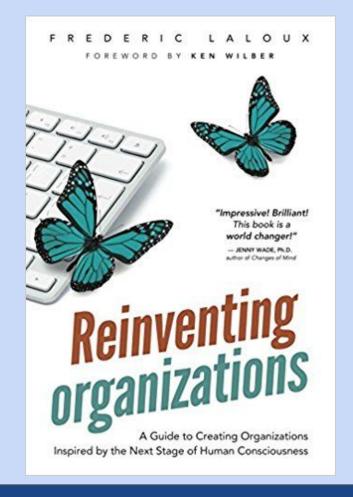
- Invite co-owners start with holiday cover
- Invite new owners
- Make / encourage changes
- Let hierarchy emerge as, where and when required

Refactoring or Hack?

Your next hits...



Your next hits...



Whats mexta

"Hacking teams is almost as much fun as hacking code"

Me not posting on Facebook, sometime in 2018 (#DeleteYourAccount)

What questions have you got?

Lhankyou