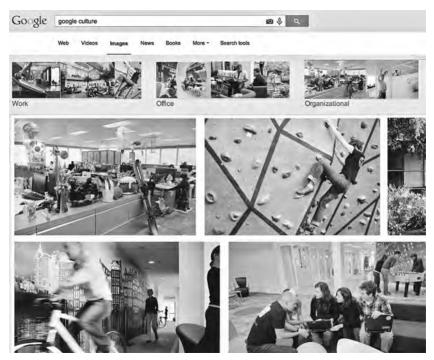
INSIGHTS FROM INSIDE GOOGLE

MORK RUES!

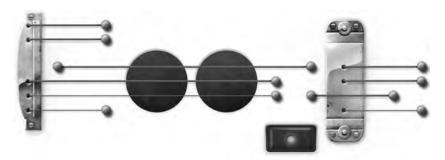
THAT WILL
TRANSFORM
HOW YOU
LIVE AND
LEAD

LASZLO BOCK

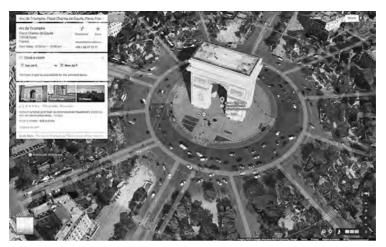


Typical image results for "Google culture." © Google, Inc.

The Burning Man Google Doodle. © Google, Inc.



The Les Paul Google Doodle. © Google, Inc.



A sky-high view of the Arc de Triomphe in Paris, France, from Google Maps. © Google, Inc.



The Arc de Triomphe, seen from street level in Google Street View. © Google, Inc.



South Base Camp, Khumjung, Mt. Everest, Nepal. © Google, Inc.



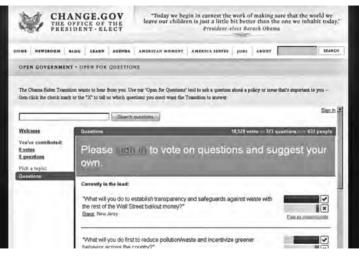
Under the sea with Galápagos sea lions, Galápagos Islands. $\ensuremath{\mathbb{Q}}$ Google, Inc.



Taj Mahal, Agra, India. © Google, Inc.



A man and his dog, Central Park, New York City. Faces blurred by Google Street View for their privacy. Image discovered by Jen Lin. © Google, Inc.



Google Questions, as used by the Obama-Biden transition team in 2008.

Change.gov

Per employee \$606.36 \$456.44 % of total HR expense 18.3% 13.6%		ag opoa	9 epena
% of total HR expense 18.3% 13.6%	Per employee	\$606.36	\$456.44
	% of total HR expense	18.3%	13.6%

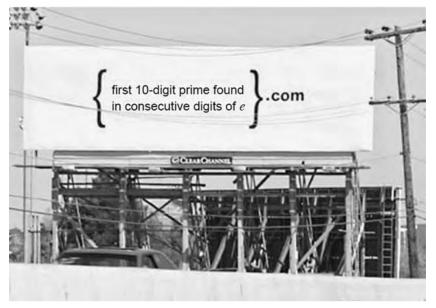
Training spend

Hiring spend

% of revenue 0.18% 0.15%

Companies spent more on training current employees than on

hiring new employees. Data from 2012.



The cryptic billboard.77

Correctly solving this puzzle^{xv} led you to a Web page, with a second puzzle:

Congratulations. You've made it to level 2. Go to **www.Linux.org** and enter *Bobsyouruncle* as the login and the answer to this equation as the password.

f(1) = 7182818284 f(2) = 8182845904 f(3) = 8747135266 f(4) = 7427466391 f(5) =

A second puzzle. © Google, Inc.

 $^{^{\}rm xv}$ In case you were wondering, the answer is 7,427,466,391.

If you were able to solve this second puzzle, xvi you were shown the following:



Congratulations.

Nice work. Well done. Mazel tov. You've made it to Google Labs and we're glad you're here.

One thing we learned while building Google is that it's easier to find what you're looking for if it comes looking for you. What we're looking for are the best engineers in the world. And here you are.

As you can imagine, we get many, many resumes every day, so we developed this little process to increase the signal to noise ratio. We apologize for taking so much of your time just to ask you to consider working with us. We hope you'll feel it was worthwhile when you look at some of the interesting projects we're developing right now. You'll find some links to more information about our efforts below, but before you get immersed in machine learning and genetic algorithms, please send your resume to use at problem-solvinoi@loogole.com.

We're tackling a lot of engineering challenges that may not actually be solvable. If they are, they'll change a lot of things. If they're not, well, it will be fun to try anyway. We could use your big, magnificent brain to belo us find out.

Some information about our current projects:

- Why you should work at Google
- Looking for interesting work that matters to millions of people?
- http://labs.google.com

102004 Google



Welcome to qDroid

Welcome qDroid Score the Interview Presources



General Cognitive Ability (GCA):

Note: If you don't see your specific org., please select a broader category.

*

SMB Sales and Operations: Business Analysts

LinkGerswind

Select which Leadership aspects are most important to the role. Note: Some aspects are suggested for People Manager roles.

All

Cares About the Team (All Roles)

Works as a team (All Roles)

Gets things done (All Roles) Manages projects (All Roles)

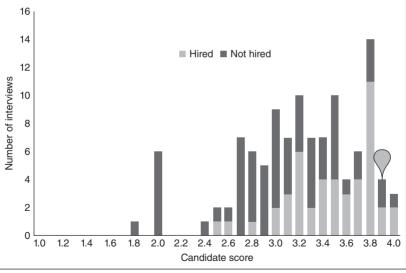
Coaches Team (People Manager Roles)

Empowers Team (People Manager Roles)

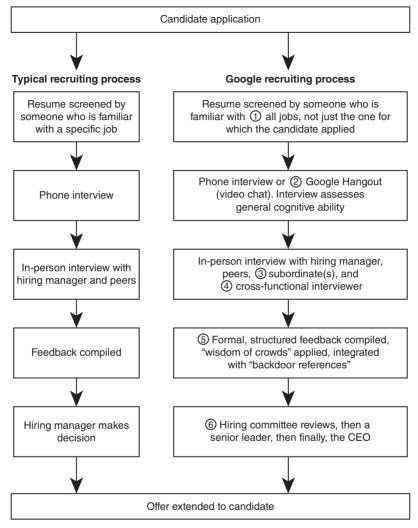
Shares Vision and Strategy (People Manager Roles)

Sample gDroid screen. © Google, Inc.

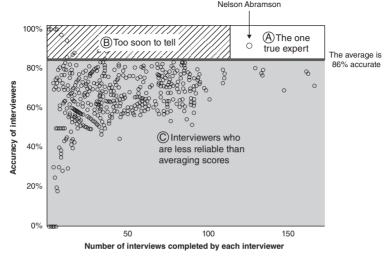




Illustrative feedback for an interviewer. © Google, Inc.



Comparison of a typical hiring process with Google's hiring process. © Google, Inc.



Scatterplot showing individual interviewing accuracy (each dot is one interviewer) compared to the 86 percent accuracy resulting from averaging interview scores. Accuracy of interviewers is defined as the percent of candidates that the interviewer wants to hire who are actually hired. Group A consists of Nelson Abramson, the only person to beat the wisdom of the crowd. In Group B, these interviewers seem more accurate than the crowd but haven't done enough interviews for us to statistically prove if it's skill or if they were just lucky. Most individuals are less accurate than "the crowd" and fall into Group C.



OCTOBER 5, 2011

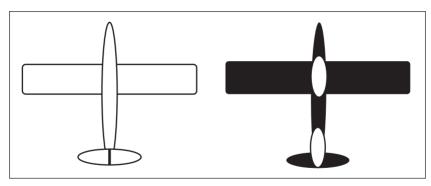
NEW DELHI — The Dalai
Lama, Tibet's exiled spiritual
leader, scrapped plans on Tues
day to attend the 80th birthday
celebration of a fellow Nobel laureate, Desmond M. Tutu of South
Africa, after the host government
did not grant his visa request.

Advertisement in the *New York Times* celebrating the successful Hangout between the Dalai Lama and Desmond Tutu. © Google, Inc.



Patrick (left) and me on one of his bikes.

Photo courtesy of Brett Cr



Wald's illustration of bomber damage.



Section 1: Me

The Google-wide portion of the survey is organized into four sections. This first section asks you about topics that relate to your individual experience as a Googler.

If you prefer not to answer a question, don't know the answer, or feel that the question doesn't apply to you, please select

	Strongly disagree	Disagree	Neutral	Agree	Strongly agree	N/A
to consider about the work free during	0	0	0	0	0	10
ARREST OF STREET, SALES AND STREET, SALES	0	(0)	0	0		- 0
di terra di terra par lingi	0	0	0	0	0	0
the course of the contract of	0	.0	0	0	0	ō
the series program a committee of process in complete and	6	0	0	0	0	0
Branch Serings House	0	0	10	0	6	0
See a part out a possession and the part of the see and	0	0	0	0	6	10

908				_
015 ·	25%	60%	75%	1005
	Previous	Nex		

Click "Next" to save your answers

The first page of the 2014 Googlegeist survey. © Google, Inc.

Tessa Pompa

Home

Overview All Items

Themes

All survey items are grouped into themes. A theme score is the average score of the items within that theme. The percent favorable of each theme is compared to Google overall, your function or Product Area, and your VP or SVP where applicable. Differences from comparison scores greater than or equal to 5% are boiled here in green or red. If no data were available, or if you are the leader of the function or Product Area, a hyphen (**) is displayed. Check the EAQ cage for a description of each theme.

Old				
Thome	Responses	Percent Favorable		Vs Google % Fav
Peers	2584	10-	7	+6
Manager	2721	88	8 5	0
Leadership	2706		9 5	+5
Culture	2730	14	11 5	+9
Total Rewards	2695	12	14 2	42
Career Development	2649	10	10- 3	-1
Well-Being	2717	16	9	+1
Performance Management	2523	-31	16	-2
Work/Role	2641	71	15	-3

Example of personalized Mygeist report from the 2014 Googlegeist survey.

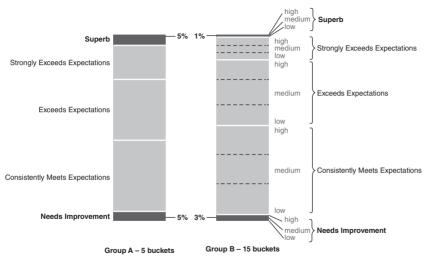
Data is illustrative. © Google, Inc.

STRONGLY EXCEEDS MANGO



Image by Paul Cowan. 116

Googler Paul Cowan created this graphic to illustrate one of my rating proposals.



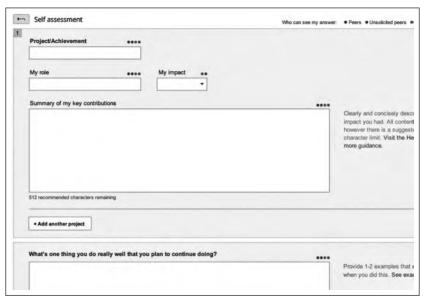
Average rating distribution of Groups A and B.

Tips for Evidence-Based Calibration

Keep calibration data dr 7 common forms of cog

Cognitive Bias/ Group Dynamic	Definition	Example	
Horns & Halo Effects	When the overall impression of someone as generally amazing/terrible clouds judgment against new evidence that might point to the contrary	"Tom is always such a ro some issues this quarter what a rock star he alwa	
Recency Effect	Tendency to remember the last few things someone did and to weigh them disproportionately	"Tom is having a terrible two weeks he hasn't bee anything done."	
Fundamental Attribution Error	Either paying too much attention to a person's- "ability" and not enough to the situation/context that impacted their performance, or vice versa	"Tom bombed this proje he didn't get enough din manager. He's great, I kn and he deserves a higher "Tom bombed this proje me that he really can't gr Where did we hire this g	
Central Tendency	"Playing it safe" by rating close to the midpoint	"Well, 3.7 is a really high group, so what about me You're still giving the em 'exceeds expectations' m	
Availability Bias	Mistaking what's easy to bring to mind with what's more frequent	"I remember Tom's first a thinking that I had never ramp up so fast. He's fan	

Excerpt from a sample handout provided before performance calibration discussions. © Google, Inc.



Excerpt from Google's peer feedback templates. © Google, Inc.

Performance & development discussion guide for managers

This guide provides a framework to help you prepare and think through performance and development conversations with your team. You can use this guide whether you're holding a full review (e.g., discussing peer feedback and your written manager assessment) or a mid-year check in (e.g., sharing the most recent rating).

Development conversations as part of the official Perf review cycles are just one opportunity for you to connect with your Googlers, Sharing feedback and discussing how they can grow is an ongoing part of your role as a manager. You can also use this framework to structure performance and development conversations that you hold throughout the year, building upon past discussions.

Key areas to cover:

- Getting started
- 1. Overall performance
- 2. What to keep doing & next steps
- 3. What to improve on & next steps
- 4. Joptionali Longer-term goals
- 5. Recap



Additional resources:

- You may find it helpful to leverage this tracking sheet as you compile information for each individual, and/or
 this worksheet to share directly with your Googler
- · We have also shared this conversation guide with Googlers to help them prepare for these discussions

Getting started

Before you dive in, ensure the goals of the conversation are clear - are you discussing a full review incl. peer feedback, are you discussing the last 6 months and the related perfirating, or are you checking in mid cycle?

What to cover:

- Articulate the goal and structure of the conversation
- Have examples ready to enrich the discussion
- Ask questions and encourage your Googler to speak openly

Things to consider:

- · Past development conversations with your Googler
- How does your Googler best receive and integrate feedback? If you feel unsure, this could be something to discuss
- Think about and combat any potential biases the checklists at go/bbPerf will help

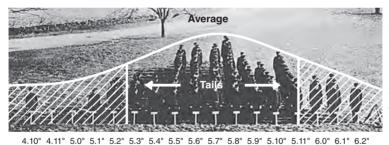
Excerpt from Google's discussion guides for managers. © Google, Inc.



Courtesy of Archives & Special Collections at the Thomas J. Dodd Research Center, University of Connecticut Libraries

Living histogram of 175 male college students. 125

The "tails" of the distribution are the team members at the extremes, say below 5 feet 4 inches tall and above 5 feet 11 inches. They are the bottom and top 10 percent of the distribution in the example below.

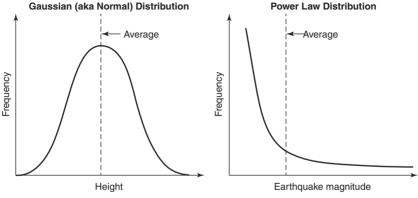


Courtesy of Archives & Special Collections at the Thomas J. Dodd Research Center, University of Connecticut Libraries

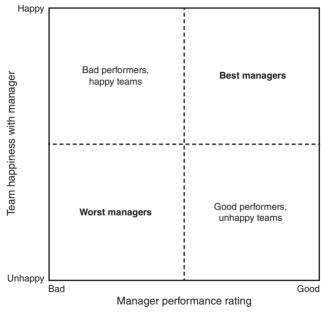
The heights of the students follow a normal distribution, with each of the two "tails" representing those with "extreme" heights.



The same holds true for Googlers—we asked Googlers to line up by height and the result was a normal distribution with the same two tails.**



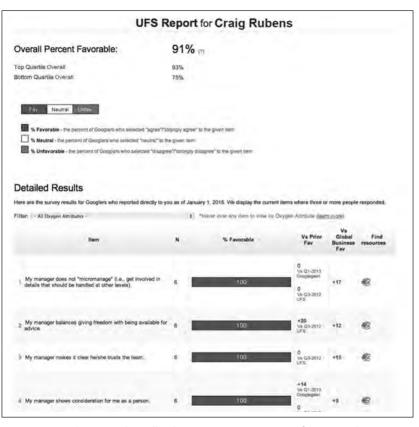
Comparison of the distribution of human height and earthquake magnitude. Height varies evenly around an average with roughly half of people above and half below average in height. In contrast, the large majority of earthquakes are below average size.



How managers were initially sorted for Project Oxygen.



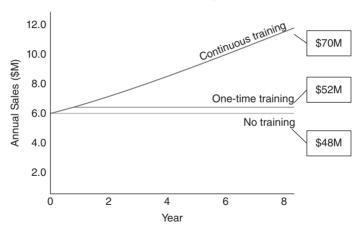
Subsequent refinement to identify managers who were in the top or bottom 25 percent in both team happiness and performance.



Sample Upward Feedback Survey manager report from Google.

Data is illustrative. © Google, Inc.

Cumulative Sales Over Eight Years



Total company sales under different training scenarios.



A decommissioned monorail in our Sydney, Australia, office. © Google, Inc.



A decommissioned gondola in the Zurich office. $\ensuremath{\mathbb{O}}$ Google, Inc.



Lycos.com home page from circa 2000.



Excite.com home page from circa 2000.

SOS

Google!

Search the web using Google

Google Search I'm feeling lucky

More Google!

Google.com home page from circa 2000. © Google, Inc.

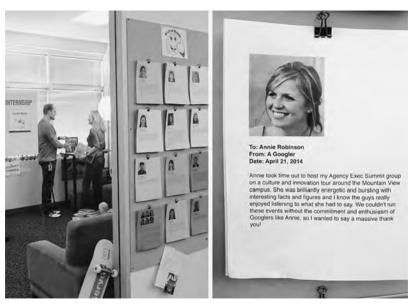


Luckily, compensation is more equitable and just at Google than in this dream scenario.

Image courtesy of Tessa Pompa and Diana Funk



Google's internal recognition tool, gThanks. © Google, Inc.



The Wall of Happy outside my office in Google's Mountain View, CA, headquarters.



A look at Google Wave circa 2009 and its innovative interface.

© Google, Inc.



Google's microkitchens are interspersed throughout our offices. This is a particularly nice one. © Google, Inc.

Program	Cost to Google	Cost to Googler	Benefit to Googlers or Google
ATMs	Free	Free	Efficiency
Bureaucracy Busters	Free	Free	Efficiency
gTalent Show	Free	Free	Community
Holiday fairs	Free	Free	Efficiency
Mobile libraries	Free	Free	Efficiency
Random Lunch	Free	Free	Community; innovation
TGIF	Free	Free	Community
Bike repair	Free	Yes	Efficiency
Car wash and oil change	Free	Yes	Efficiency
Dry cleaning	Free	Yes	Efficiency
Haircuts and salons	Free	Yes	Efficiency
Organic grocery delivery	Free	Yes	Efficiency
Concierge	Negligible	Free	Efficiency
Culture Clubs	Negligible	Free	Community
Employee Resource Groups	Negligible	Free	Right thing to do; community; innovation
Equality in benefits	Negligible	Free	Right thing to do
gCareer (return to work program)	Negligible	Free	Right thing to do; efficiency
Massage chairs	Negligible	Free	Efficiency
Nap pods	Negligible	Free	Efficiency
Onsite laundry machines	Negligible	Free	Efficiency
Take Your Child to Work Day	Negligible	Free	Community
Take Your Parent to Work Day	Negligible	Free	Community
Talks @Google	Negligible	Free	Innovation
Loaner electric vehicles	Modest	Free	Efficiency
Massage	Modest	Yes	Efficiency
Free food	High	Free	Community; innovation
Shuttle service	High	Free	Efficiency
Subsidized child care	High	Yes	Efficiency
A compling of Google's parks @ Google Inc			



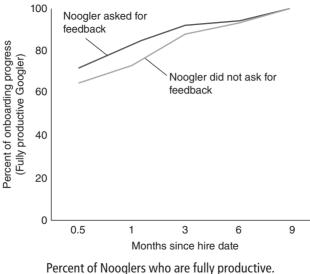
The Temple of Apollo at Delphi, Greece.



The Rain Room exhibit.



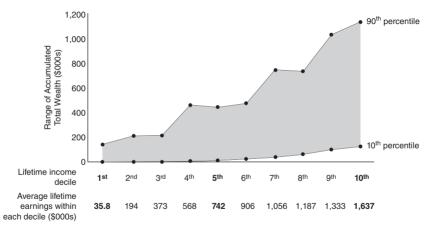
Former New York mayor Michael Bloomberg in his office bullpen.²⁰⁷





Googlers are nudged to be vigilant about on-campus safety thanks to this sign on every building door.

Courtesy of Manu Cornet



Relationship between lifetime income and wealth accumulation.



"Shock signage" on a Canadian cigarette package.

If you drink one can of soda every week day for one year :

140 calories per can x 260 week days = 36,4000 calories per year

3,500 extra calories = 1 pound of body weight

You do the math!
*But if you don't want to, that's 10 pounds per year



Sample shock signage used in our soda experiment. © Google, Inc.

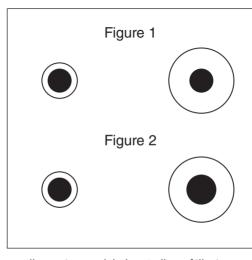
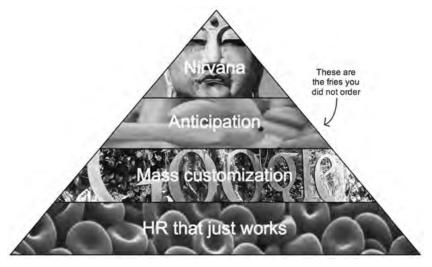


Illustration modeled on Delboeuf illusion.



"Laszlo's hierarchy." © Google, Inc.

Work Rules

Chapter 1

WORK RULES...FOR BECOMING A FOUNDER

- Choose to think of yourself as a founder.
- Now act like one.

Chapter 2

WORK RULES...FOR BUILDING A GREAT CULTURE

- Think of your work as a calling, with a mission that matters.
- Give people slightly more trust, freedom, and authority than you are comfortable giving them. If you're not nervous, you haven't given them enough.

Chapter 3

WORK RULES...FOR HIRING (THE SHORT VERSION)

- Given limited resources, invest your HR dollars first in recruiting.
- Hire only the best by taking your time, hiring only people who are better than you in some meaningful way, and not letting managers make hiring decisions for their own teams.

Chapter 3

WORK RULES...FOR SELECTING NEW EMPLOYEES

- Set a high bar for quality.
- Find your own candidates.

- Assess candidates objectively.
- Give candidates a reason to join.

Chapter 4

WORK RULES...FOR FINDING EXCEPTIONAL CANDIDATES

- Get the best referrals by being excruciatingly specific in describing what you're looking for.
- Make recruiting part of everyone's job.
- Don't be afraid to try crazy things to get the attention of the best people.

Chapter 5

WORK RULES...FOR SELECTING NEW EMPLOYEES

- Set a high bar for quality.
- Find your own candidates.
- Assess candidates objectively.
- Give candidates a reason to join.

Chapter 6

WORK RULES...FOR MASS EMPOWERMENT

- Eliminate status symbols.
- Make decisions based on data, not based on managers' opinions.
- Find ways for people to shape their work and the company.

Chapter 7

WORK RULES...FOR PERFORMANCE MANAGEMENT

- Set goals correctly.
- Gather peer feedback.
- Use a calibration process to finalize ratings.
- Split rewards conversations from development conversations.

Chapter 8

WORK RULES...FOR MANAGING YOUR TWO TAILS

- Help those in need.
- Put your best people under a microscope.
- Use surveys and checklists to fi nd the truth and nudge people to improve.
- Set a personal example by sharing and acting on your own feedback.

Chapter 9

WORK RULES...FOR BUILDING A LEARNING INSTITUTION

- Engage in deliberate practice: Break lessons down into small digestible pieces with clear feedback and do them again and again.
- Have your best people teach.
- Invest only in courses that you can prove change people's behavior.

Chapter 10

WORK RULES...FOR PAYING UNFAIRLY

- Swallow hard and pay unfairly. Have wide variations in pay that reflect the power law distribution of performance.
- Celebrate accomplishment, not compensation.
- Make it easy to spread the love.
- Reward thoughtful failure.

Chapter 11

WORK RULES...FOR EFFICIENCY, COMMUNITY, AND INNOVATION

- Make life easier for employees.
- Find ways to say yes.

• The bad stuff in life happens rarely...be there for your people when it does.

Chapter 12

WORK RULES...FOR NUDGING TOWARD HEALTH, WEALTH, AND HAPPINESS

- Recognize the difference between what is and what ought to be.
- Run lots of small experiments.
- Nudge, don't shove.

Chapter 13

WORK RULES...FOR SCREWING UP

- Admit your mistake. Be transparent about it.
- Take counsel from all directions.
- Fix whatever broke.
- Find the moral in the mistake, and teach it.

Chapter 14

WORK RULES

- Give your work meaning.
- 2. Trust your people.
- 3. Hire only people who are better than you.
- 4. Don't confuse development with managing performance.
- 5. Focus on the two tails.
- 6. Be frugal and generous.
- 7. Pay unfairly.
- 8. Nudge.
- 9. Manage the rising expectations.
- 10. Enjoy! And then go back to No. 1 and start again.

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Page 38: Google Maps
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