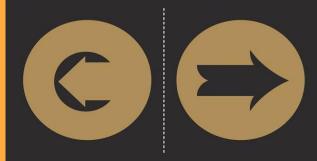
The International Bestseller

The Decision Book

Fifty models for strategic thinking



Mikael Krogerus and Roman Tschäppeler

Krogerus & Tschoppeler's

The Decision Book

Book Notes & Summary

ACKNOW -LEDGE-MENT

Writers: Roman Tschäppeler, Mikael Krogerus

Pages: 176

Disclaimer:

This summary is not aimed to share the book's content without consent; this is merely a product of individual who want to help others saving their time by just reading the summary. All of this summary belongs to the book's writers and so it is not permitted to share this summary as it is. Thank you:)

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- 1. Eisenhower matrix
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- 4. BCG Box
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Time management

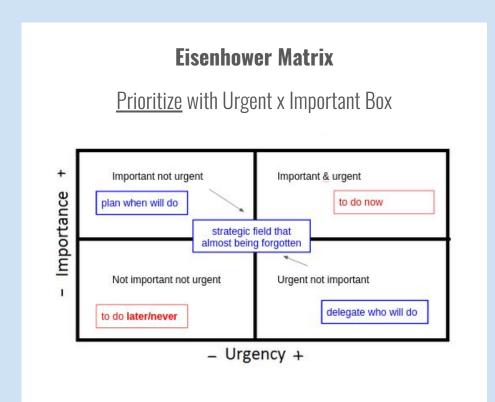
Trade off analysis

Project kick off

Doubt resolution

Relationship & communication

IMPROVE YOURSELF FROM THE TIME MANAGEMENT



Warren Buffet's To Do List

Limit what to do

- 1. Write down 25 goals & dreams
- 2. Select the top 5 out of those
- 3. The top 5 go onto the to-do list

"... Until you have completed your Top 5, don't spend *any* time or energy on the other ones."

IMPROVE YOURSELF FROM THE TRADE OFF ANALYSIS

SWOT Analysis

Find the most suitable solution among many options e.g.: choosing the laptop



BCG Box

Calculate cost & benefit for what we invest e.g.: aim for the stars (most profitable share), but keep the cash cows to maintain relationship.



IMPROVE YOURSELF FROM THE PROJECT KICK OFF

Models to help decide which project to take, what project to do, & how to create one

- Project Portfolio Matrix
 - Reject for project that has no lesson nor correlation with vision.
 - Change for project that has lesson but no correlation with vision.
 - Delegate for project that has correlation with vision but no lesson.
- John Whitmore Model for choosing project having the right goal identified by 14 criterias:
 - SMART: Specific, Measurable, Attainable, Realistic, Time Phased
 - PURE: Positively Stated, Understood, Relevant, Ethical
 - CLEAR: Challenging, Legal, Environmentally Sound, Agreed, Recorded
- SCAMPER Model to create something new as a mixture of what existed
 - Substitute, Combine, Adapt, Modify, Put to other use, Eliminate, Reverse

IMPROVE YOURSELF FROM THE PROJECT KICK OFF

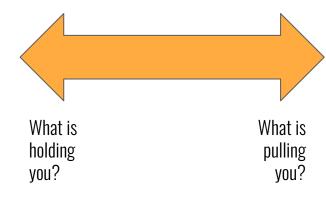
Where to next? Crossroad Model

- Compass: personal question
 - Where have you come from?
 - What is really important?
 - Which people are important?
 - O What are you afraid of?
 - What is hindering you?

IMPROVE YOURSELF FROM THE <u>DOUBT RESOLUTION</u>

Rubber Band Model

"The key of the right decision is by peacefulness that comes within, believing that it is the best that can happen, and feeling no regret."



Consequences Model

- The lowest consequences comes with the more knowledge needed to justify, means the longer it takes to make decision.
- Not making decision is also a decision that need to be acknowledged.

IMPROVE YOURSELF FROM THE RELATIONSHIP & COMMUNICATION

From Us to Others

- Family Tree Model
 - Knowing relationship structure of people we have to deal with to know the key person we need to maintain and to know the potential branch we need to grow
- Gift Model
 - o "Buy something that you would be pleased to receive as a gift yourself."

IMPROVE YOURSELF FROM THE RELATIONSHIP & COMMUNICATION

From Others to Us

- Feedback Model
 Knowing what to act by mapping the given feedback into
 - Compliment : very good and done
 - Avice : good but it can be better if..
 - Criticism : not good and need to change
 - Suggestion : not good but it is okay

- Conflict Resolution Model
 - \circ Escape \rightarrow least ideal
 - Fight
 - Give up
 - Evade responsibility
 - Compromise
 - \circ Reach consensus \rightarrow most ideal

THE DECISION MODELS FOR

BETTER

SELF

UNDER-

STANDING

- 1. Flow Model
- 2. Johari Window
- 3. Cognitive Dissonance Model
- 4. Music Matrix
- 5. Unimaginable Model
- 6. Uffe Elbaek Model
- 7. Fashion Model
- 8. Energy Model
- 9. Supermemo Model

Subgroup:

Self awareness

Others perspective

Lesson learned & experience

The role model

Achievement & Expectation

THE DECISION MODELS FOR

BETTER

SELF

UNDER-

STANDING

10. Political Compass

11. Personal Performance Model

12. Making-Of Mode

13. Personal Potential Trap

14. Hype Cycle

15. Subtle Signals Model

16. Network Target Model

17. Superficial Knowledge Model

Subgroup:

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UNDERSTAND YOURSELF BETTER FROM <u>SELF AWARENESS</u>

Realise. Admit. Correct.

- What do you know about yourself?
- Where you are living the most? The past, present, or the future?
- What's your habit that isn't consistent with your belief?
- Where are you between your friends?
- What are things you know but you don't actually need?

UNDERSTAND YOURSELF BETTER FROM THE ROLE MODEL

There are just the things we will accept the way they are.

- Whose style you look up to?
- Which (political) side you are standing for?
- Whose opinion you value the most?
- What you believe even you cannot prove?

UNDERSTAND YOURSELF BETTER FROM <u>ACHIEVEMENT & EXPECTATION</u>

Measure the gap of expectation / satisfaction.

- What makes you happy? Will it makes you on the flow or rather burn you/bore you out?
- What is your next big thing? Have you found one that works for last?
- What you can do, need to do, and want to do? How do they differ?

UNDERSTAND YOURSELF BETTER FROM OTHERS' PERSPECTIVE

Focus on people you want to see more.

- What people know about you?
 - What you want people to see?
 - O What people want to see?

- What others' expect of you?
 - What you promise them?
 - What you deliver to them?

UNDERSTAND YOURSELF BETTER FROM LESSON LEARNED & EXPERIENCE

Understand the past, determine the future.

- Memorize what you have learned by periodical refresh
- Bridge your past to help you in your future
 - What were your goals?
 - What did you learn?
 - What obstacles did you overcome?
 - O What were your successes?
 - Which people played important role?

THE DECISION MODELS TO

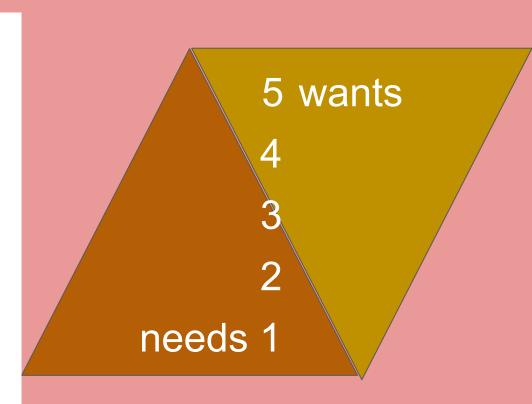
| | 1. 2. | The Swiss Cheese Model The Maslow Pyramids | Subgroup: |
|----------|------------|---|-------------------|
| UNDER- | 3. 4. | Thinking Outside The Box The Sinus Milieu & Bourdieu Models | State of need |
| STAND | 5. | The Double-Loop Learning Model | |
| OTUED | 6. 7. | The Al Model The Small World Model | Origin & value |
| OTHER | 8. 9. | The Pareto Principle The Long-Tail Model | Similarity |
| PEOPLE | 10. | The Monte Carlo Simulation | |
| 1 201 22 | 11. 12. | The Black Swan Model The Chasm - Diffusion Model | Responses |
| BETTER | 13. | The Black Box Model | теороново |
| | 14. | The Status Model | Trustworthiness |
| | 15. | The Prisoner's Dilemma | 11 นอเพบเ เมมเธออ |

UNDERSTAND PEOPLE BETTER BY KNOWING THEIR NEED

Maslow's hierarchy of needs:

- 1. Physiological: eat, sleep, biologic
- 2. Security: place to live, job, secure health
- 3. Social: friends, partner
- 4. Recognition: status, power, money
- 5. Self-actualisation: individuality, faith

The first three are the basic needs while the last two never really be satisfied.



UNDERSTAND PEOPLE BETTER BY KNOWING THEIR ORIGIN & VALUE

- Are they in the long tail or in the Pareto's top 20%?
- How they value their faith?
- What is their background status?
- Where do they come from?

UNDERSTAND PEOPLE BETTER BY FINDING THE SIMILARITY

Between us

- Knowing that we have
 - similar mistakes
 - or similar background
 - o or similar purpose

Between other

- Small World Model: "I know somebody who knows somebody who knows somebody else..."
 - What are the similarities within this small world?

UNDERSTAND PEOPLE BETTER BY <u>ASKING FOR THEIR RESPONSES</u>

How is their character in discussions?

- Fault finder: "Idea is good, but..."
- Dictator: "No!"
- School teacher: "No, idea isn't good because..."
- Al thinker: "Yes, and we could also..."

- Do they think out of the box?
- Are they the outlier?

UNDERSTAND PEOPLE BETTER BY THE TRUSTWORTHINESS

How they value things that are taken for granted?

What kind of mistakes did they make?

THE DECISION MODELS TO

IMPROVE OTHER PEOPLE

| 1. | The Drexler-Siibbet Team |
|----|--------------------------|
| | Performance Model |
| 2 | The Team Model |

- The Team Model
- The Gap-In=The-Market Model
- The Hersey-Blanchard Model
- The Role-Playing Model (Belbin & De Bono)
- Rubber Band Model
- Morphological X SCAMPER Model
- Esquire Gift Model
- Consequences Model
- 10. Conflict Resolution Model
- Crossroad Model

Subgroup:

Collaboration & teamwork

Self evaluation

Self positioning

Self ownership

Project development

IMPROVE OTHER BY <u>COLLABORATION & TEAMWORK</u>

TEAM MODEL

- 1. Explain why here
- 2. Direct how to do
- 3. Convince to continue

Stages

- 1. Orientation
- 2. Trust Building
- 3. Goal Clarification
- 4. Commitment
- 5. Implementation
- 6. High performance
- 7. Renewal

IMPROVE OTHER BY <u>COLLABORATION & TEAMWORK</u>

Lead them situationally by

- 1. Instructing, or
- 2. Coaching, or
- 3. Supporting, or
- 4. Delegating, or

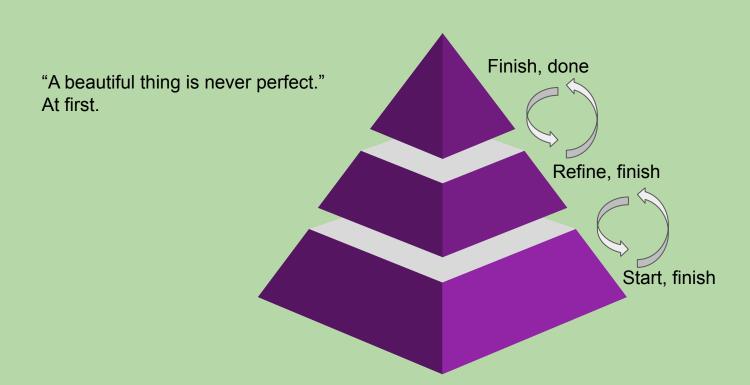
Let them wear one thinking hat at a time

- 1. White hat: analytical
- 2. Red hat: emotional
- 3. Black hat: critical
- 4. Yellow hat: optimistic
- 5. Green hat: creative
- 6. Blue hat: structured

IMPROVE OTHER BY <u>SELF EVALUATION</u>, <u>POSITIONING & OWNERSHIP</u>

- Evaluate personal performance in a team by defining: their role in the team, contribution, character & permissible weakness
- Position personal competence by finding gap between experts in similar role, differentiated by soft skill & hard skill
- Let them have the ownership of the job they are doing to implement more passionately

IMPROVE OTHER BY PROJECT DEVELOPMENT



Visit more on: tokopedia.com/goodwills

Link to the original book:

https://play.google.com/store/books/details?id=Mfjjl68WZjEC