Fostering Innovation

Mike Amundsen CA Technologies @mamund



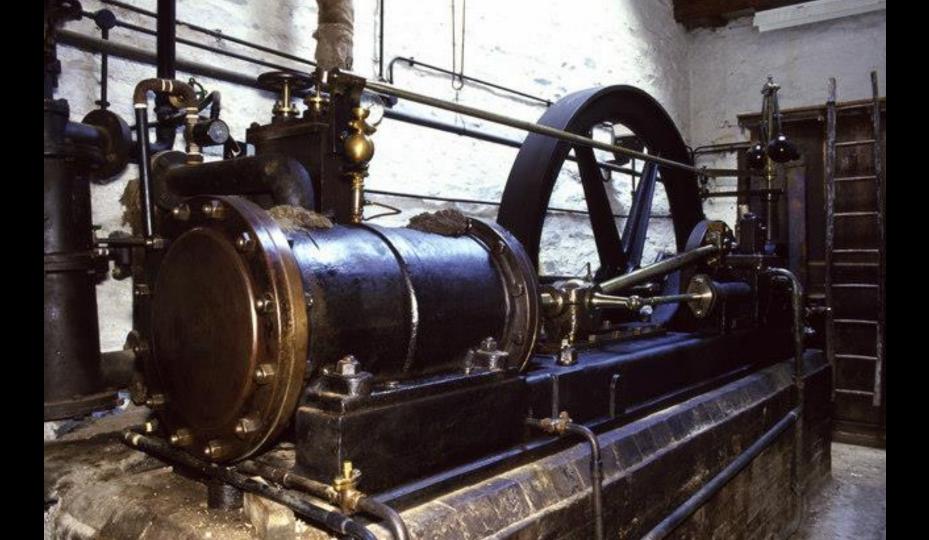
in·no·vate /ˈinəˌvāt/ ๗

verb

make changes in something established, especially by introducing new methods, ideas, or products.

"the company's failure to diversify and innovate competitively"

What does innovation look like?







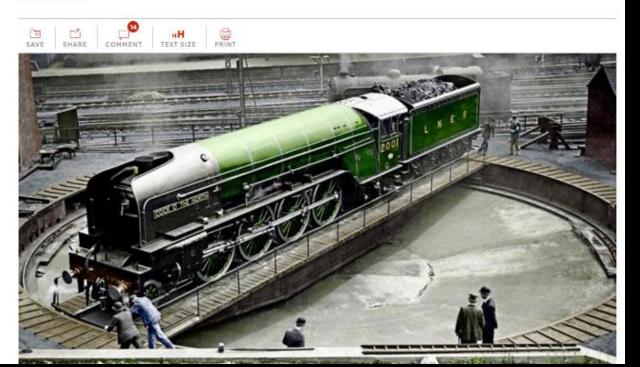
Harvard Business Review

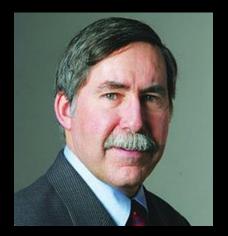
INNOVATION

Your Innovation Team Shouldn't Run Like a Well-Oiled Machine

by Ron Ashkenas and Markus Spiegel

OCTOBER 28, 2015







"Managers of the most effective teams encouraged adaptive ant colony behavior, while those of less effective innovation teams expected members to abide by rigid plans and rules."

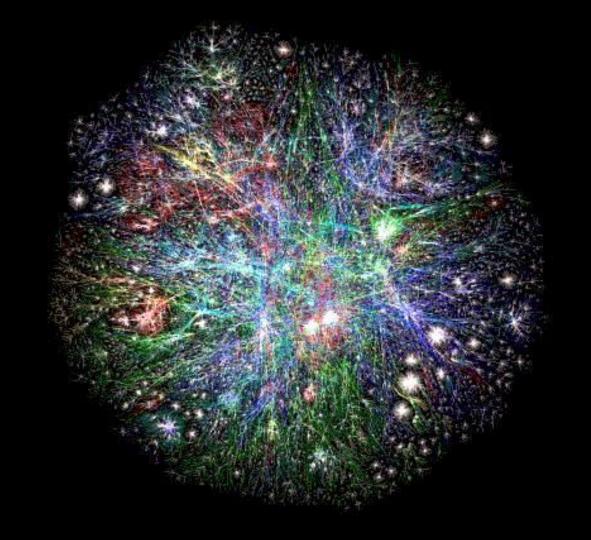
> Ashkenas & Spiegel, HBR, October 2015

Ants, not machines.

Hmmm...

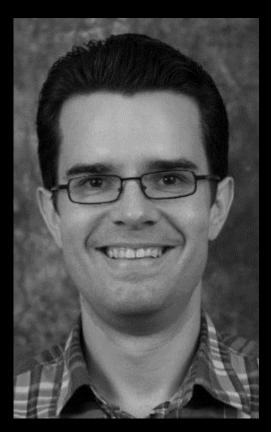
What conditions can effectively foster innovation?

1. A powerful central mission and a loose central structure.

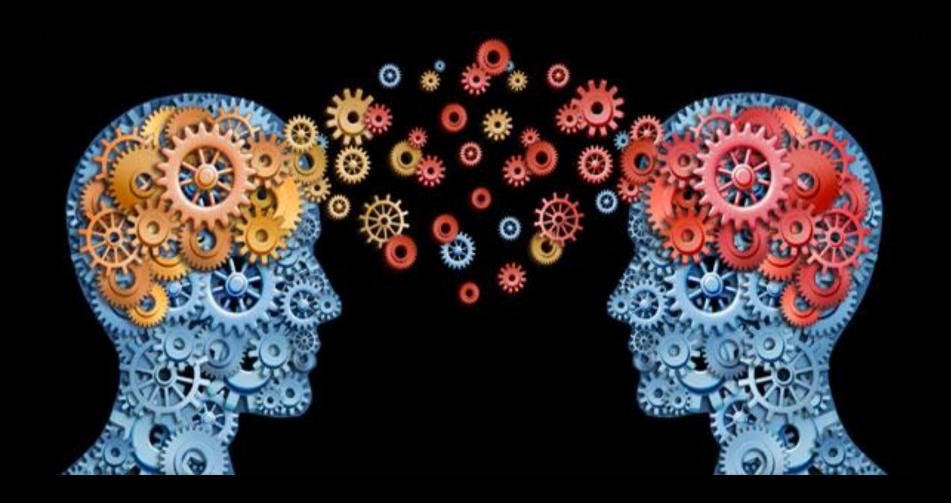


"I have neither the place, the time, nor the desire, to micromanage or make technical decisions for [my team]."

> Steve Urban, Engineering Mgr. Netflix August 2015

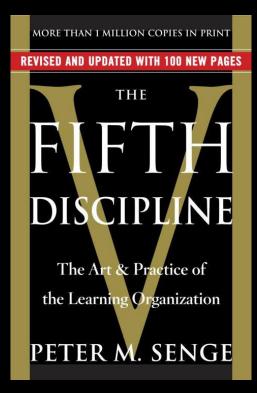


2. Frequent interaction to maximize learning



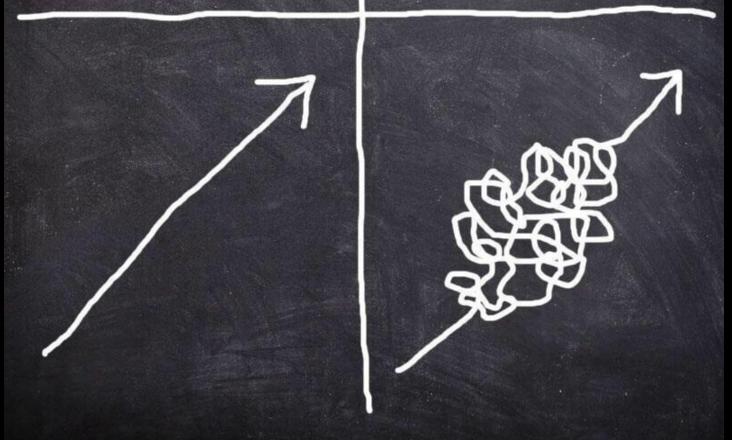
"The only sustainable competitive advantage is an organization's ability to learn faster than the competition."

> Peter Senge, MIT Author, "The Fifth Discipline", 2006



3. Constant experimentation

what People Think What Success Really Success Looks Like: Looks Like:



"If everything we do succeeds, then we are failing, because it means we are not taking enough risks."

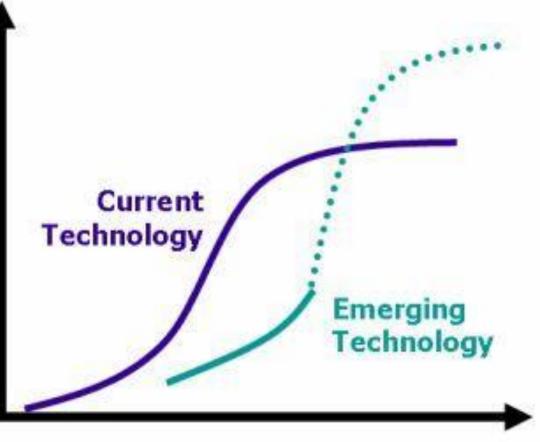
> Deborah Bull Director of Partners King's College, London



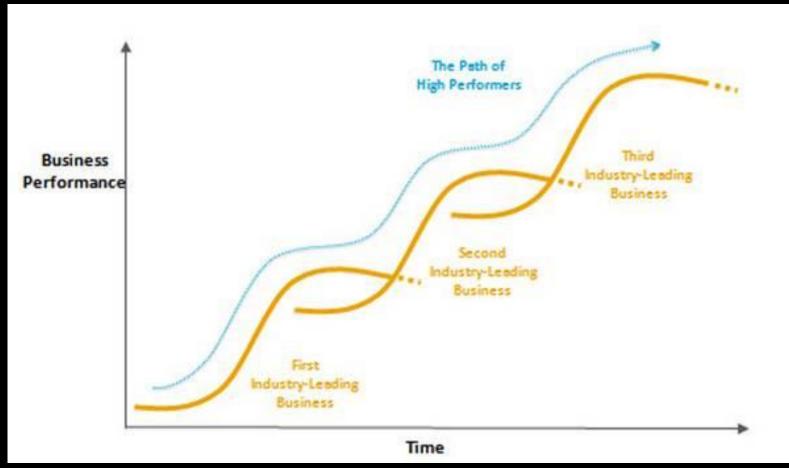
4. Freedom to look for the next horizon



Growth

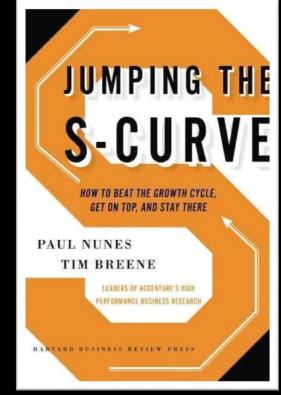






"High performers use all kinds of means and methods to create strategy, using all of them at once in an apparently chaotic way."

> Paul Nunes "Jumping the S-Curve", 2011





Summary

- 1. Central Mission, Loose Structure
- 2. Maximize Learning
- 3. Constant Experimentation
- 4. Look for the Next Horizon



"If you want to build a ship, don't drum up people together to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of the sea."

> Antoine de Saint-Exupéry 1900-1944



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http://g.mamund.com/2015-11-apistrat-innovation

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