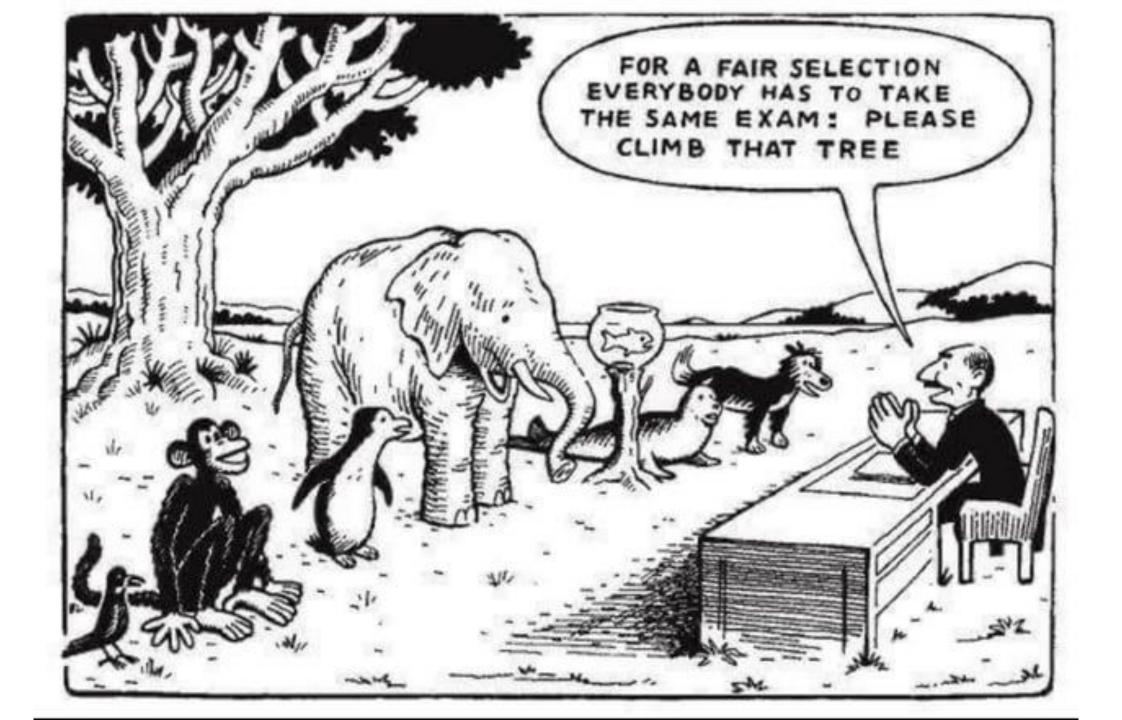
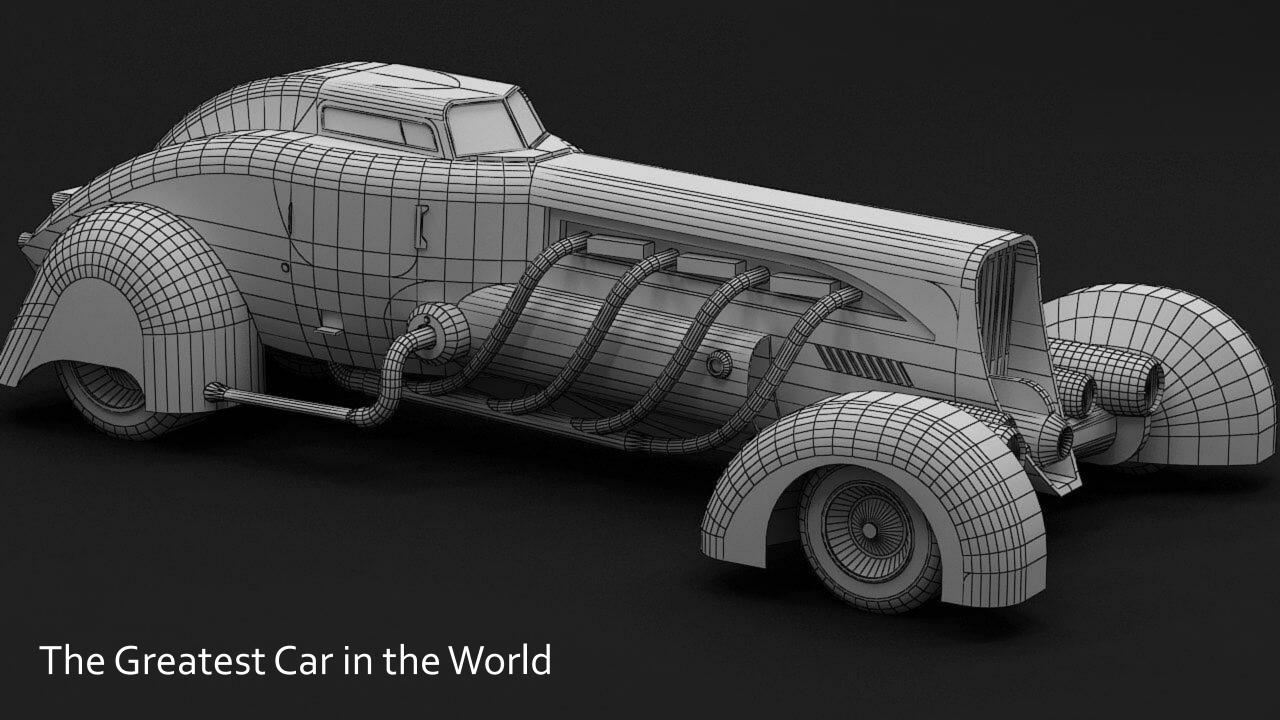
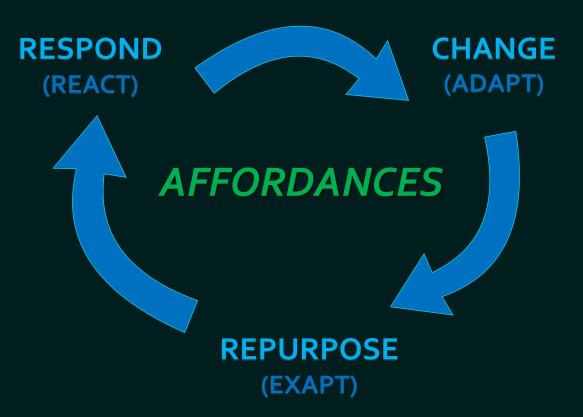




It's all about the Context!







AGILITY

#### **EARLY WEAK SIGNAL DETECTION**

NON-COMPLACENT, FEEDBACK-AWARE, POSSIBLE AVOIDANCE OF FAILURE

#### **FAST RECOVERY**

AGILITY, LEARNING, EMERGING(PSYCHOLOGICAL) SAFETY, REGAINED EQUILIBRIUM

#### **EARLY EXPLOITATION**

MULTIPLE PATHWAY/GOAL AWARENESS, EMERGENT OPPORTUNITIES, INNOVATION, SERENDIPITY

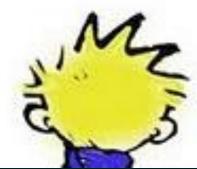
### RESILIENCE

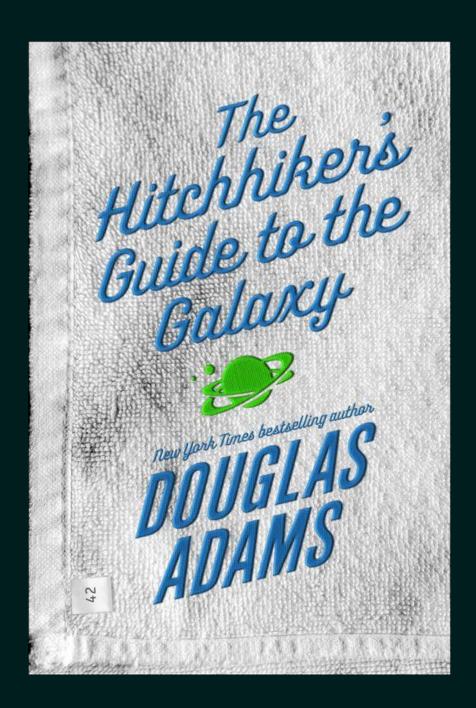
The ability to change, recover, and respond with the appropriate speed and grace for the system

IS IT A RIGHT TO REMAIN IGNORANT?

I DONT KNOW, BUT I REFUSE TO FIND OUT!



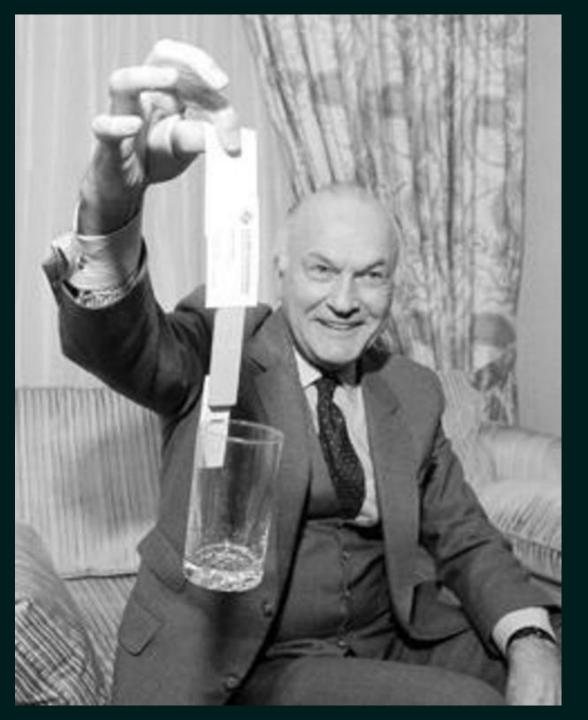






## "Agile is an Attitude!"

- Alistair Cockburn

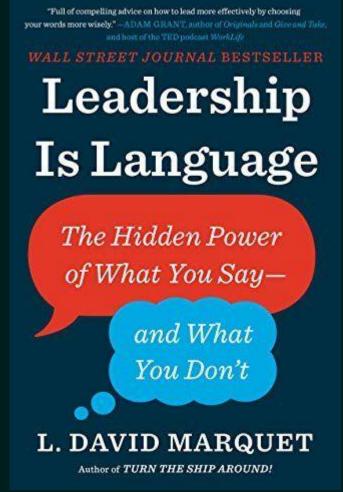






SENSE - OBSERVE **ORIENT** DECIDE **ACT CYNEFIN IMPLICIT IMPLICIT** GUIDANCE GUIDANCE & CONTROL & CONTROL UNFOLDING CIRCUMSTANCES **ANALYSIS & PREVIOUS** SYNTHESIS **EXPERIENCE ACTION DECISION TEST** FEED FEED FEED **OBSERVATION** (Hypothesis) **FORWARD FORWARD FORWARD** CULTURAL (CNS) **TRADITIONS** INFORMATION SENSE **REACTION** GENETIC HERITAGE REFLEX ARC (Nil Hypothesis) (CNS/PNS) **FEEDBACK** OUTDATED INFORMATION OUTSIDE INFORMATION UNFOLDING INTERACTION ENVIRONMENT

#### REALITY

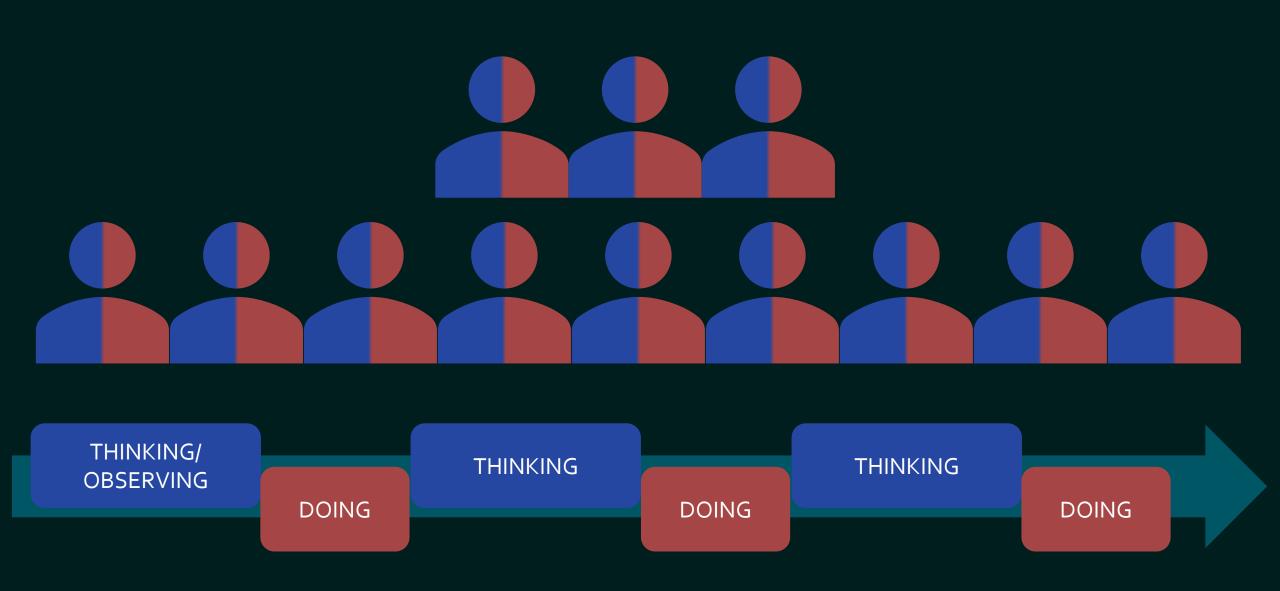


THINKING (Management)

DOING

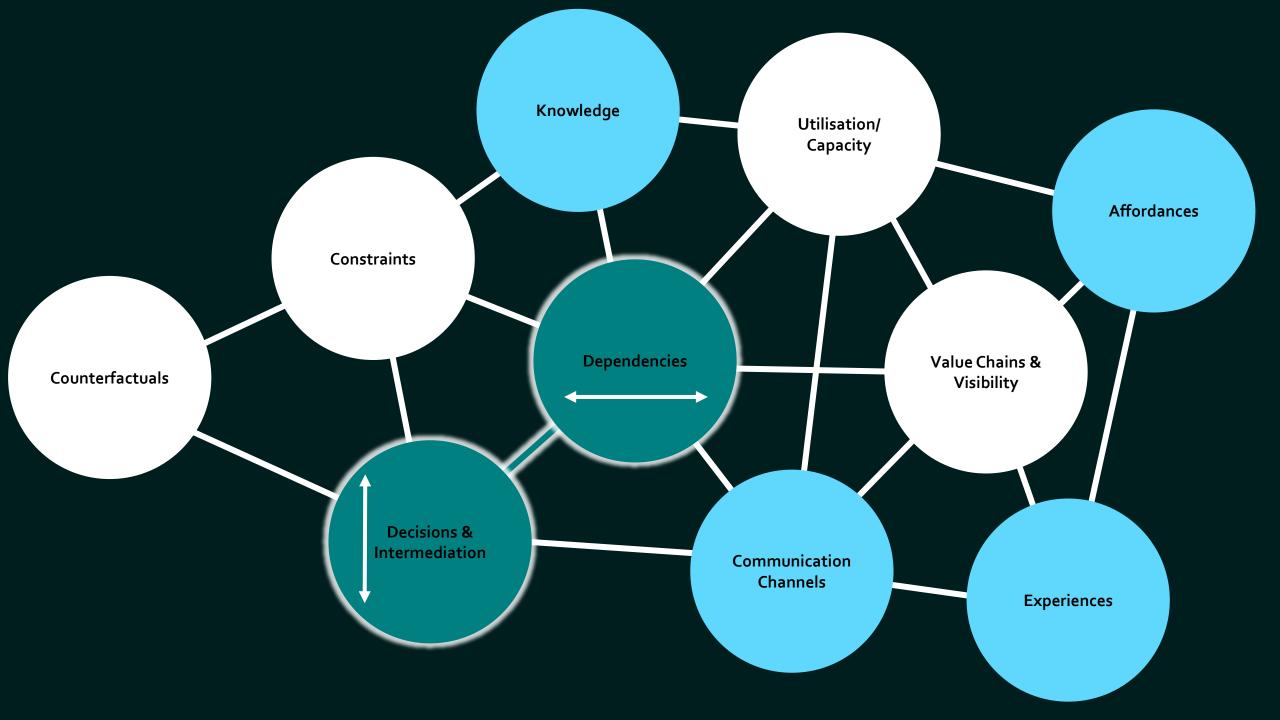
Avoid Variability, Prove, Coerce, and Conform

(Workers)



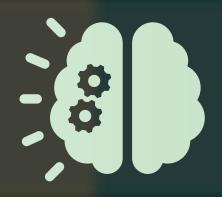
Embrace Variability, Improve, Collaborate and Create





**AFFORDANCES** 











**ENVIRONMENT** 

**EXPERIENCES** 

BELIEFS

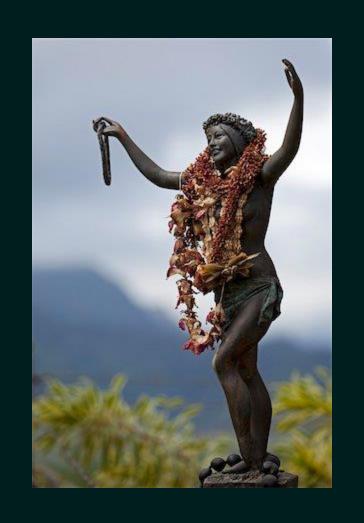
**BEHAVIOURS** 

**CULTURE** 

#### **Culture** is:

**DRIVEN** from the top down by Leadership (innovative)

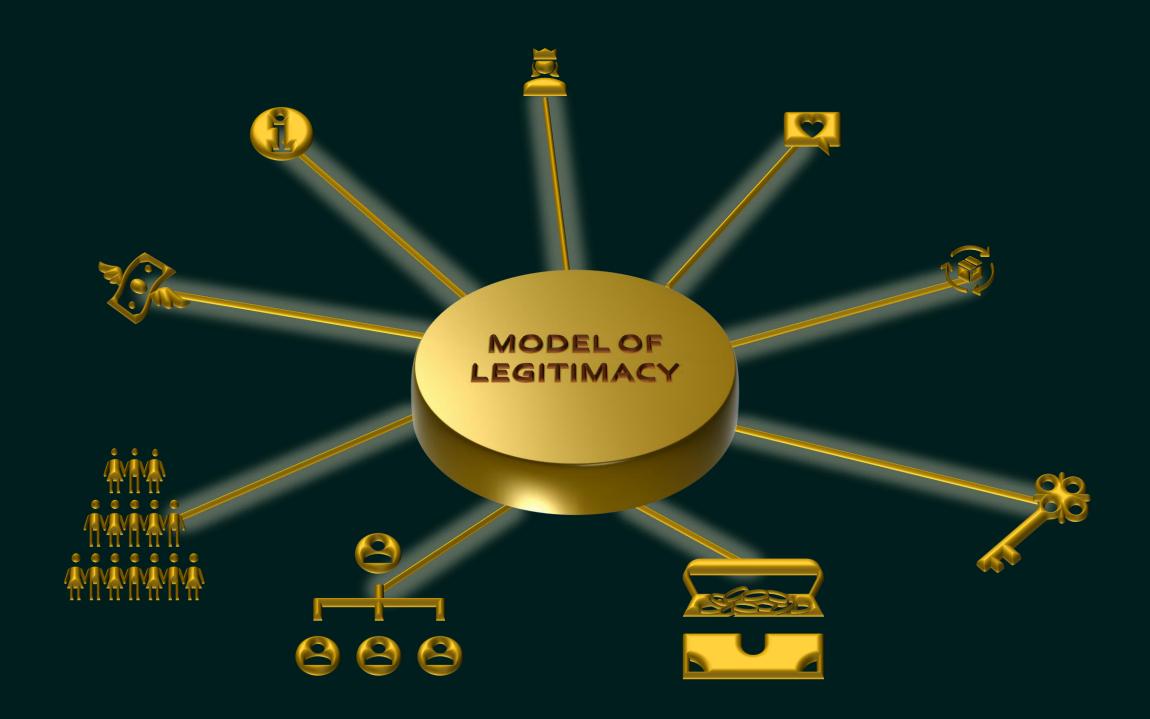
DISSEMINATED from the bottom up by the interactions between people and teams (disruptive)



#### But it is also:

**DEFINED** by the actions AND INACTIONS of Leadership

**DEPENDENT** upon the model of legitimacy which exists

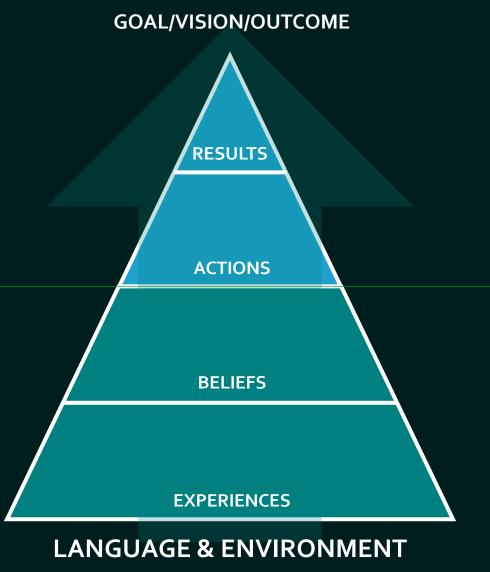


(What most consultancies/ transformations do & where frameworks and "bosses" sit)

Management (Fragile)

(The deficit complex approaches address & where lenses and "Leaders" sit)

Leadership (Resilient)



Systems & Structure built on:

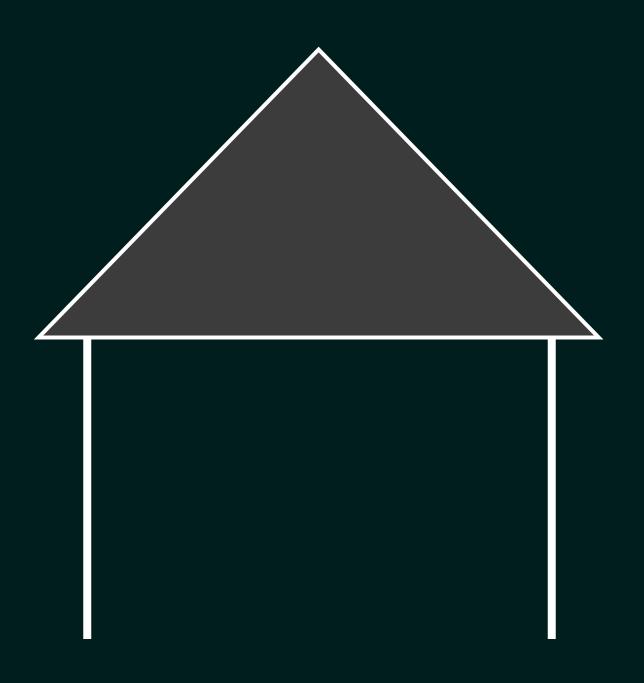
Roles
Responsibilities
Policies, & Rules
Official hierarchies
Processes/WoW
Tools

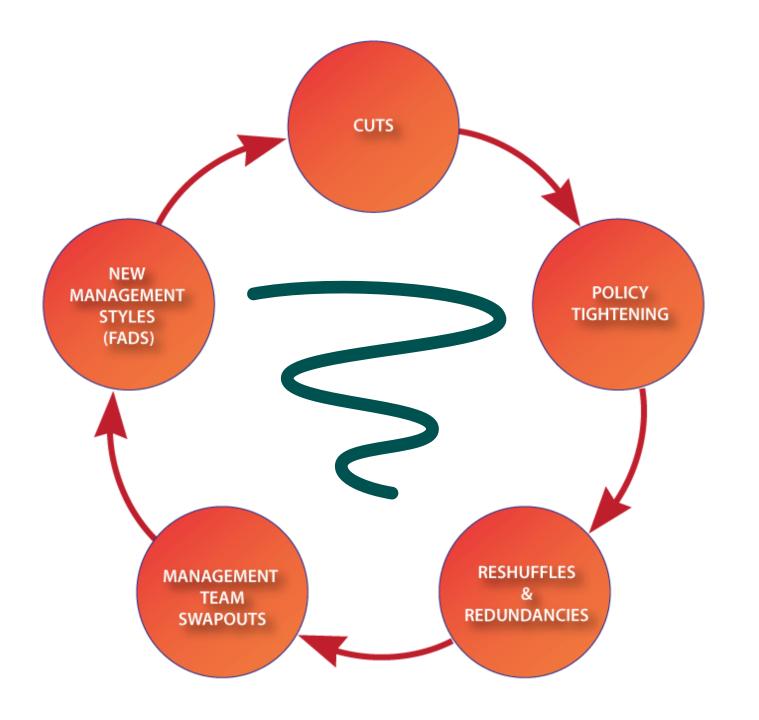
Culture & People built on:

Evolving Rituals
Behaviours
Heuristics
Psychological Safety/Agency
Habits
Stories
Evolved hierarchies
ENABLING CONSTRAINTS

**GOVERNING CONSTRAINTS** 







The 6-24 month Spiral of Woe





#### **Authority**





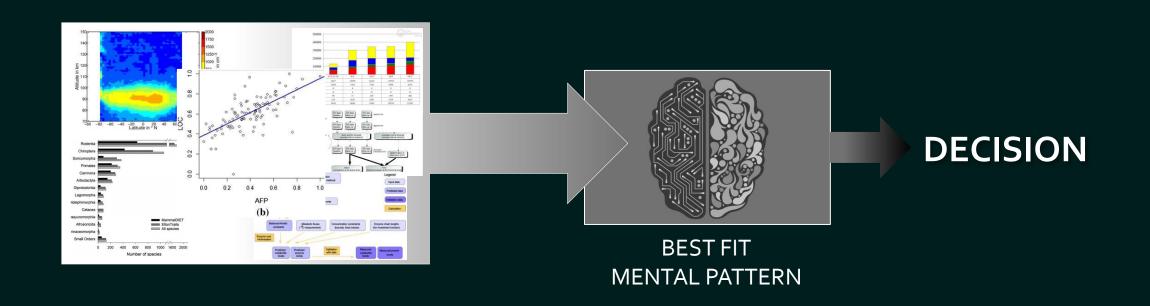






Information

#### Humans are very bad at making informed decisions.



PAST EXPERIENCE

**CURRENT EXPERIENCE** 

PROJECTED FUTURE EXPERIENCE

FIRST FIT MENTAL PATTERN



#### COMPLICATED KNOWABLE, UNFAMILIAR

SENSE -> ANALYSE -> RESPOND
GOOD PRACTICES
GOVERNING

#### CLEAR KNOWN, FAMILIAR

BEST PRACTICES
FIXED
CONSTRAINTS

#### COMPLEX

PROBE -> SENSE -> RESPOND

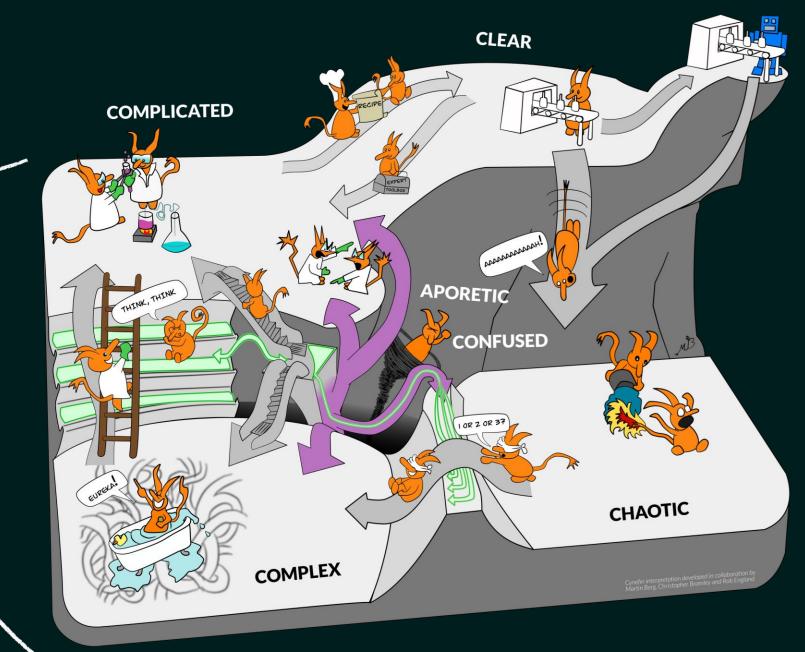
EXAPTIVE PRACTICES

ENABLING

CONSTRAINTS

#### CHAOTIC UNKNOWABLE ACT -> SENSE -> RESPOND NOVEL PRACTICES

NOVEL PRACTICES
NO EFFECTIVE
CONSTRAINTS

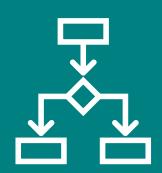


















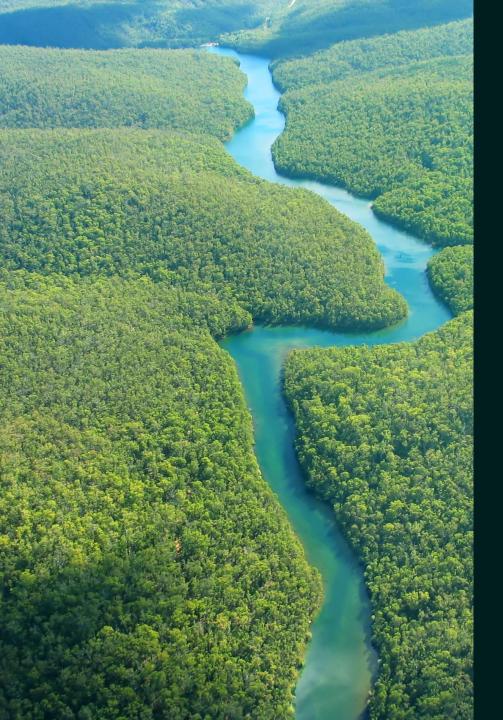
VALUE











## Flow adapts to the shape of things, but also forms the shape of things.

- When too much pressure is pushed, the system breaks; when not enough exists to flow, it ceases to function.
- Systems with flow work best by being unblocked and allowed to naturally pull the correct speed and quantity of flow for the context.
- As new things happen, they change course appropriately, and flow is preserved.

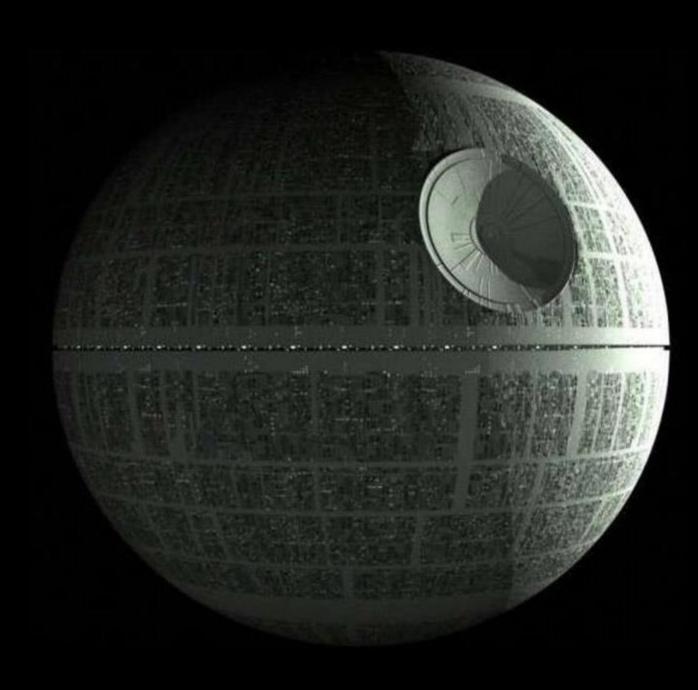


## The Heroes of FAD and FOMO



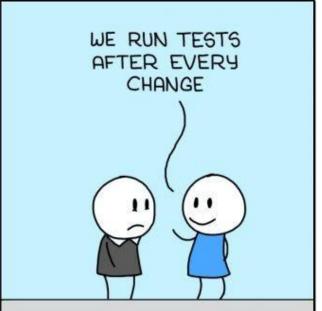
# "There is no Failure; Only Feedback"

# So why is Feedback so important?



#### APPLIED TOD









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### FINDING SHORES



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