Monday 24 May 2021Foundation of Complexity 2an introduction to effective strategy

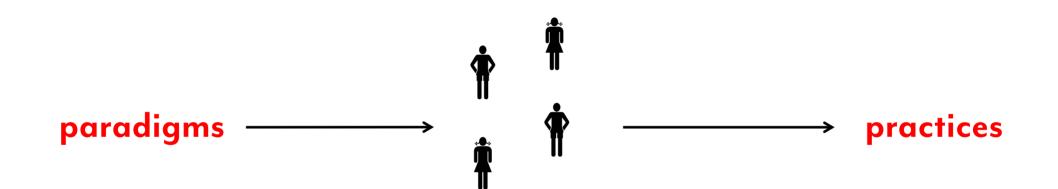
Session 1/2/3

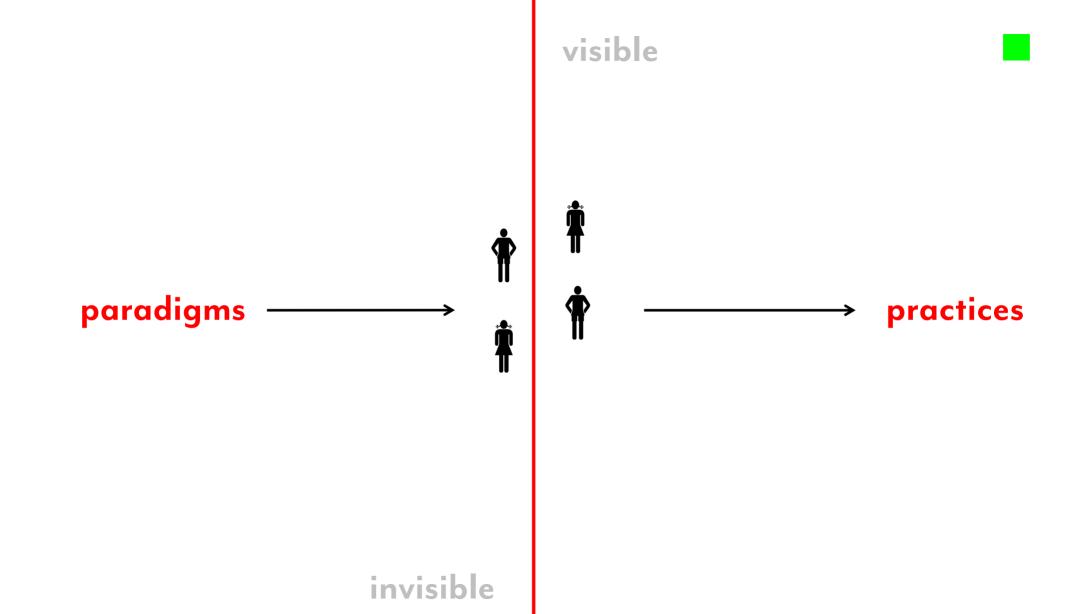
Source: The Structure of Scientific Revolutions – Thomas Kuhn

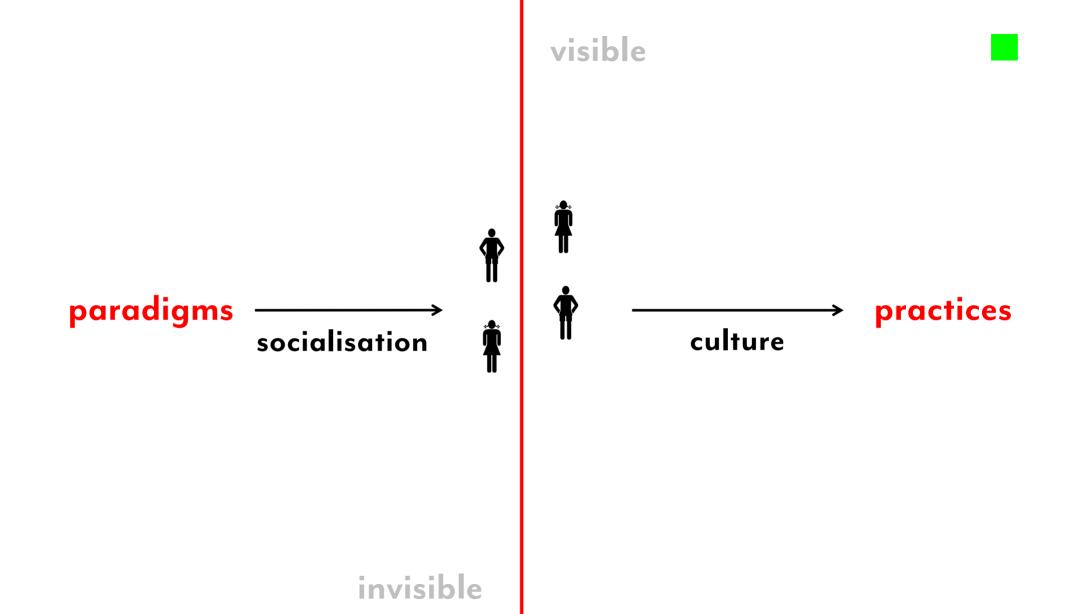
axiom 1

paradigms are built from practices

axiom 1 paradigms are built from practices ; practices are built from tools, processes, spaces, ingredients, and customs

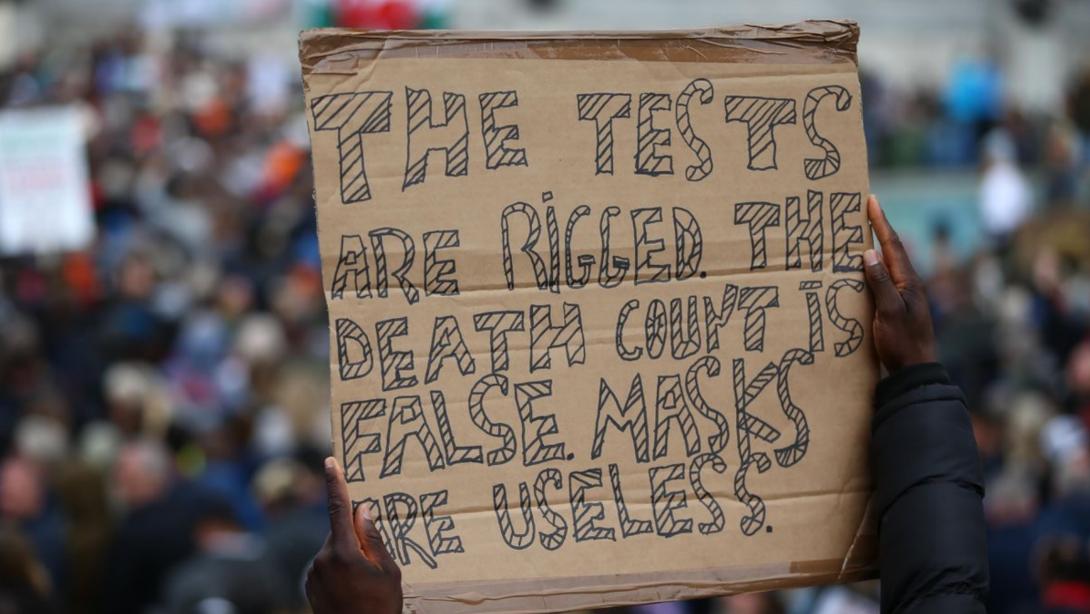






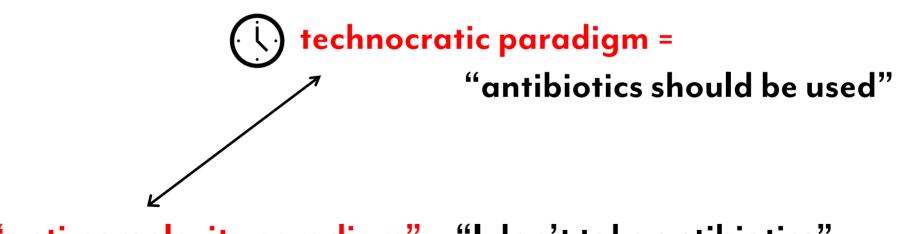
axiom 1.1 we rarely choose our paradigms, the paradigm usually chooses us

axiom 1.1 we rarely choose our paradigms, the paradigm chooses us we rationalize our practices AFTER the choice is made

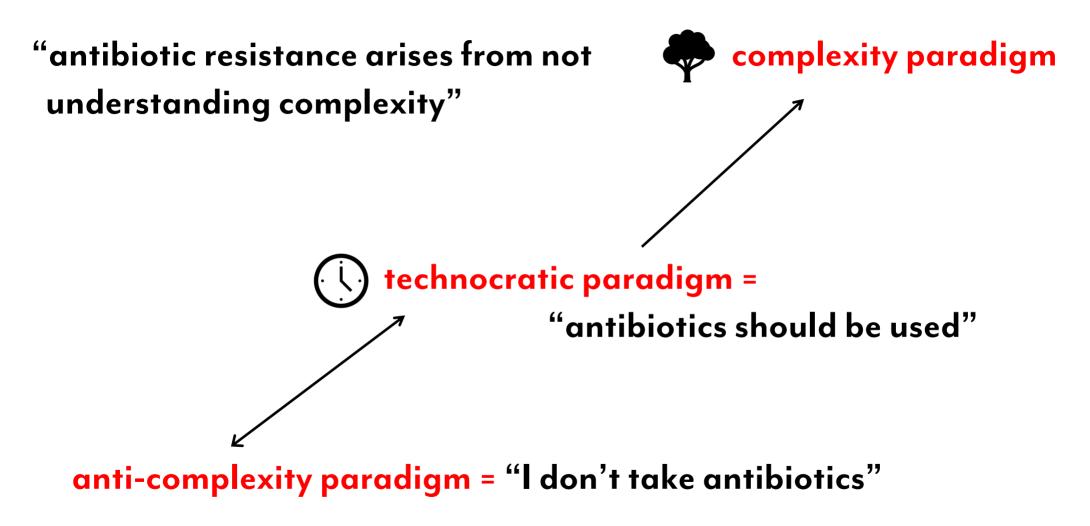


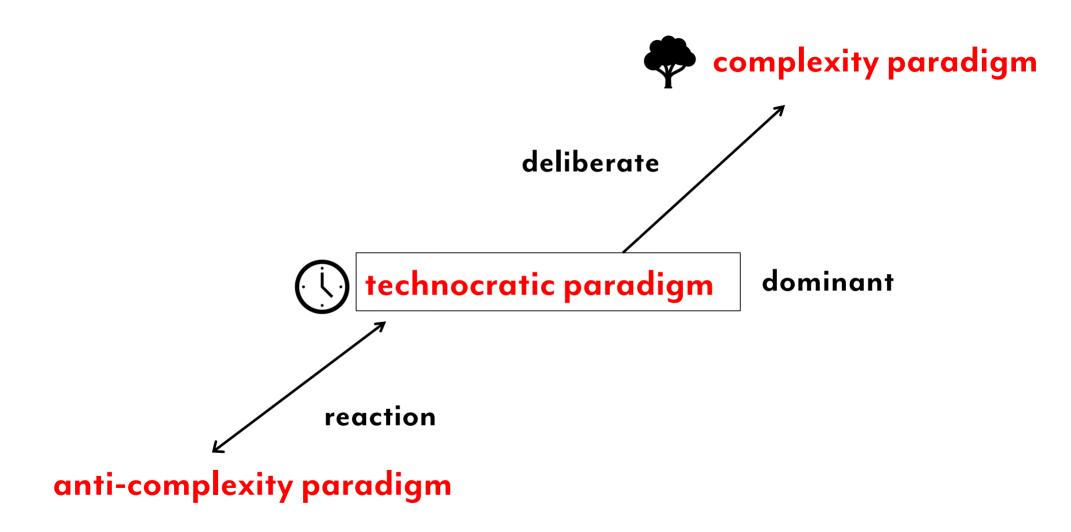


any assessment of "effective" requires a comparison, "as compared to what?"



"anti-complexity paradigm" = "I don't take antibiotics"





what is effective (vs ineffective) strategy?

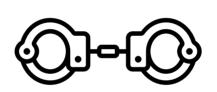
how do we move a group of people from one place to another?

































strategy is the practice of getting from current realities to a desired future





unsustainable



sustainable





white supremacist



black lives matter





assume there is a large ocean between us and your desired future, how does that change things?





how is the journey typically sold?



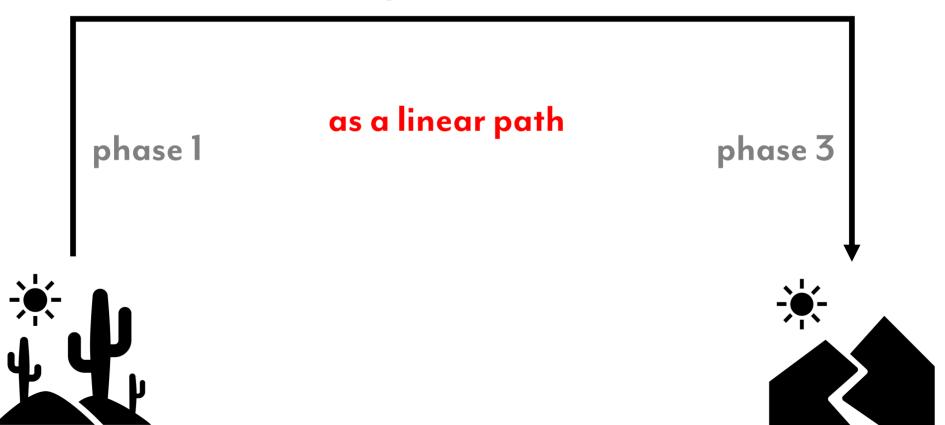


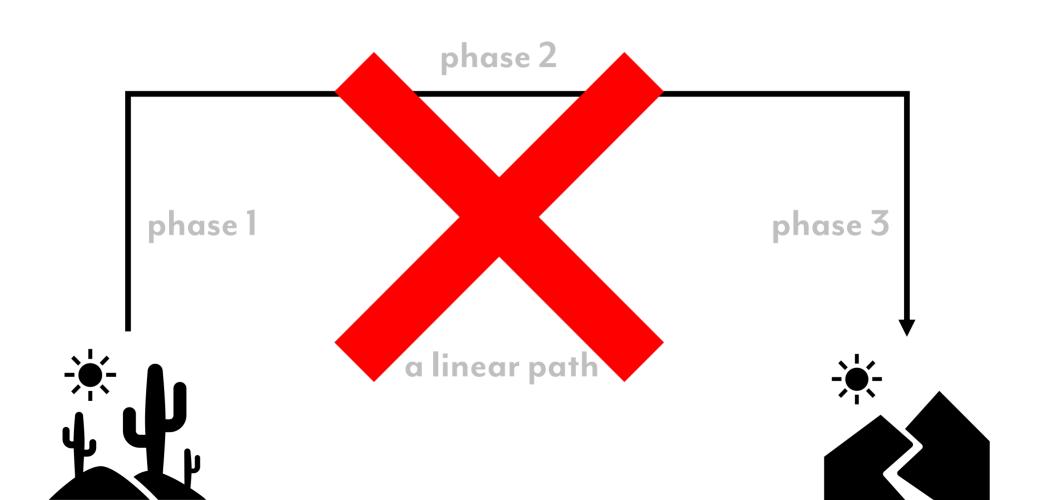
as a linear path





phase 2









strategic planning is largely unchanged for 100 years





NIH National Institutes of Health

2020-2030 Strategic Plan for NIH Nutrition Research

A Report of the NIH Nutrition Research Task Force



if we can get gravity wrong for twenty centuries, we should consider the possibility that we've gotten strategic planning wrong for one century





in systems characterized by complexity, strategic planning is a form of malpractice (and work avoidance)

complexity will eventually drive strategic planners to the status of a fringe cult

what is the reality of the journey?

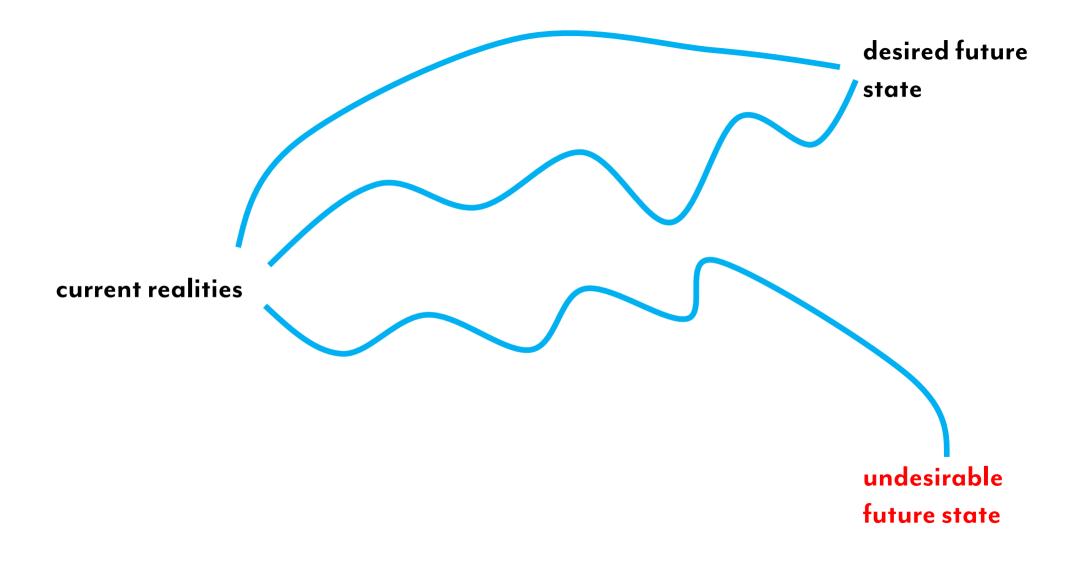


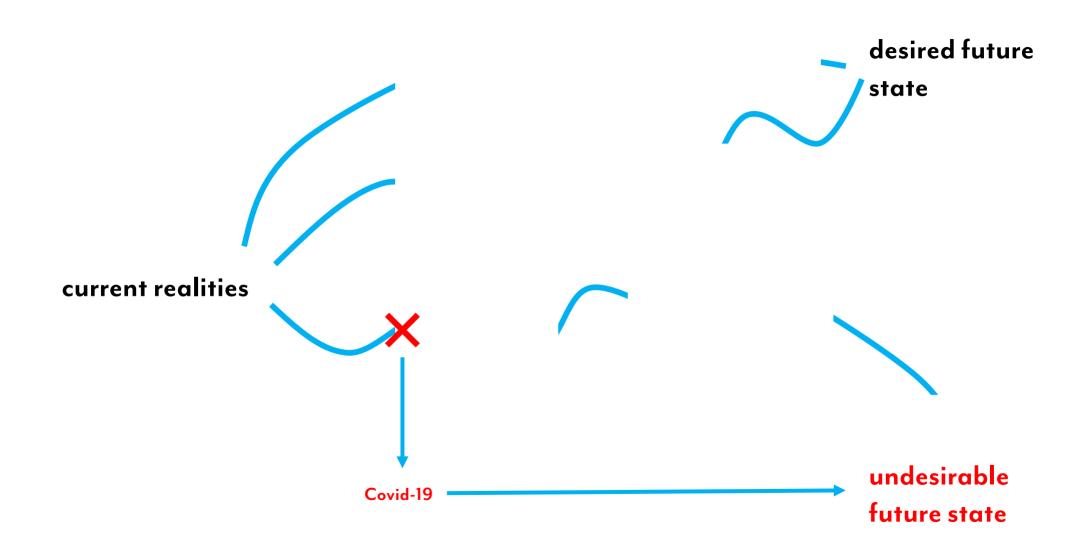


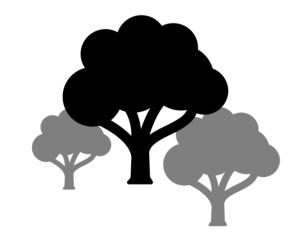
it's impossible to predict in advance













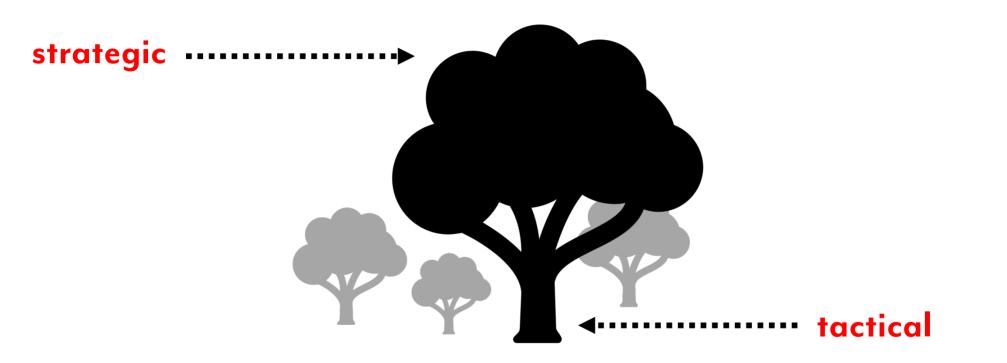
axiom 1 paradigms are built from practices ; practices are built from tools, processes, spaces, ingredients, and customs

axiom 12 effective strategy in complex systems is a practice (it is about what you actually do)

axiom 13 effective strategy in complex systems is an infinite game (not a finite game)

axiom 14

in any complex system always take at least three perspectives – the existential, strategic & tactical



the view from the treetops

strategic big picture seeing far long term the view from the ground tactical

detailed

close up

short term

the view from the stars



purpose

the view from the treetops

strategic ·····►



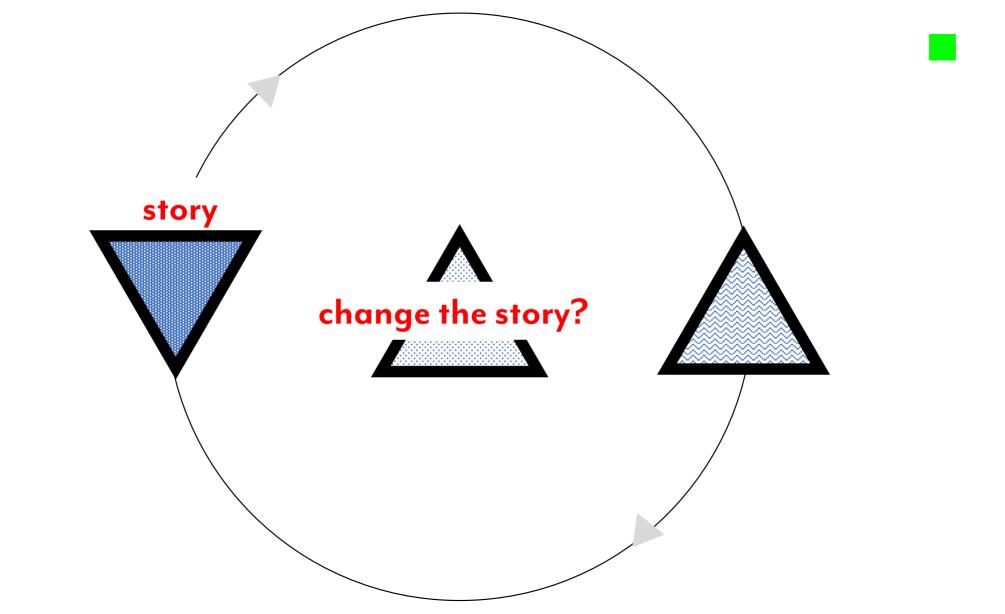
the view from the ground

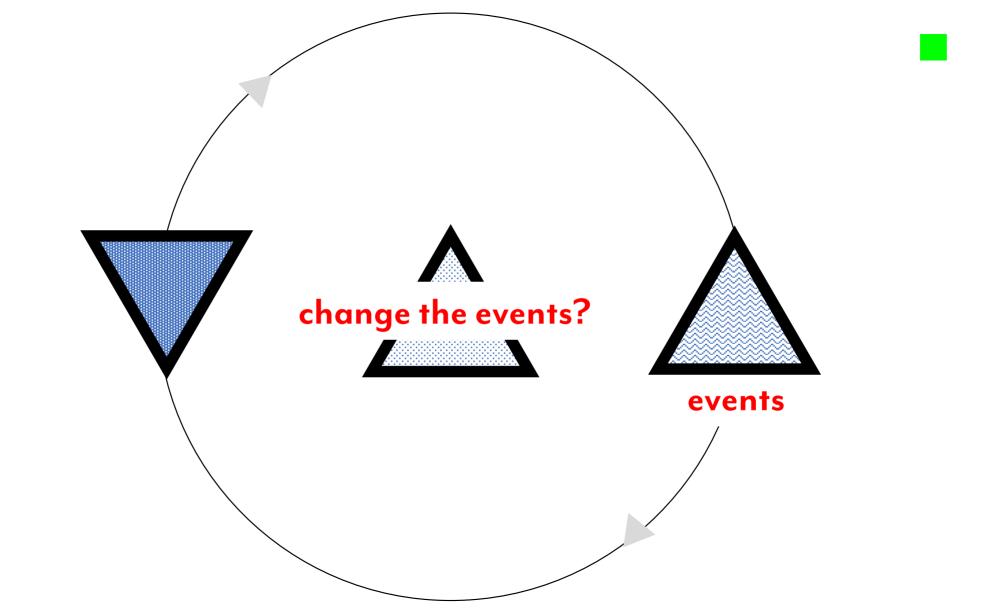
tactical

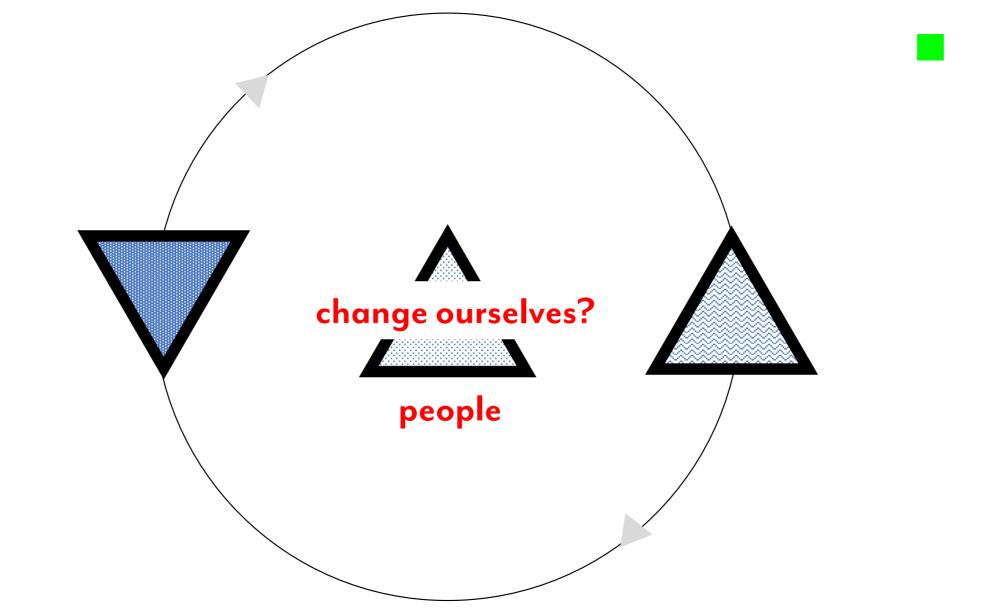
axiom 15 Never privilege any one perspective over another – beware of your own bias (to one perspective over another)

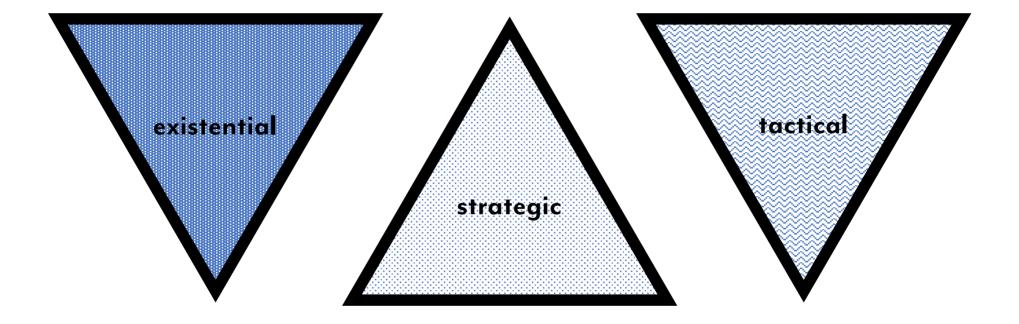
axiom 16 there are always three critical places to intervene in any complex system

(existential = story, strategic = people, event = tactical)









strategy as story-telling strategy as action tactical existential strategic

strategy as inner-game

axiom 17

effective strategy in complexity requires mastering three practices simultaneously (strategy-as-storytelling, strategy-as-action,

strategy-as-inner game)

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Session 1/2/3

doing nothing vs strategic planning

doing nothing vs strategic planning vs effective strategy

the culture of strategic planning is not fit for purpose

(if we can get gravity wrong for 20 centuries, shouldn't we consider possibility that we've gotten strategic planning wrong?) strategic planning in complexity is malpractice just don't do it

the critical question to ask of any strategy is "who benefits?"

system

ie. biodiversity

sectoral

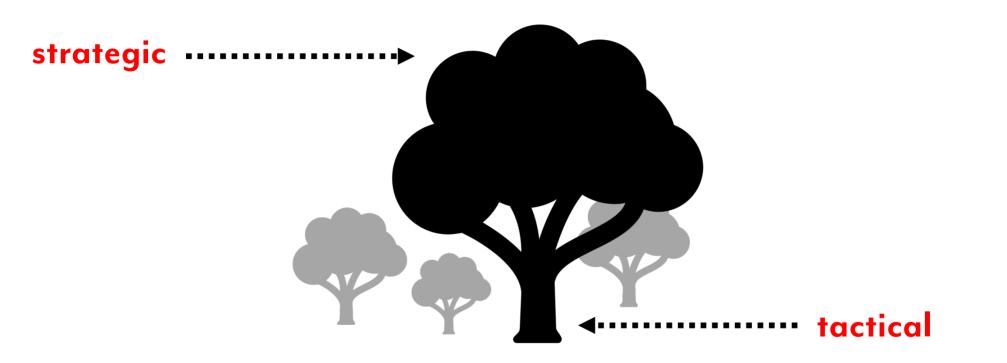
ie. conservation

institutional

ie. organizations

project

personal



the view from the treetops

strategic big picture seeing far long term the view from the ground tactical

detailed

close up

short term

the view from the stars



purpose

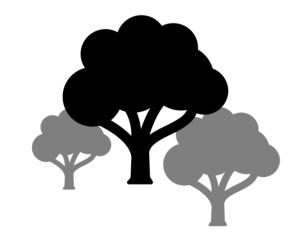
the view from the treetops

strategic ·····►



the view from the ground

tactical





"complex"

VS

"non-complex"

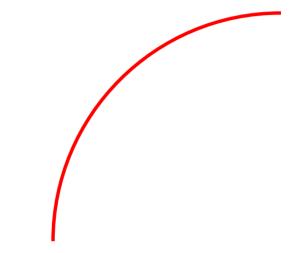
"pigeon"

VS





VS



"complex"

VS

"non-complex"

"prototyping"

VS

"strategic planning"

what does effective action in a complex system look like?

interventions are governed by "complex causality" not "simple causality"

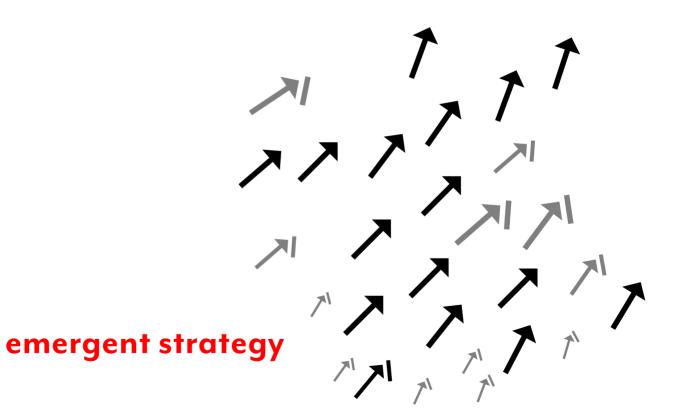
"Erosion control in Japan is like a game of chess. The forest engineer, after studying his eroding valley makes his first move, locating and building one or more check dams. He waits to see what Nature's response is. This determines the forest engineers next move, which may be to build another dam or two, an increase in the former dam, or the construction of side retaining walls. Another pause for observation. The next move is made, and so on, until erosion is checkmated."

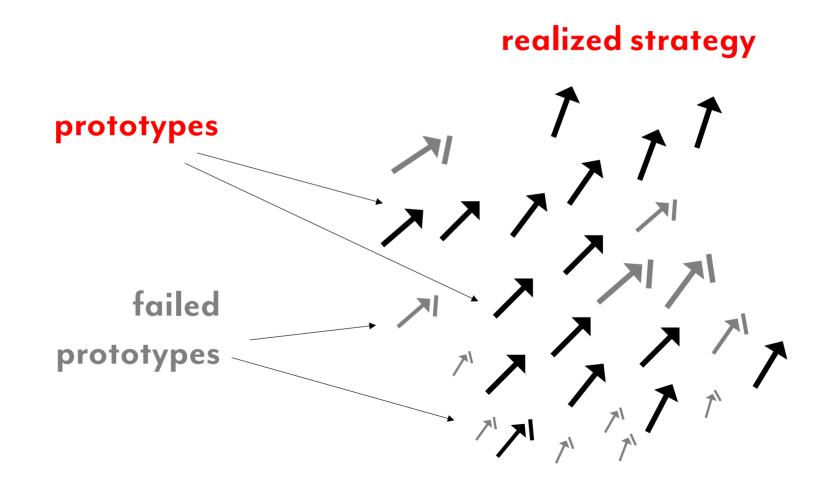
at the heart of effective strategy is the practice of prototyping

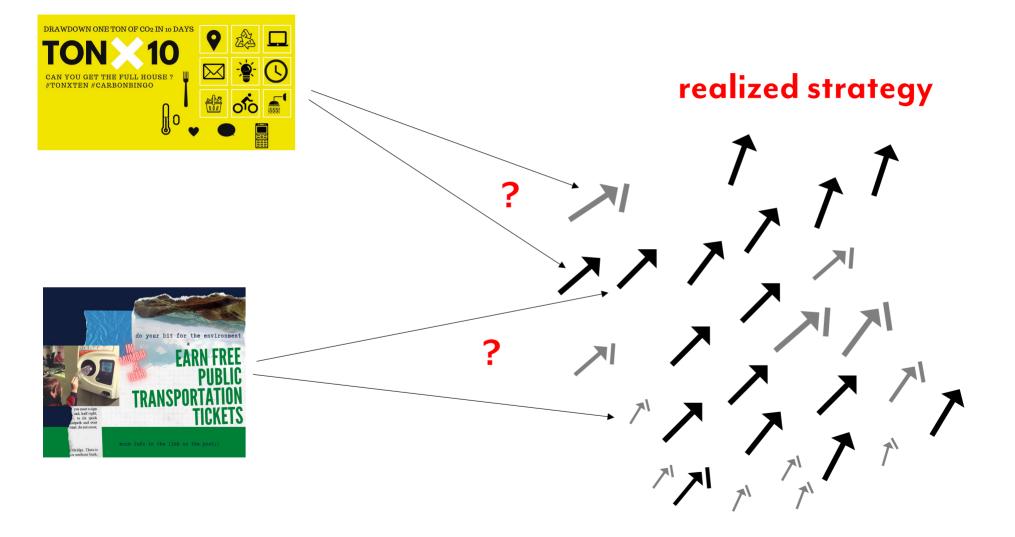
at the heart of effective strategy is the practice of prototyping which at its simplest is trial and error "In 1976, I lent \$ 27 to 42 people to help them get out of these unfair deals. People who received my money were very happy. Seeing how easy it was to make so many people so happy with such a small amount of money, I thought I should work out a way to find money for them in a permanent basis. So I went to the bank to arrange loans for them. Bank said they cannot give loans to the poor people because they are not creditworthy. So I thought I should take upon myself to find out whether their conclusion was right. I offered myself as a guarantor and took loans for the poor people. Tried some simple ways of handling these loans. They worked. Everybody paid back their loans.

This triggered a whole series of experimentation - from one village to 5 villages, then to 20 villages, fifty villages, hundred villages. Every time it worked. But conventional banks did not want to change their minds. Finally, in 1983, we created a bank of our own. Now we work in 37,000 villages of Bangladesh. Bangladesh has a total of 68,000 villages. We now lend out to 2.2 million borrowers, 95 per cent of them are poor women. Our repayment rate has remained over 98 per cent."

realized strategy





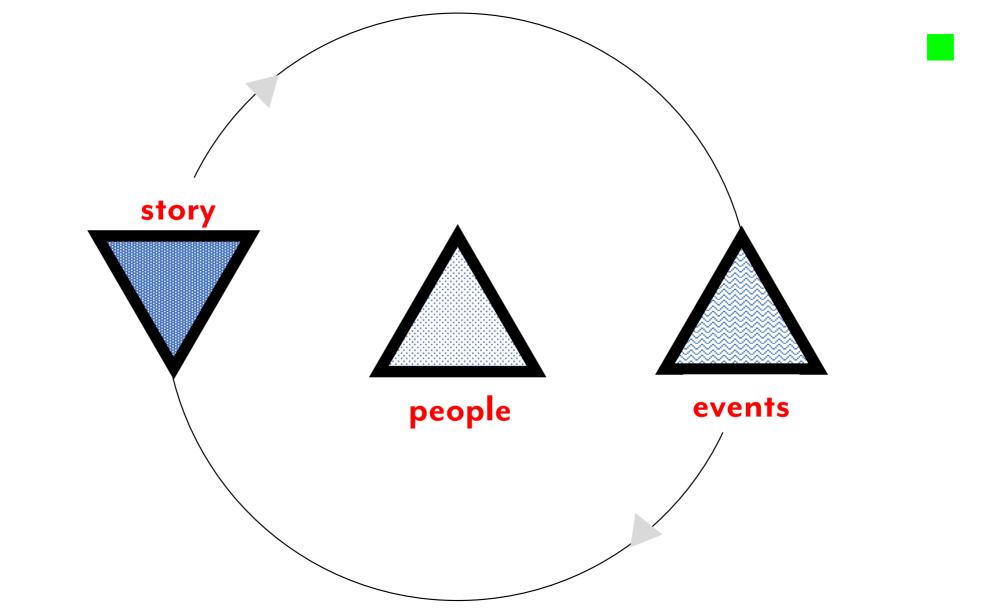


what did mohammad younus do wrong?

frying is not a cooking, it is a process

prototyping is not a strategy, it is a process

3 places to intervene in a complex system

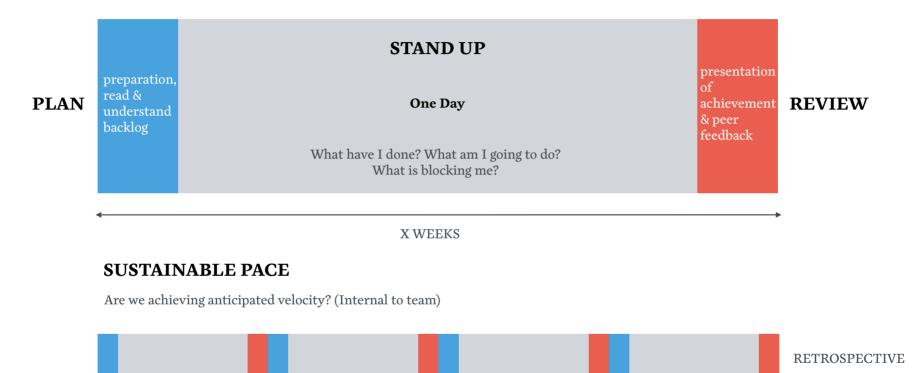


effective strategy in complex systems = three practices

strategy as story-telling strategy as action tactical existential strategic

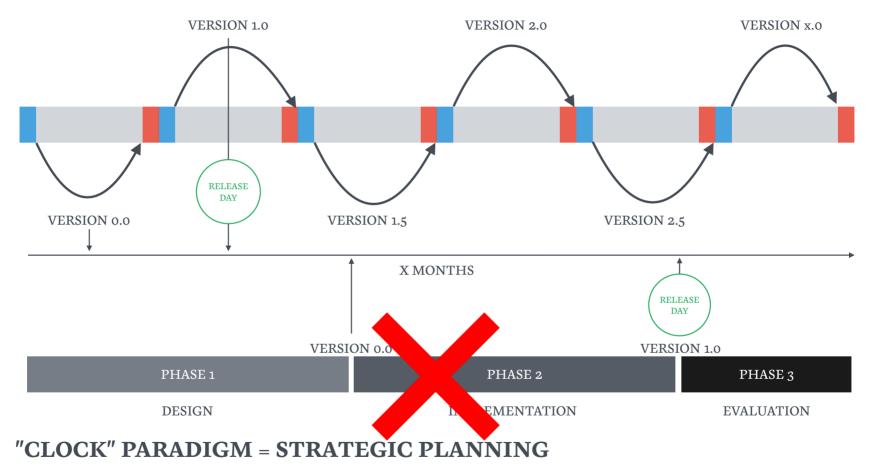
strategy as inner-game

prototyping is not a strategy, it is a process, it's 1 of 7 elements of strategy-as-action



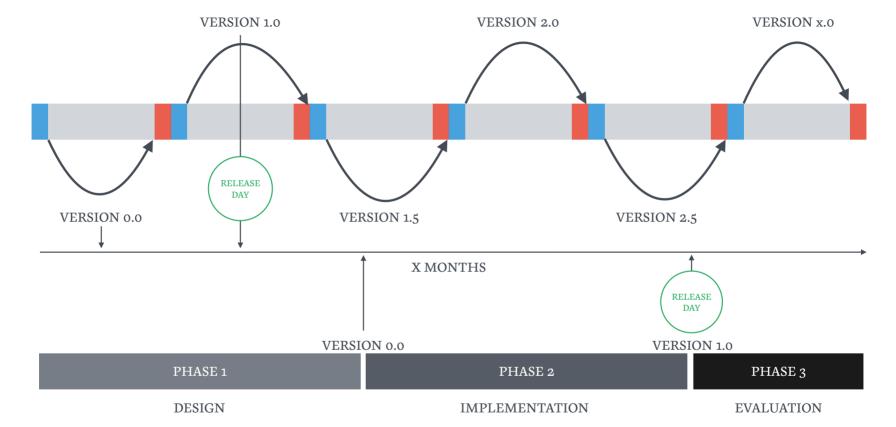
ONE MONTH

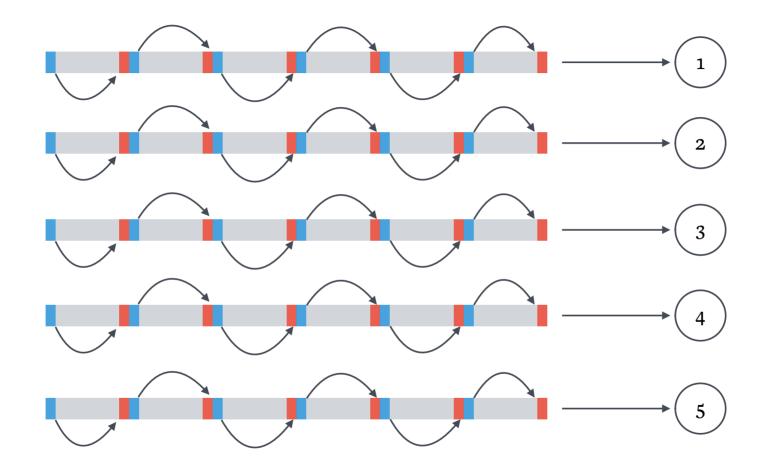
COMPLEXITY PARADIGM = PROTOTYPING



"CLOCK" PARADIGM = STRATEGIC PLANNING

COMPLEXITY PARADIGM = PROTOTYPING





Friday 28 May 2021 Foundation of Complexity 2 an introduction to effective strategy

Session 1/2/3

the view from the stars



purpose

the view from the treetops

strategic ·····►



the view from the ground

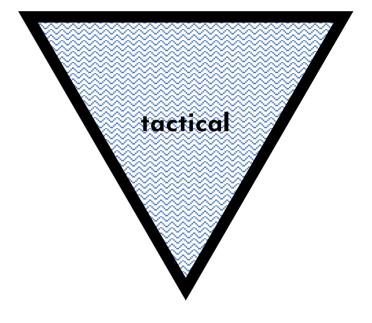
tactical

what is effective strategy?

strategy as story-telling strategy as action tactical existential strategic

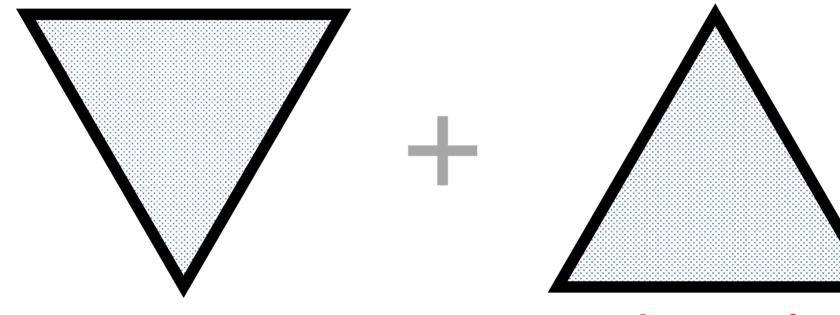
strategy as inner-game

strategy as action

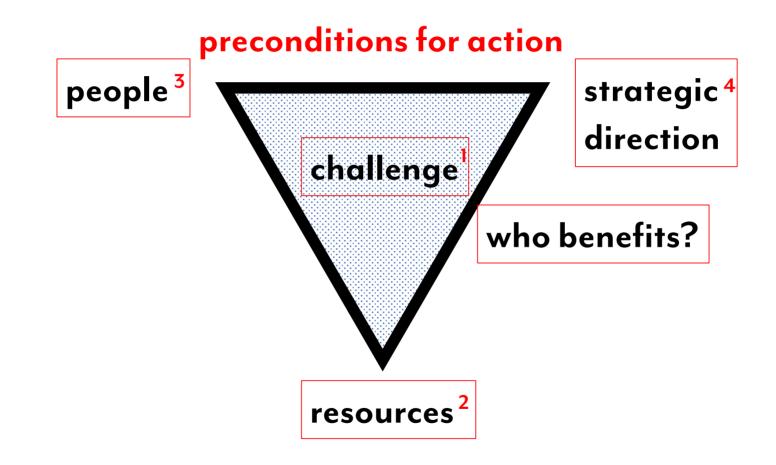


what is strategy-as-action?

preconditions for action



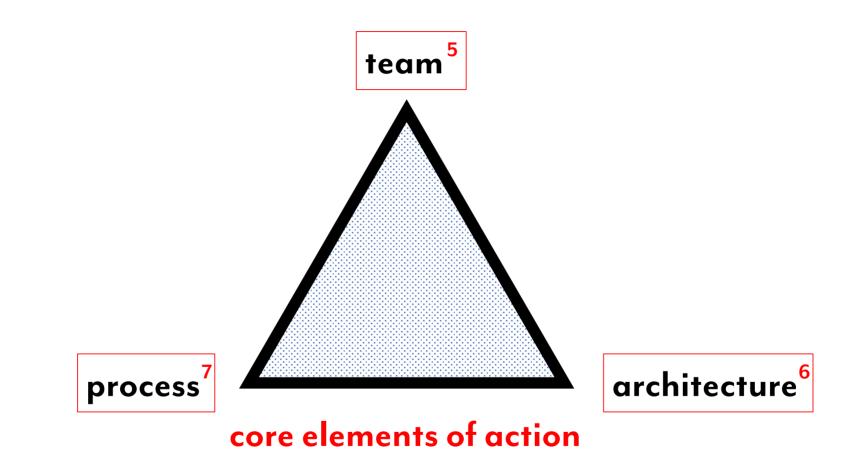
core elements of action



preconditions are everything

"An infinitesimal change in starting conditions can have enormous consequences later."

- Drift into failure, from Hunting Broken Components To Understanding Complex Systems, Sidney Dekker

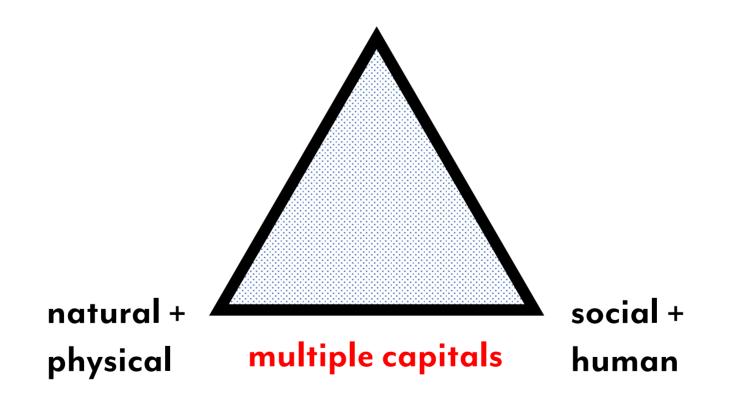


putting these elements in place will generate multiple outputs

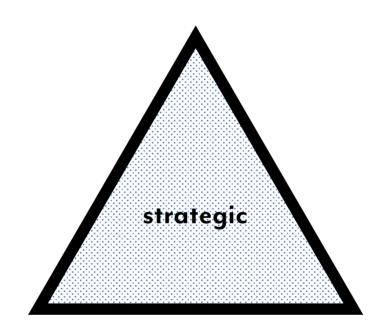
these outputs can be understood as forms of multiple capitals



financial + intellectual

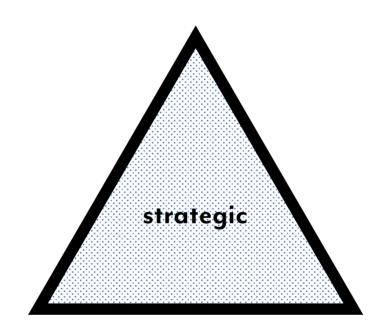


what is strategy-as-inner-game?



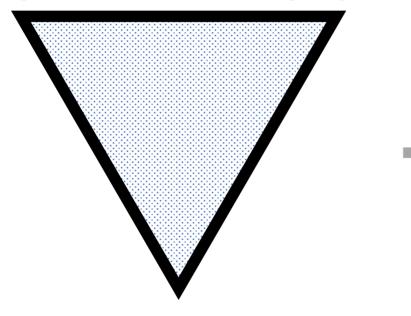
strategy as inner-game

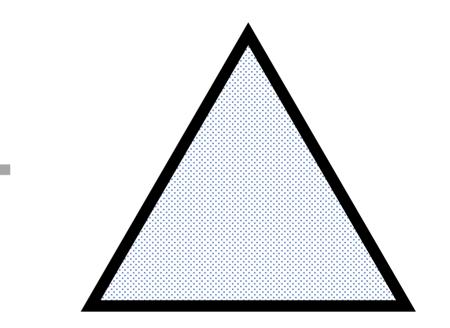
what is strategy-as-inner-game?



strategy as inner-game

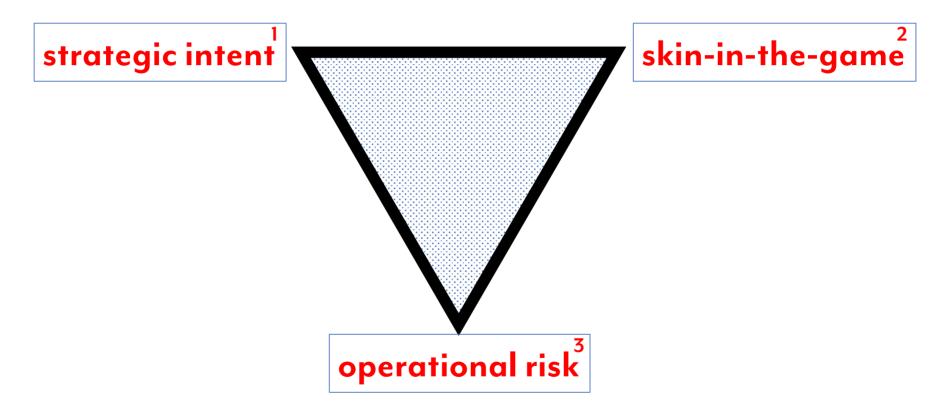
preconditions for play

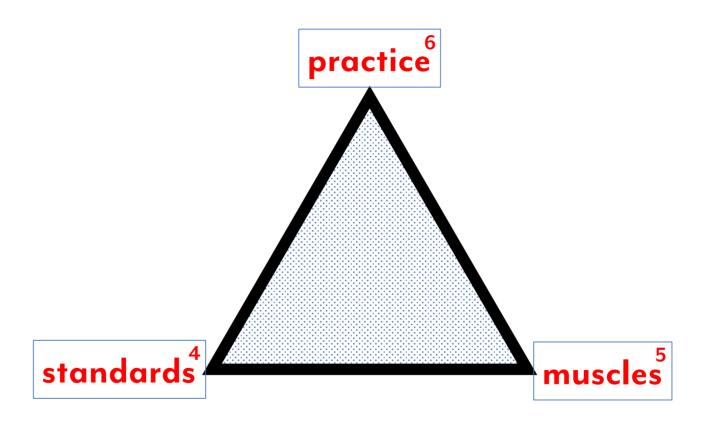




playing the game

preconditions for play





playing the game

"Scars signal skin in the game."

- Nassim Nicholas Taleb, Skin in the Game: Hidden Asymmetries in Daily Life

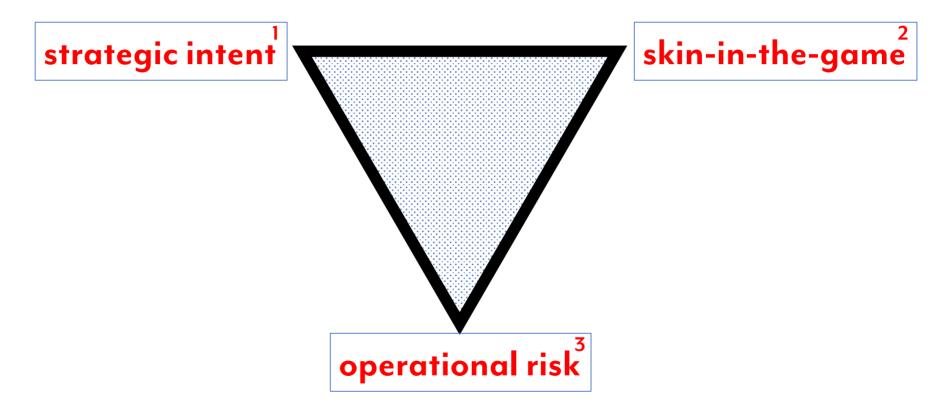
challenge

how can we work together to support young people aged 18-23 in Mumbai to develop resilient livelihoods?

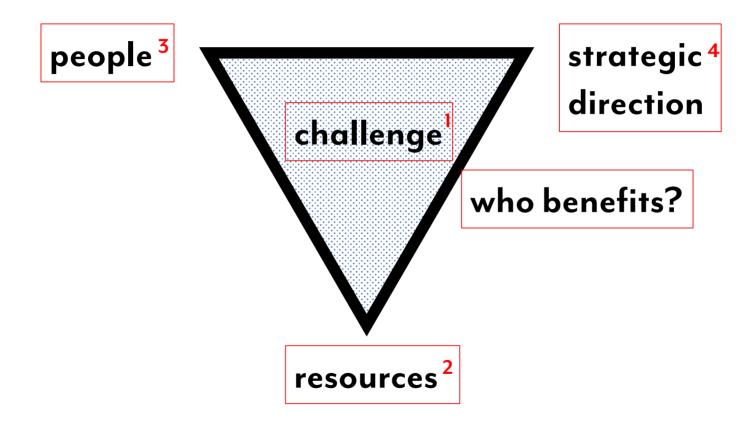
breakout

spend 25-minutes discussing what the "preconditions for play" and "preconditions for action" are for this challenge

preconditions for play



preconditions for action



case study racial equity in chicago

challenge statement

how can we work together to support young people in chicago to develop resilient livelihoods?

https://www.grovearchive.org/archive/

summary

one

the dominant practice of strategic planning evolved during an era of seeing the world through a modernist paradigm (technocratic - the clock as metaphor)

two

seeing the world as being characterized by complexity dramatically changes the practice of strategy (from clock to forest as metaphor)

three

effective strategy in complex systems is a practice, it is about what you actually do (not what you might do)

four

there are three "practices" together constituting effective strategy, strategy-as-action, strategy-as-inner-game, strategy-as-storytelling

five

if you want to change the paradigm, then change your practice – paradigms are built from practices ; practices are built from tools, processes, spaces, ingredients, and customs