session one

an introduction to effective strategy

september 15, 2020

session one

an introduction to effective strategy (in complex systems)

september 15, 2020

part 1 what is effective strategy?
part 2 operationalising effective strategy



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

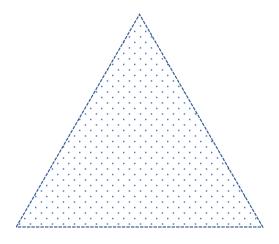
there are three "practices" together constituting effective strategy, strategy-as-action, strategy-as-inner-game, strategy-as-storytelling

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; what is complexity?

three characteristics of complexity

emergent



adaptation

information

"pigeon"

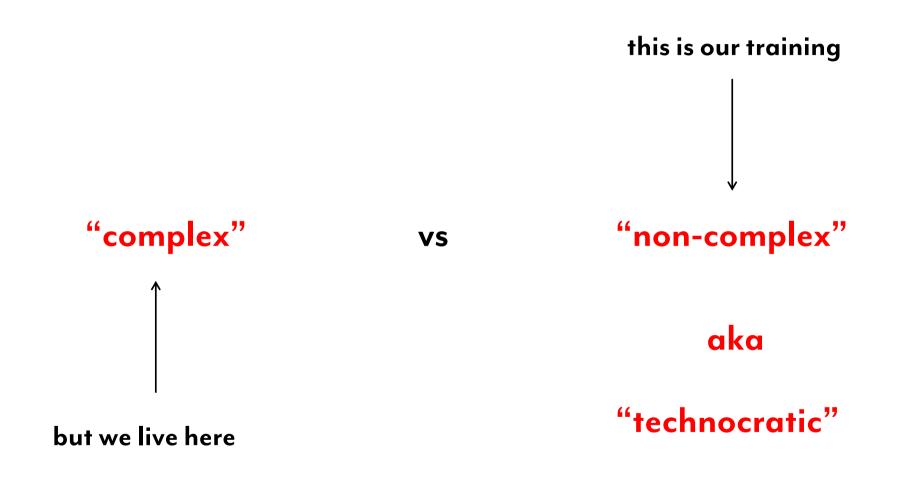
VS

"rocket"

"complex"

VS

"non-complex"



we live in the era of regression to the tail (not the mean)

these are two different paradigms for seeing the world

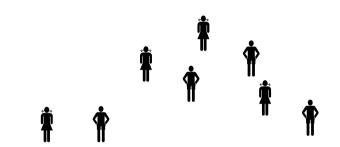




why do the paradigms we believe in matter?

what is effective (vs ineffective) strategy?





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



?

















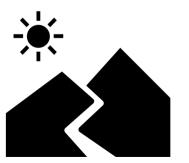






\$





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



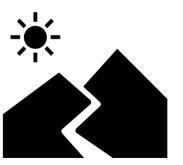


unsustainable



sustainable









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





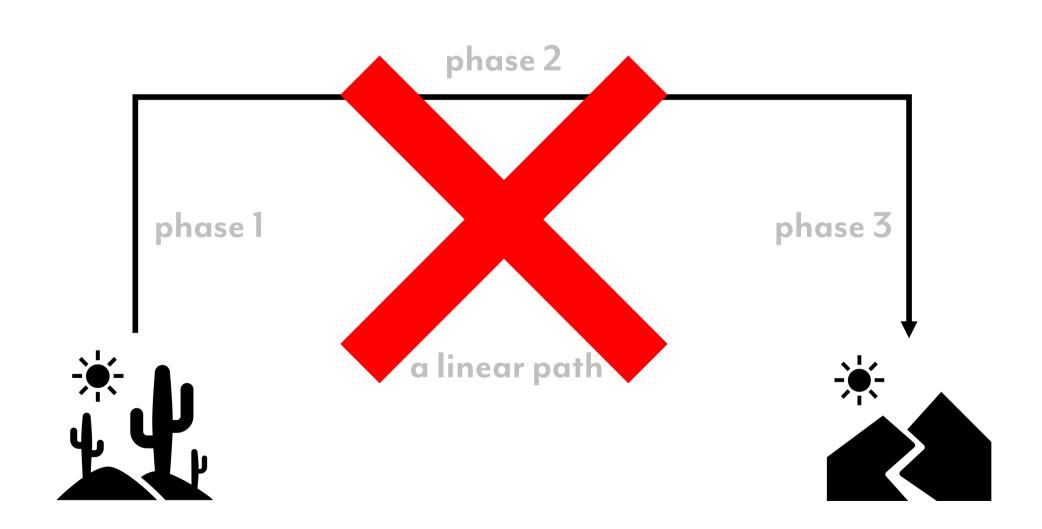
phase 2

phase 1

phase 3







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



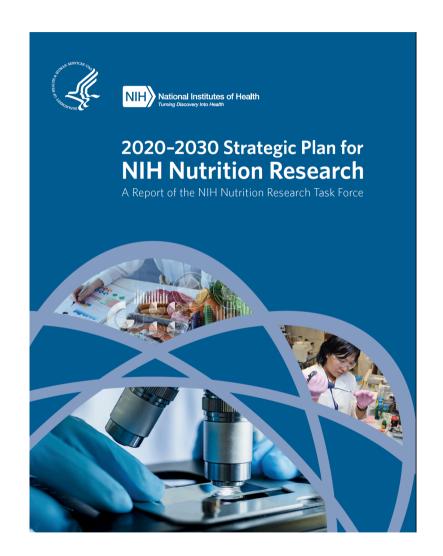


strategic planning is largely unchanged for 100 years









strategic planning as a practice in the context of complexity results in catastrophic failure

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?

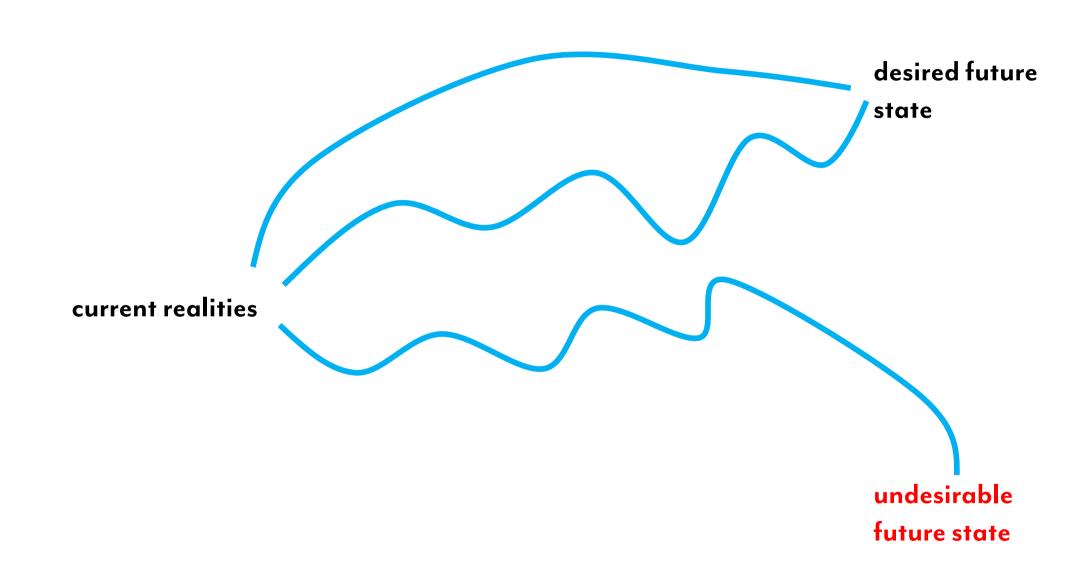


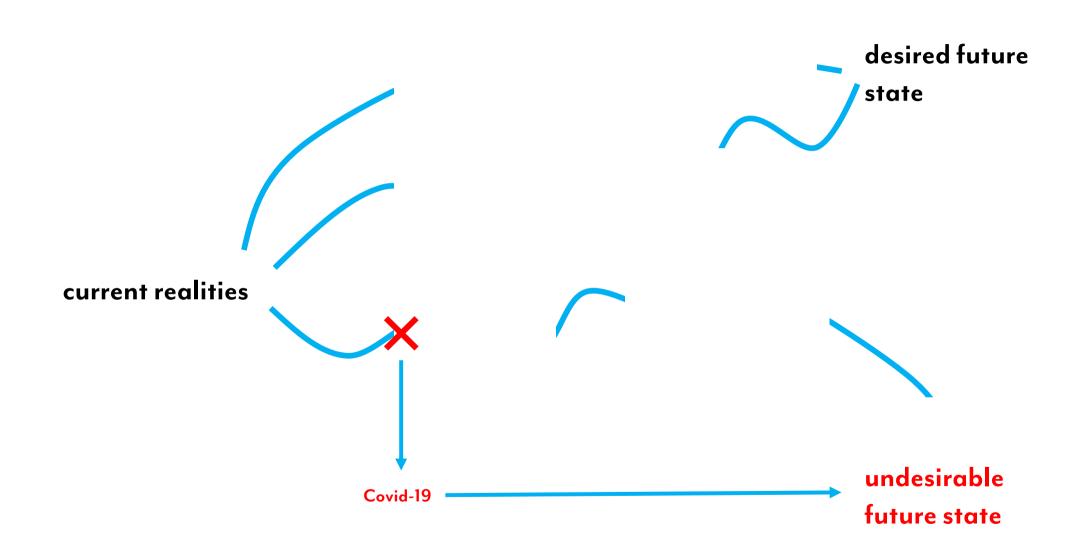


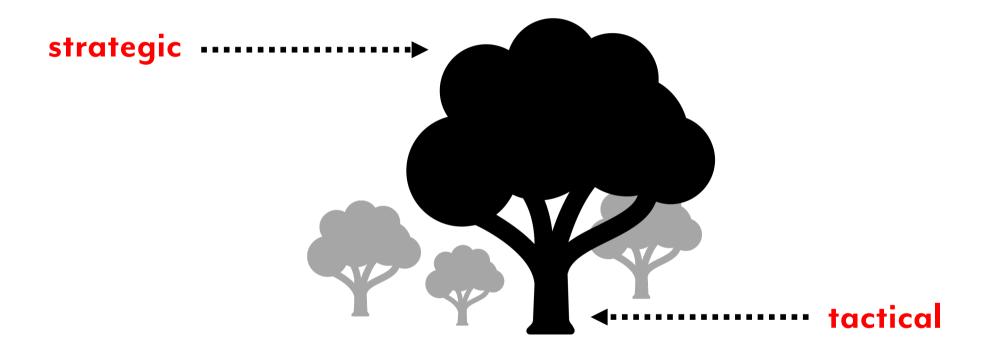
it's impossible to predict in advance





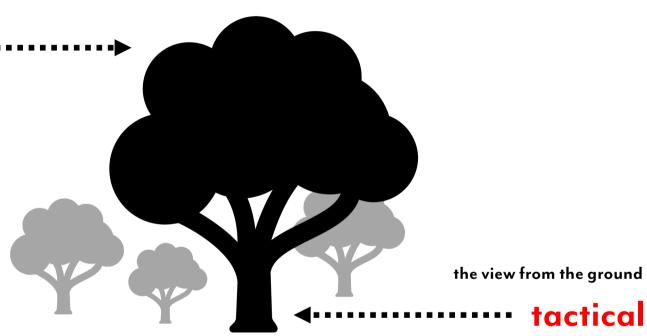






the view from the treetops

strategic -big picture
seeing far
long term



detailed close up short term

the view from the stars



the view from the treetops

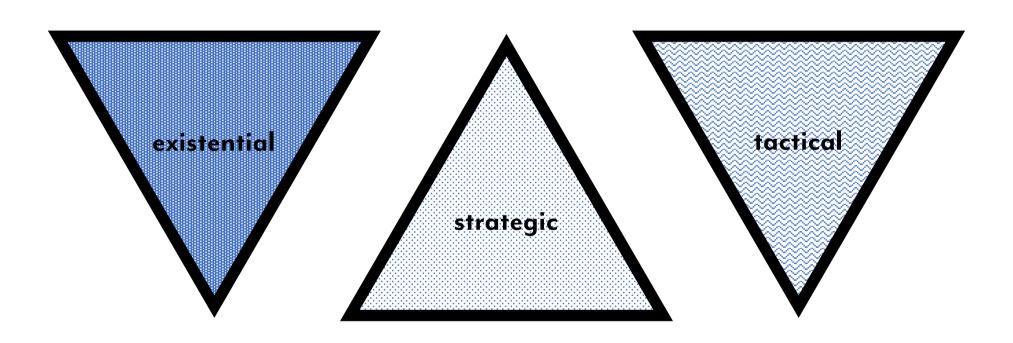
strategic ·····

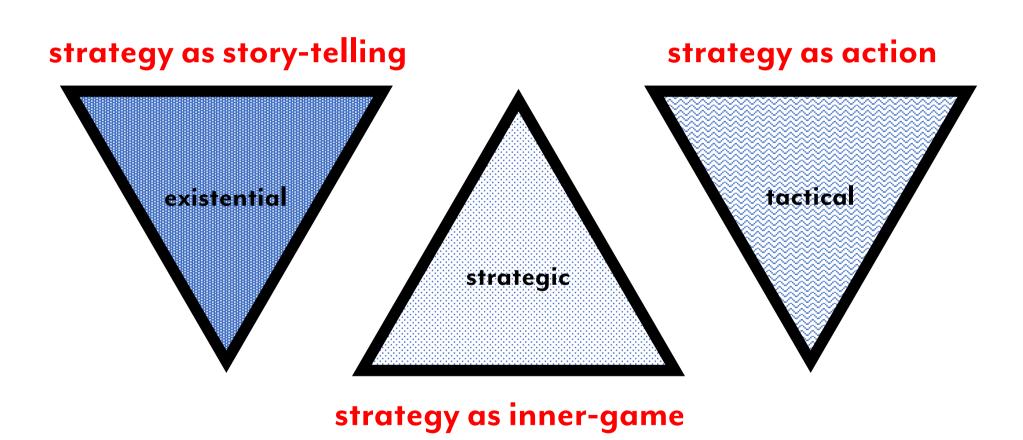


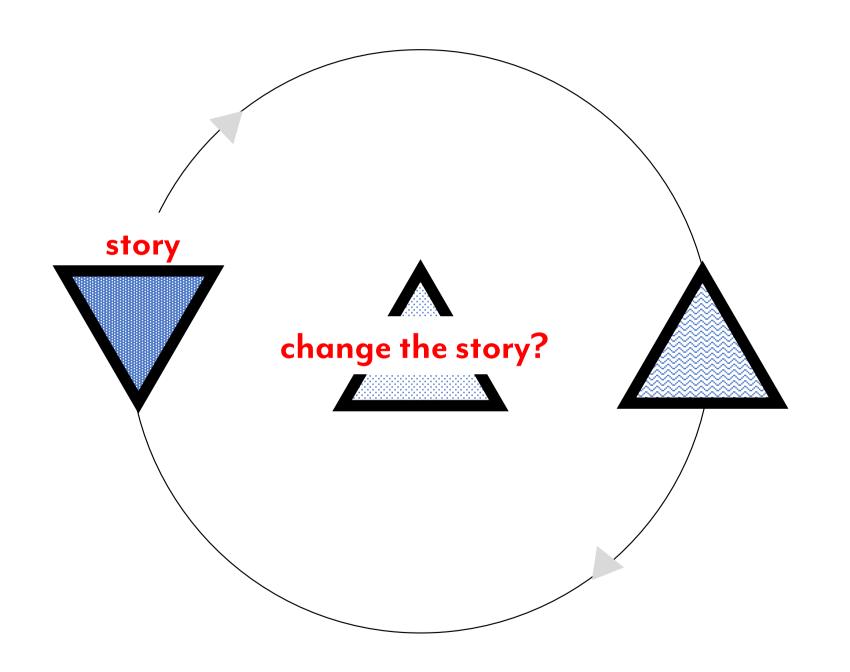
the view from the ground

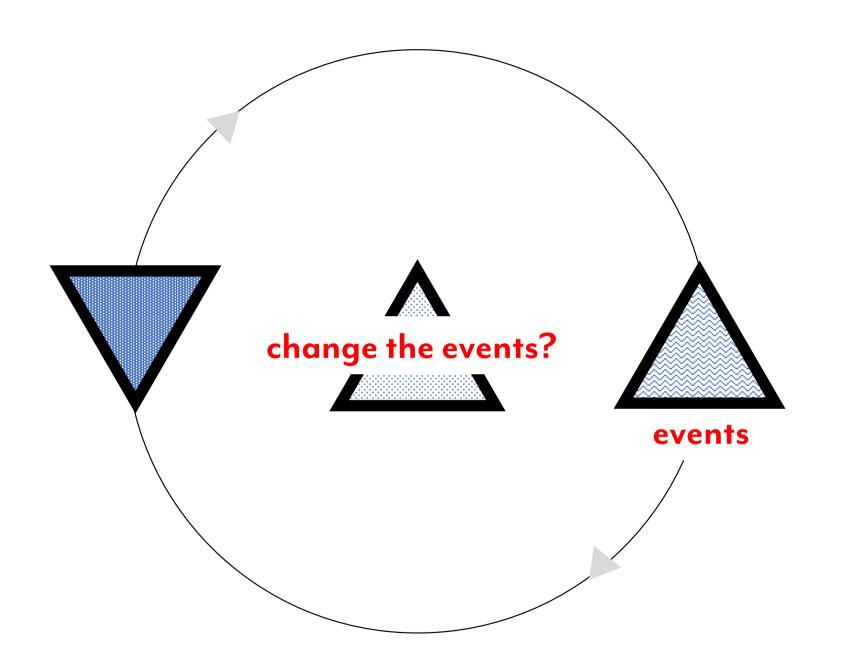
····· tactical

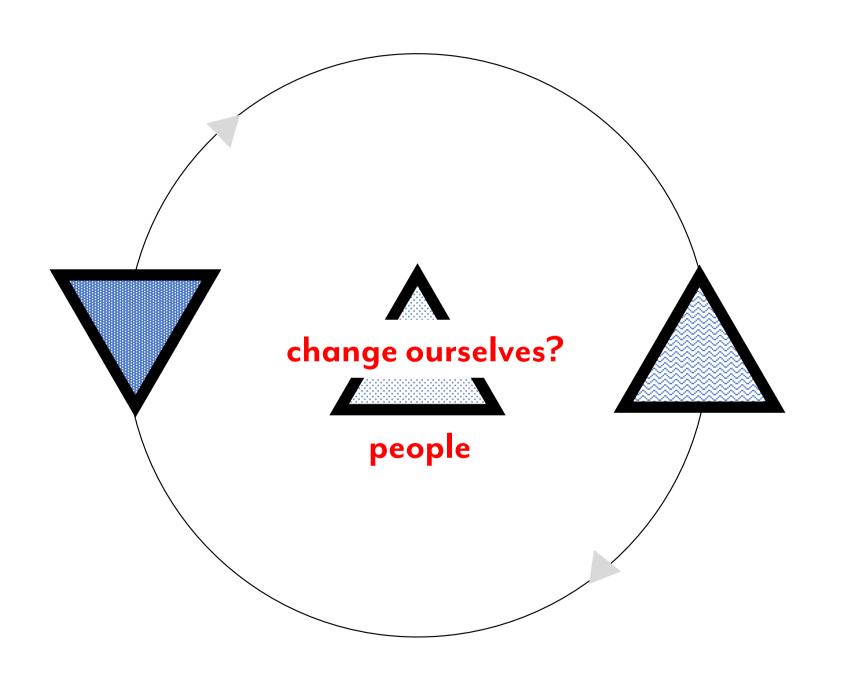












effective strategy is very difficult, because we need to master all three practices simultaneously

what beliefs (about the world, about yourself) might you need to let go of in order to practice effective strategy?

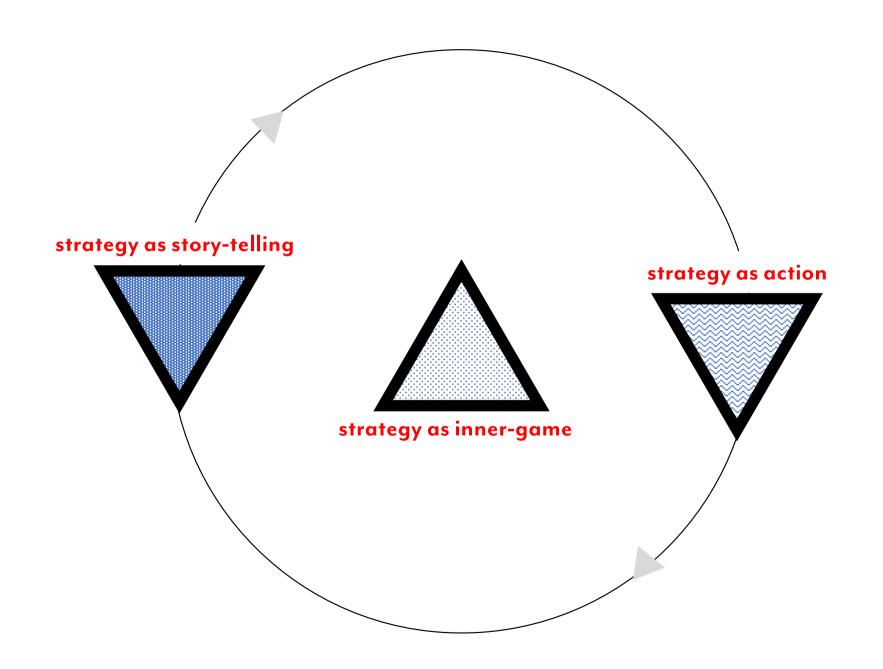
session two

an introduction to effective strategy

september 16, 2020

part 1 what is effective strategy?

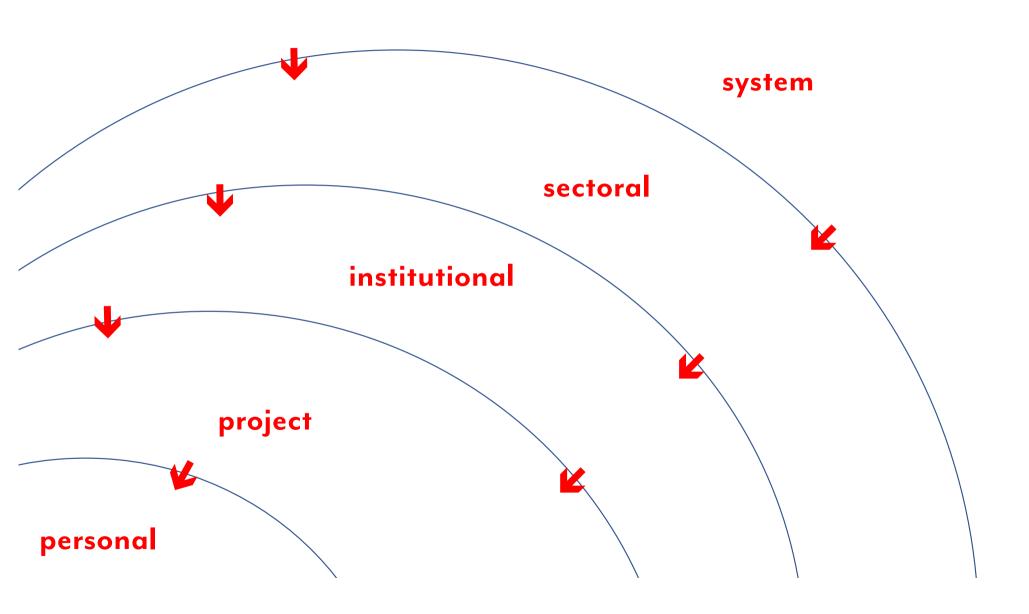
part 2 operationalising effective strategy





all strategy is inside-out

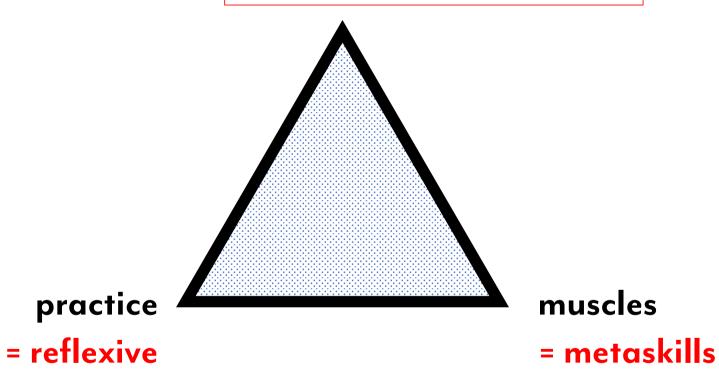
we learn to work within the system and the system learns to work within us ("institutionalized")



inner game = reproducing patterns at each level

inner game = reproducing patterns at each level, unconsciousness ie. reproducing relationships at each level

"roles" = fluid muscles practice = reflexive = metaskills "roles" = bounded fluidity



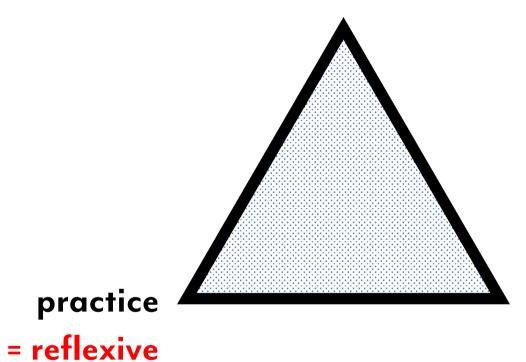
reflexive practice

what roles are part of your identity?

reflexive practice

what roles are part of your identity? can you let them go?

"roles" = fluid



muscles

= metaskills

can metaskills be learned?

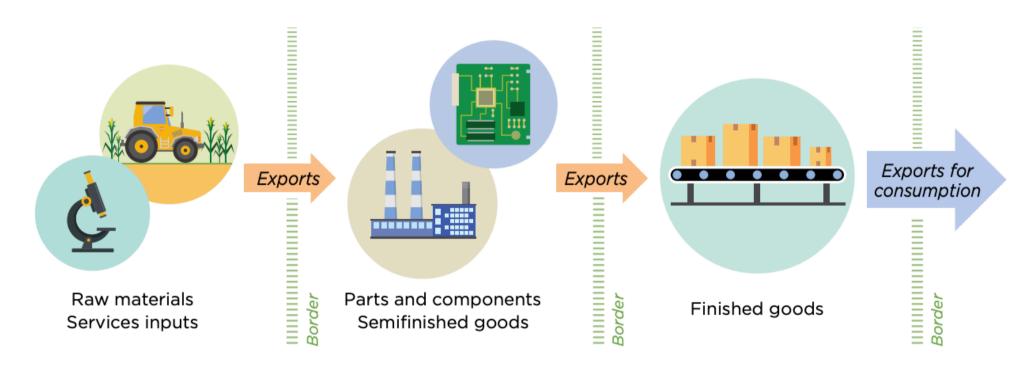
compassion
lightness
beginner's mind
humour
patience



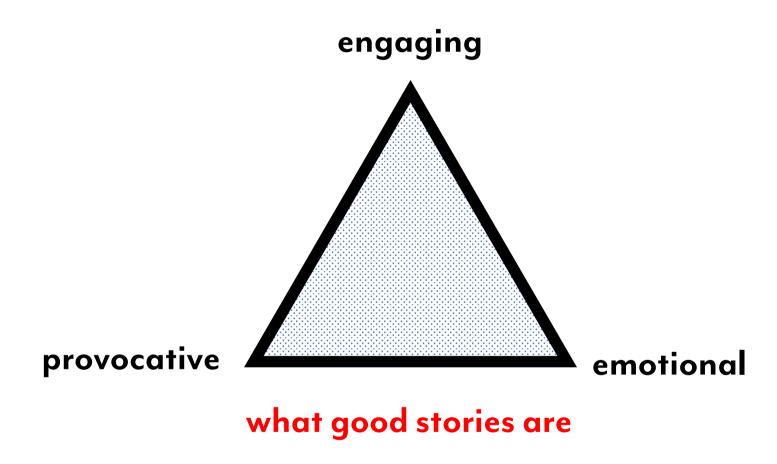
there are a millions ways to tell stories — both good + bad

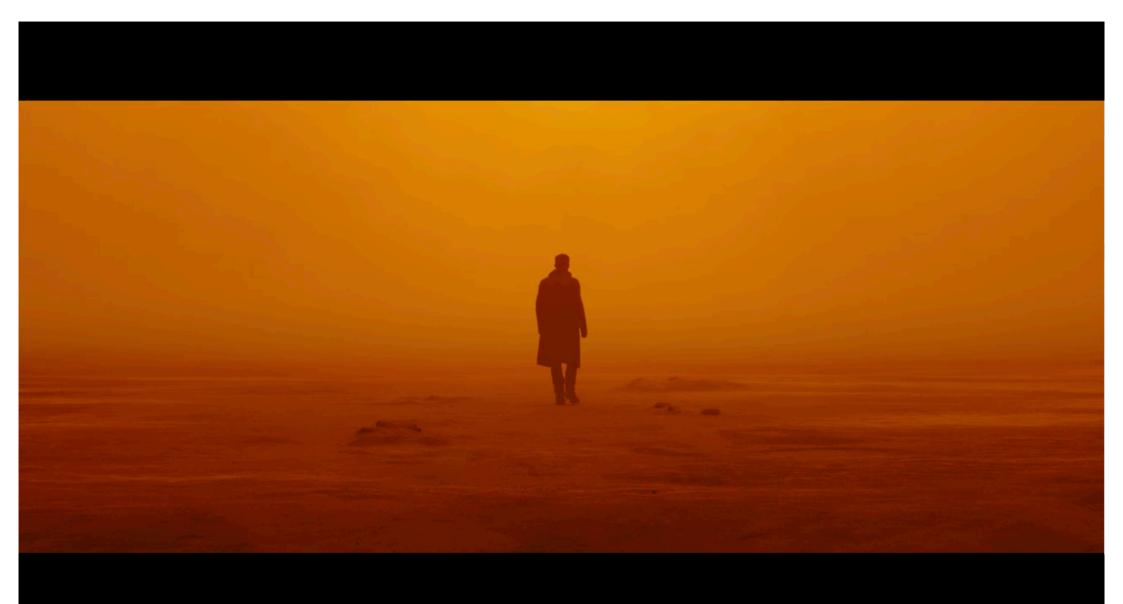
What is a global value chain (GVC)?

A global value chain breaks up the production process across countries. Firms specialize in a specific task and do not produce the whole product.











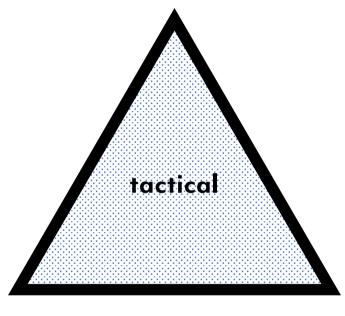




reflexive practice

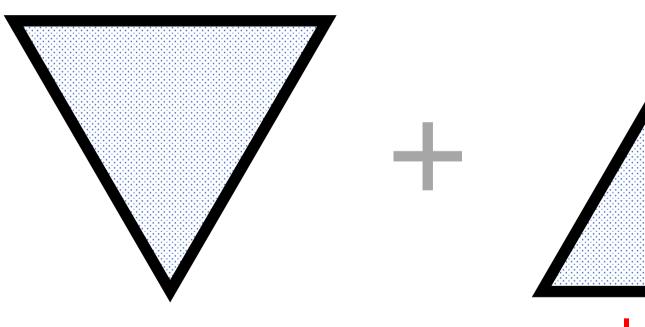
what is your tolerance for being a provocateur?

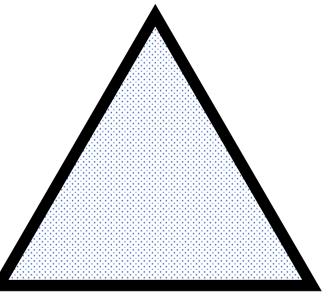




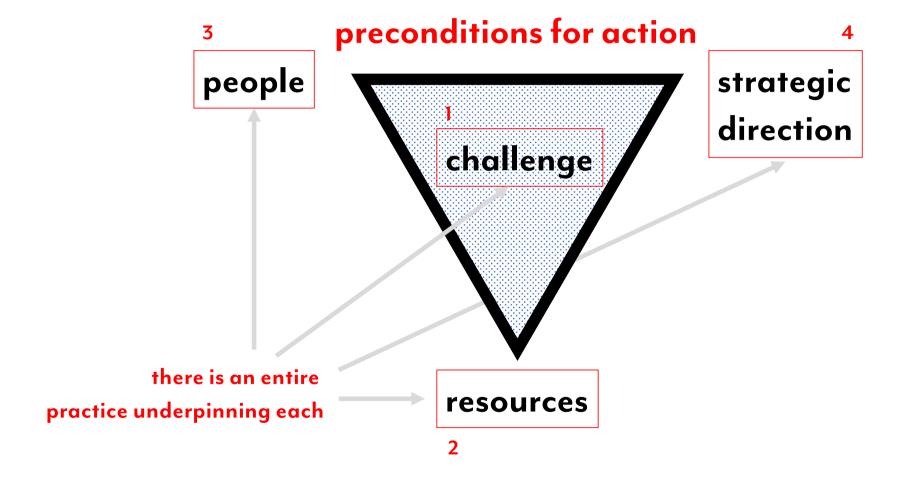
strategy as action

preconditions for action





core elements of action



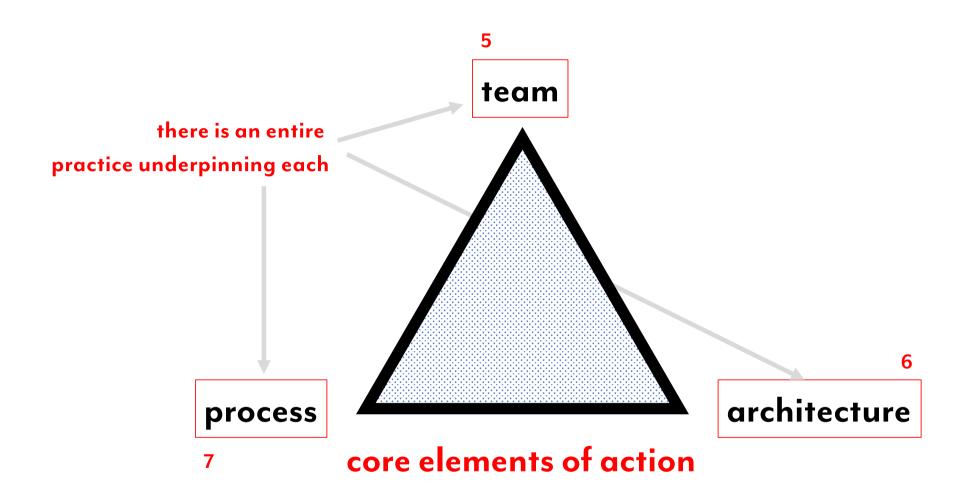
step 1

the challenge is the start, it's the invitation

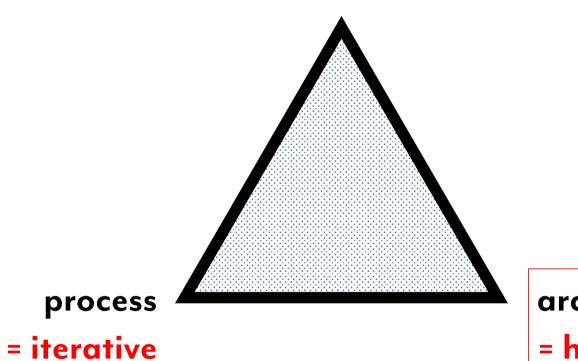


how do you create good invitations?

there is an entire practice underpinning each







architecture

= heterodox

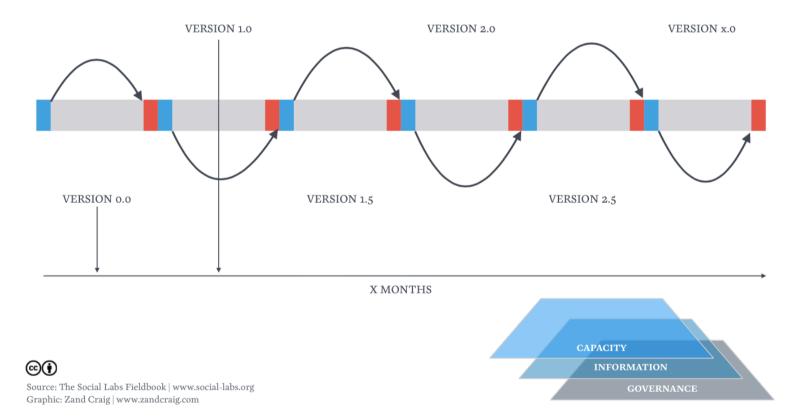
INNOVATION

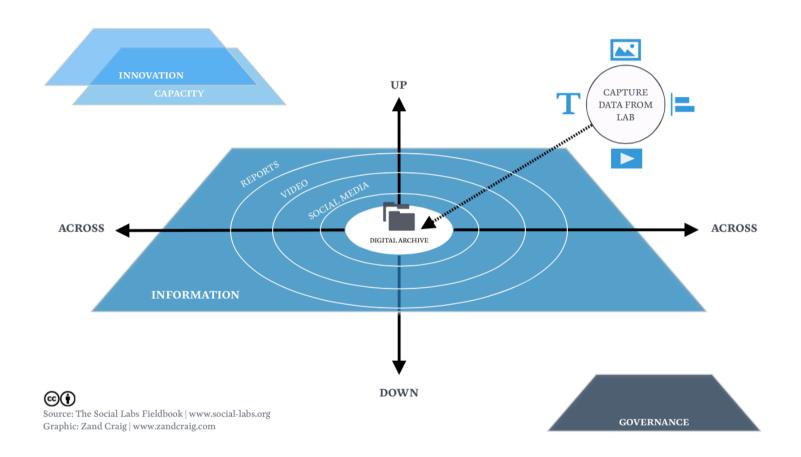
CAPACITY

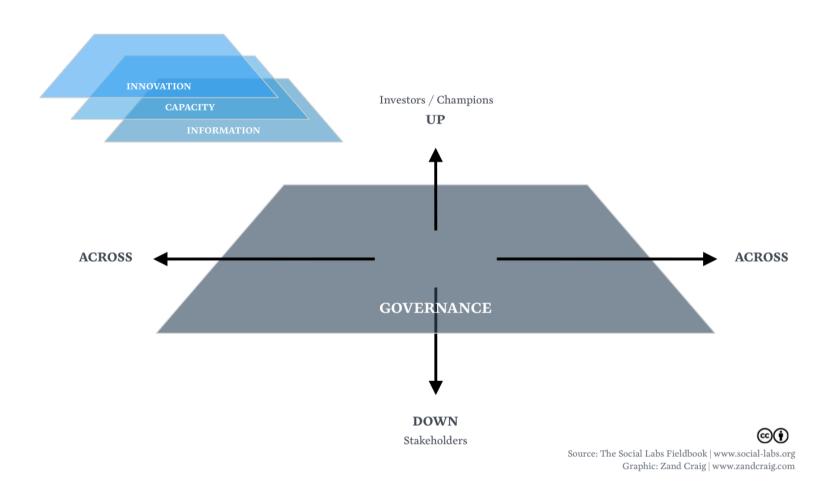
INFORMATION

GOVERNANCE

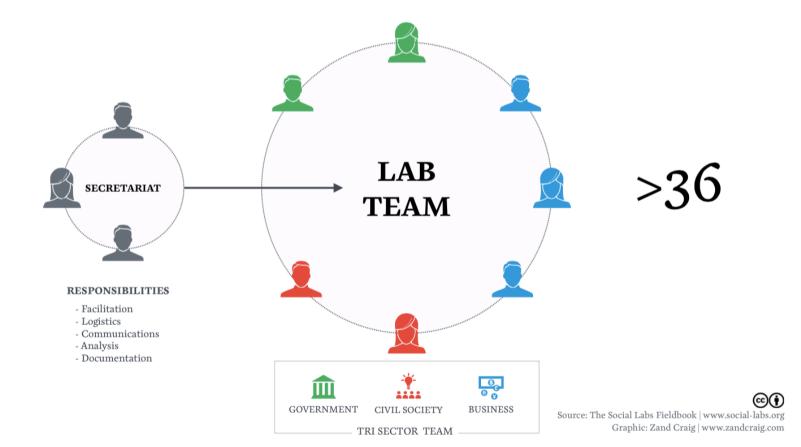




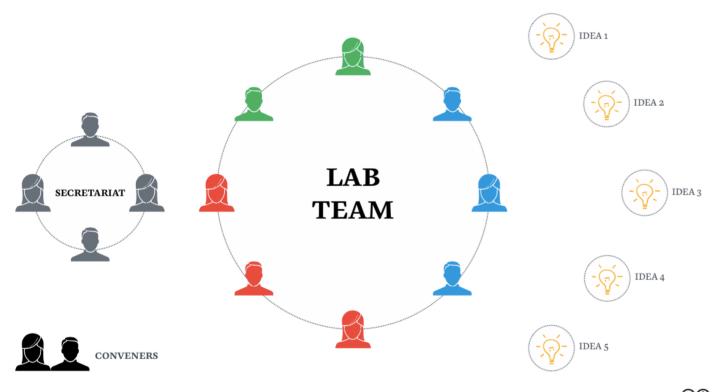


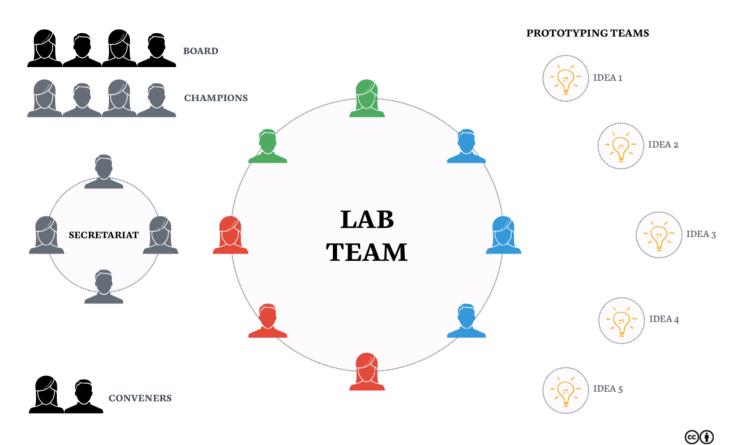


team = diverse architecture process = iterative = heterodox

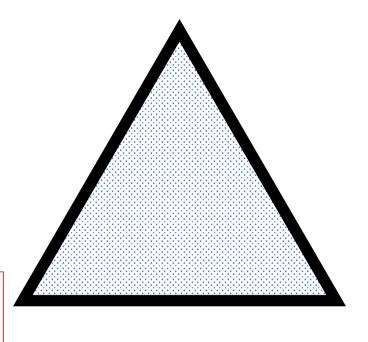


PROTOTYPING TEAMS









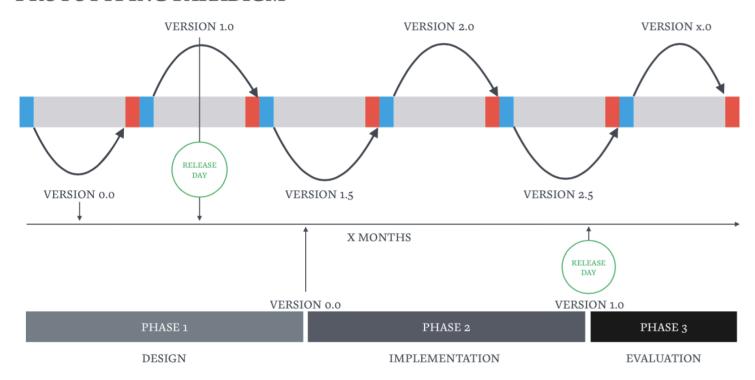
process

= iterative

architecture

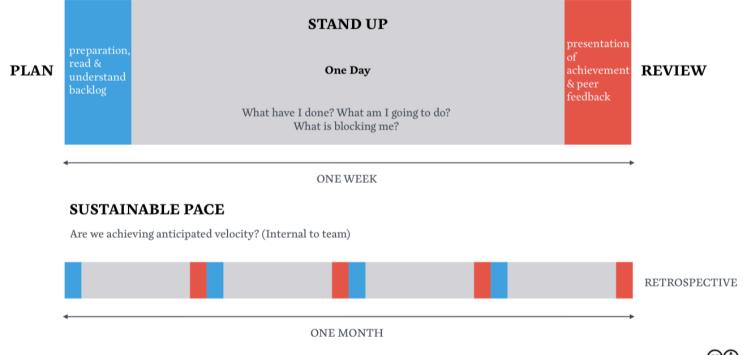
= heterodox

PROTOTYPING PARADIGM



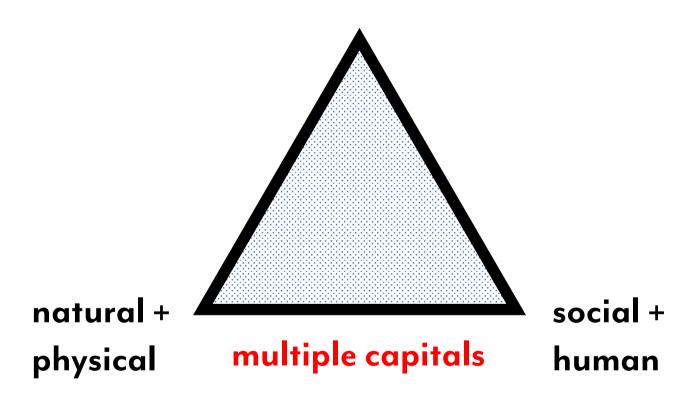
PLANNING PARADIGM



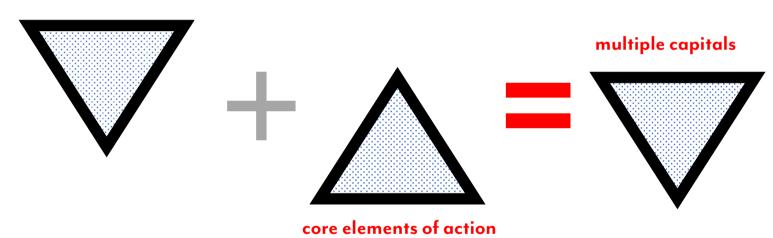


what do we get?

financial + intellectual



preconditions for action



James P Carse

"A finite game is played for the purpose of winning, an infinite game for the purpose of continuing the play."



