

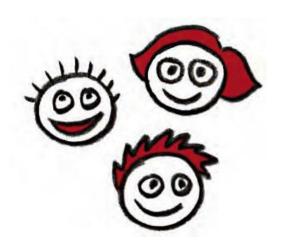
OnAgile virtual conference Everywhere, 20.10.2016 #OnAgile @NielsPflaeging

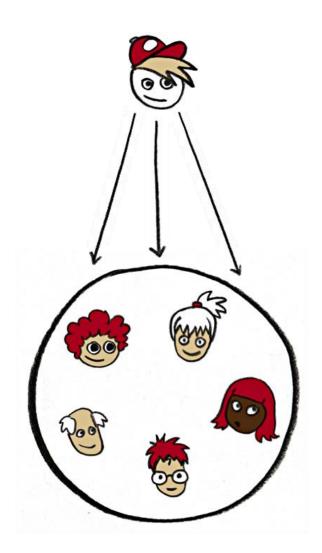
ORGANIZE FOR FOR COMPLEXITY How our organizations will become agile, radically decentralized, and networked. Sooner than we think

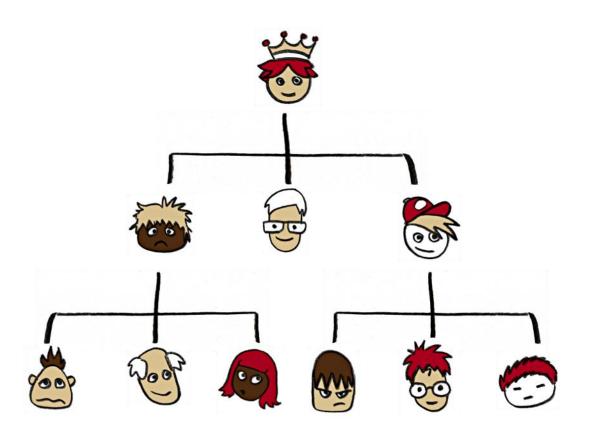
Complexity is like the weather.





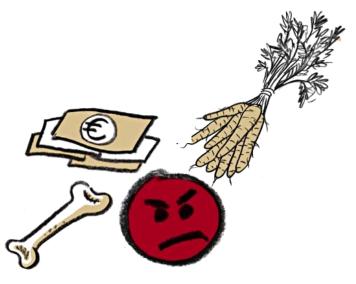






- Fixed, individual targets
- Management by Objectives
- Budgets and Plans
- Performance Appraisal
- Hierarchical Pressure
- Pay by Position or Performance
- Incentives and Bonuses

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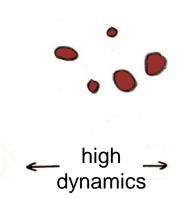


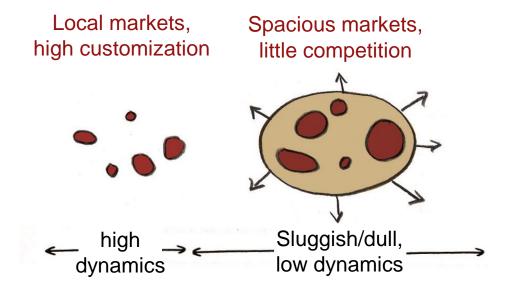
Dynamic part of value creation

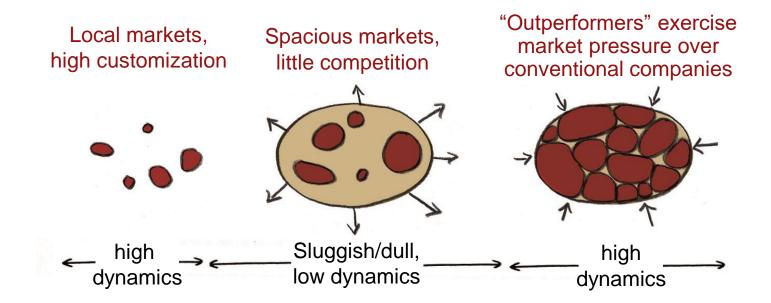
Solution: Man

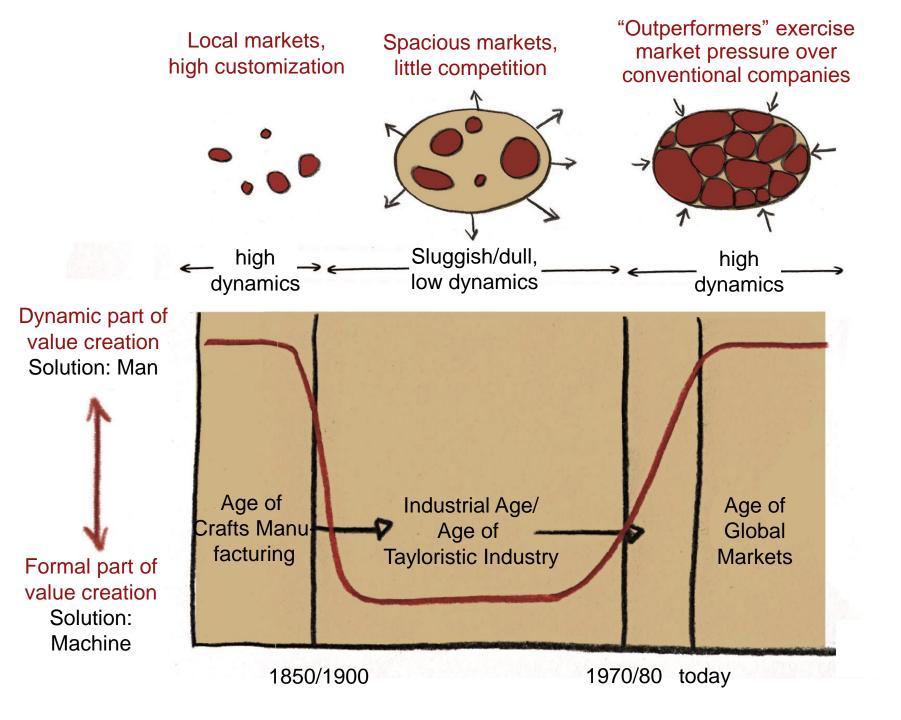


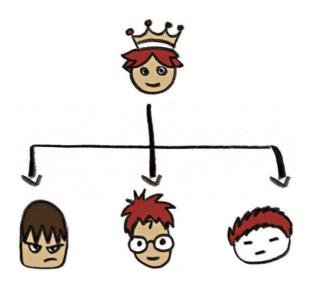
Local markets, high customization

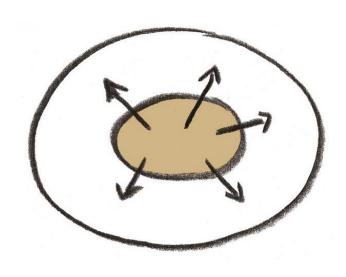


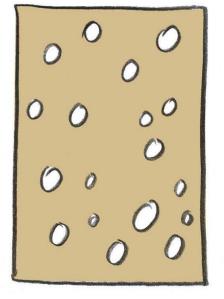


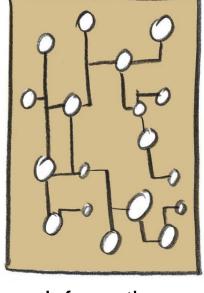


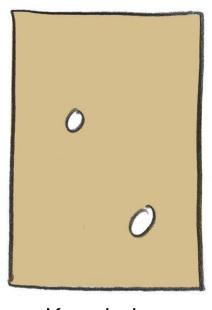


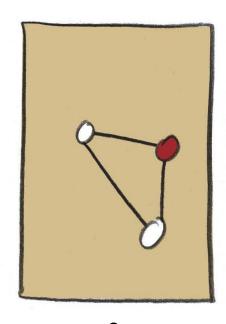










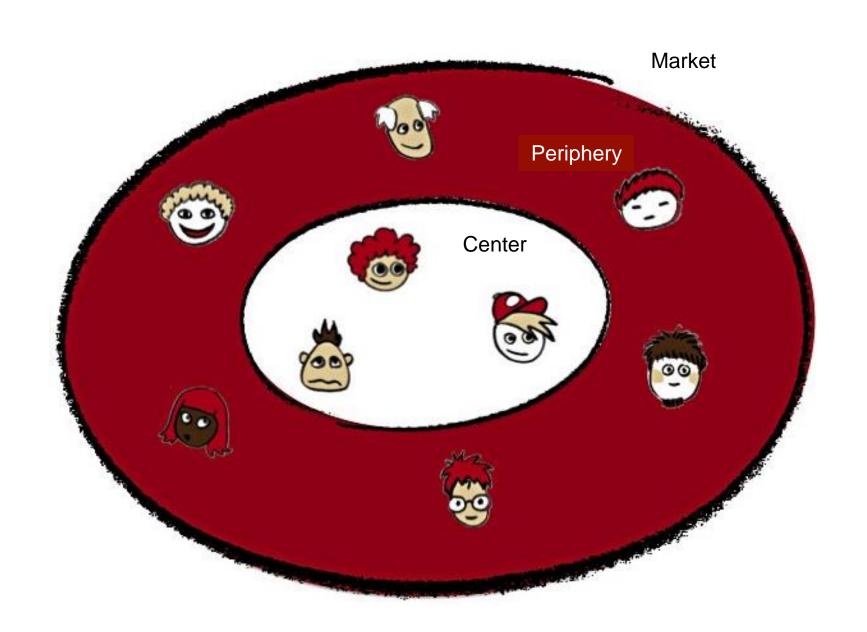


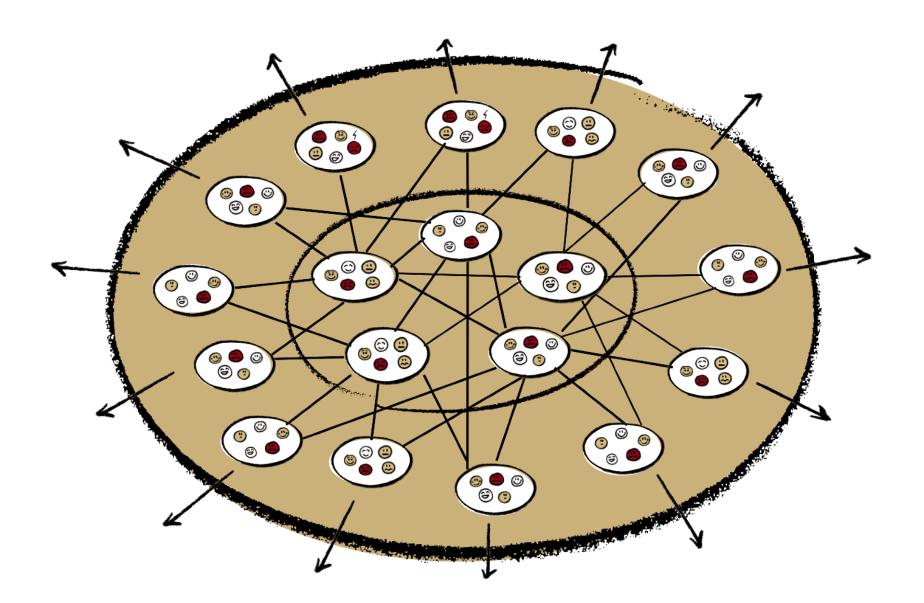
Data

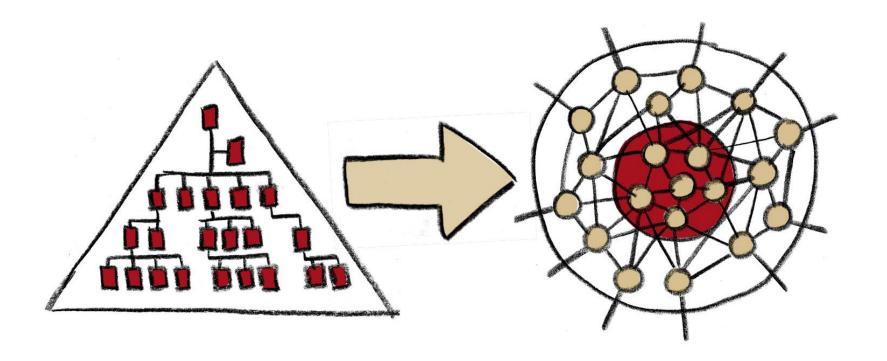
Information

Knowledge

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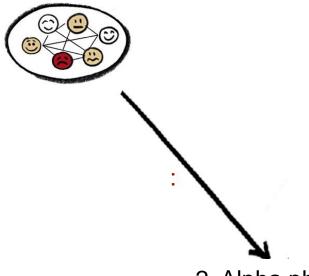




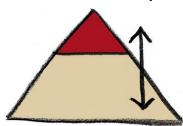
1. Start-up phase or "Pioneer phase "

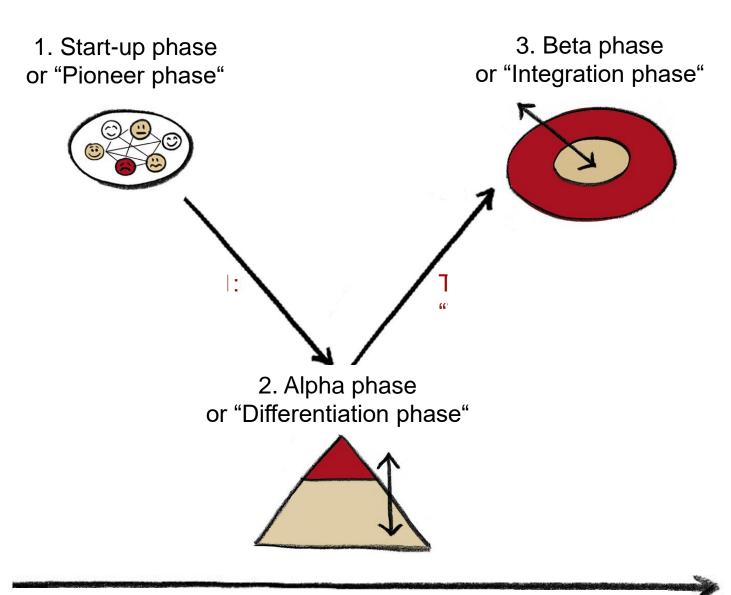


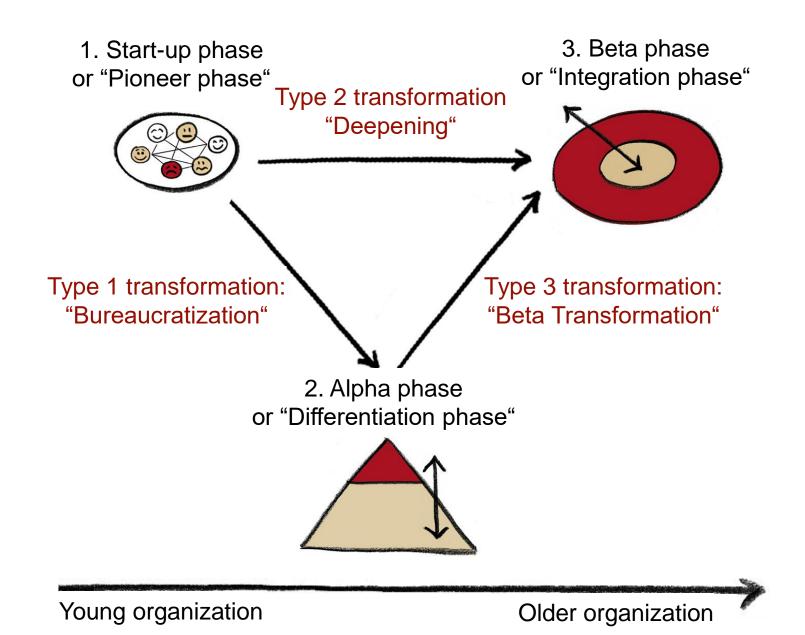
1. Start-up phase or "Pioneer phase"



2. Alpha phase or "Differentiation phase"









Org charts
Plan-Actuals variances
Performance Appraisal/360
Strategic Planning "Meritocracy"
Business Partners Holiday applications
Budgeting HR Planning Paid extra hours
Cost Management
Key Accounting, Business Areas Centives Sales Quota Control of work hours MbO Individual targets Job Descriptions Bosses hire Target negotiation Pay for Performance Job titles Jours fixes Travel policies Bonuses Salary Ranges Earnings Guidance Competencies Management Matrix Structures Knowledge Mar Suggestion boxes Training budgets Knowledge Managemen Personnel Development Forecasting **Development Centers** "Personnel Expenses" **Assessment Centers**

Transparency & Improvement

Comparisons between peers

Comparisons with previous periods

Dialog and Dissent

Social and group pressure

• Pay by market value

Results Sharing

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Fixed, individual targets

Management by Objectives

Budgets and Plans

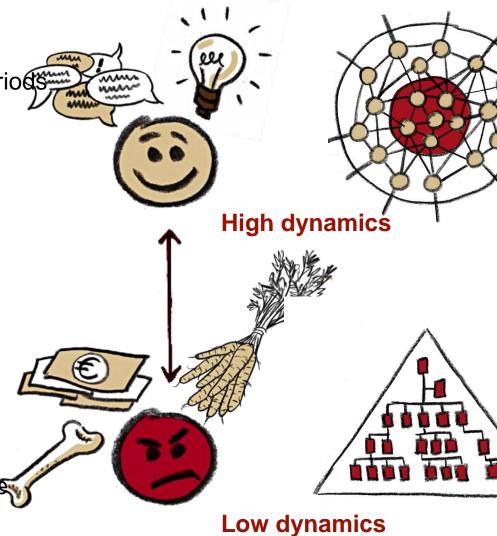
• Performance Appraisal

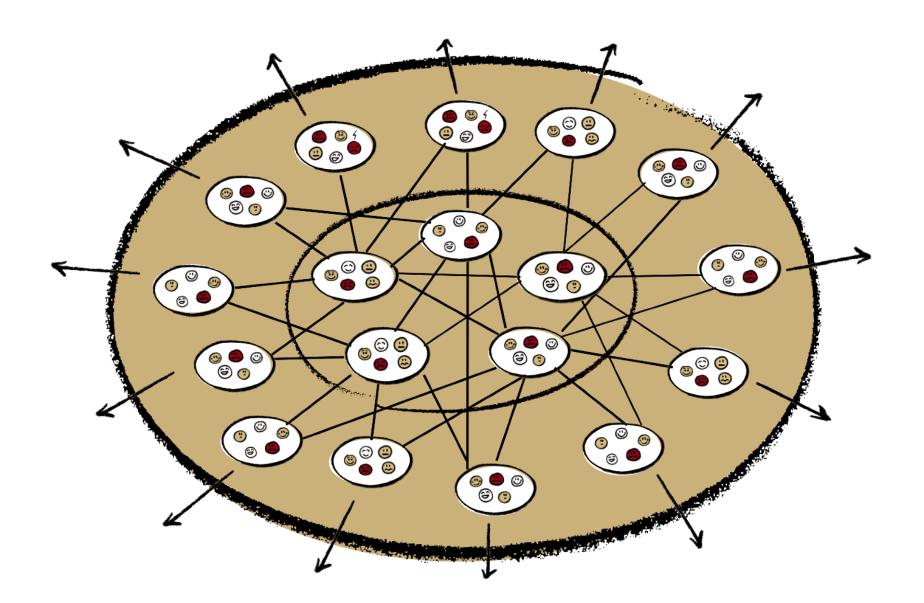
Hierarchical Pressure

Pay by Position or Performance

Incentives and Bonuses

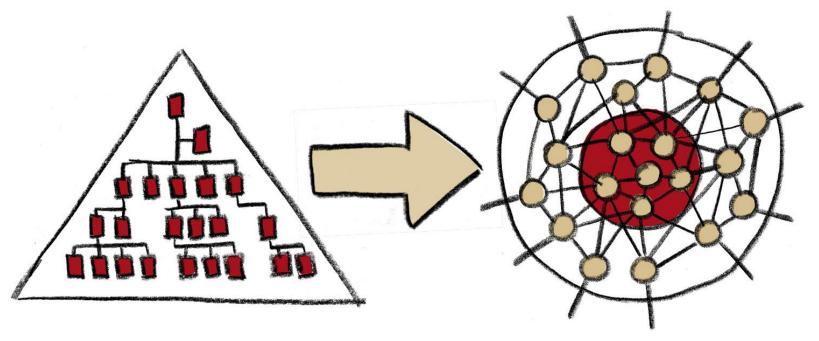
• ...





Industrial Age

Knowledge Age



Mechanistic, dead
Differentiated, individualizing
Work the people
Top-down, managed
In parallel, in line
Efficiency-oriented

Systemic, alive
Integrated, team-based
Work the work
Outside-in, led
With-each-other-for-each-other
Complexity-robust

Your people are not the problem.

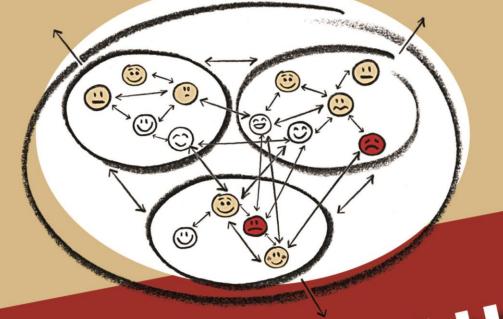
Systems drive behavior.

Not the other way 'round.

the models, or systems.

We have to stop working the people, and start working organizational

The radically decentralized "peach" model of designing organizations is **not an option.** It is a necessity.



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ORGANIZE ORGENIZE ORGENIZATIONS WILL CONTROLL OF CONTR

How our organizations will become agile, radically decentralized, and agile, radically decentralized than we think networked. Sooner than we