Innovation culture is not a fancy hub or a project with startup label

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About me

- Agile coach and mentor
- Innovation mentor
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- Co-founder of QuickJOBS and SimplyIT.cloud
- Co-founder of Viva incubator
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Hlavní reference:







































Startupy a komunita:













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Agile is not a SW development approach ...

... it is a company **organizational** and **cultural change**

... and innovation culture and management is its part

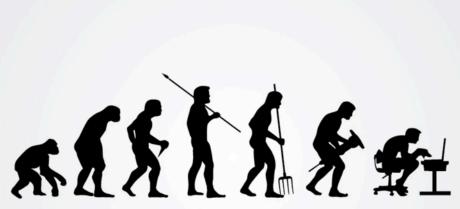
Therefore need to be ...

supported by business
driven by business
done together with business ...

... and with **people** (employees, customers)

Software development and **Agile** approaches (50+ years)

Engineering disciplines (5000+ years)

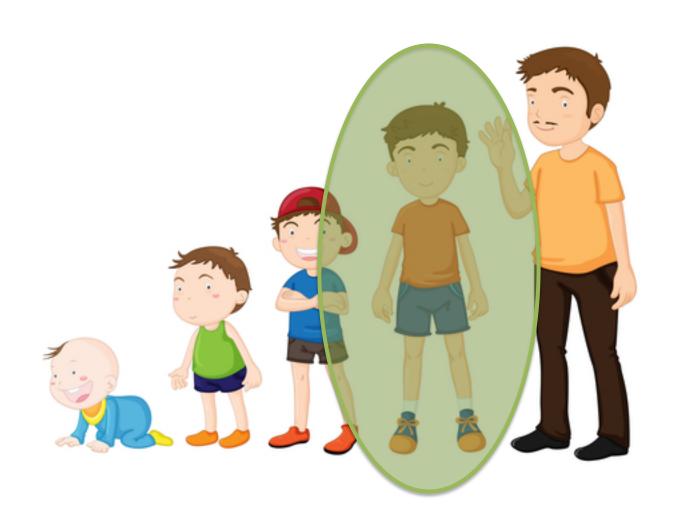








Still evolving ...



Phase 1: internal cleaning (behind the wall)...

(Guerrilla) Agile implementation only in IT teams

Iterations, **engineering** practices (pair working, code review, automation, UC/US, TC, CI)

Be more efficient, quick, have better quality, predictability and internal visibility

Phase 2: Dismantling the wall...

US with clear business value/benefit

Early and frequent customer involvement

Contract updates

Regular **Demo**

Measuring the success and visibility for the business/customer



Phase 3: IT part of the business...

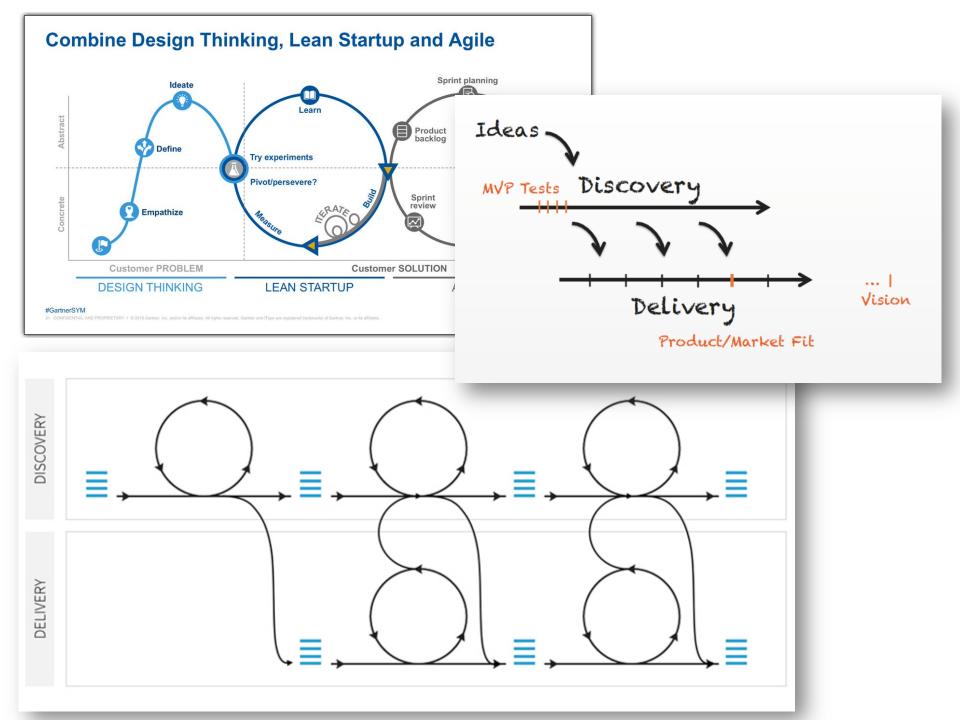
Tight cooperation between IT and business (cross teams, Agile business teams)

Agile contracts

Measuring the success (company boards)

Discovery process / dual track Agile

(here the business innovations appear!)



Phase 4 Driving the business... (Strategic/Business Agile):



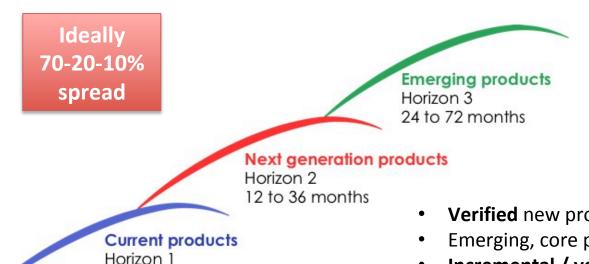
Managers as organizational coaches
Hiring based on values (HR)

Management as one team

Agile procurement → vendor ecosystem (Agile RFP)

Incremental innovations part of daily business
Future horizon: Internal startups, LABS, new markets,
products/services

McK: 3 Horizons



- **Unknown Business Model**
- Different mindset needed (startup, R&D)
- Need to be verified

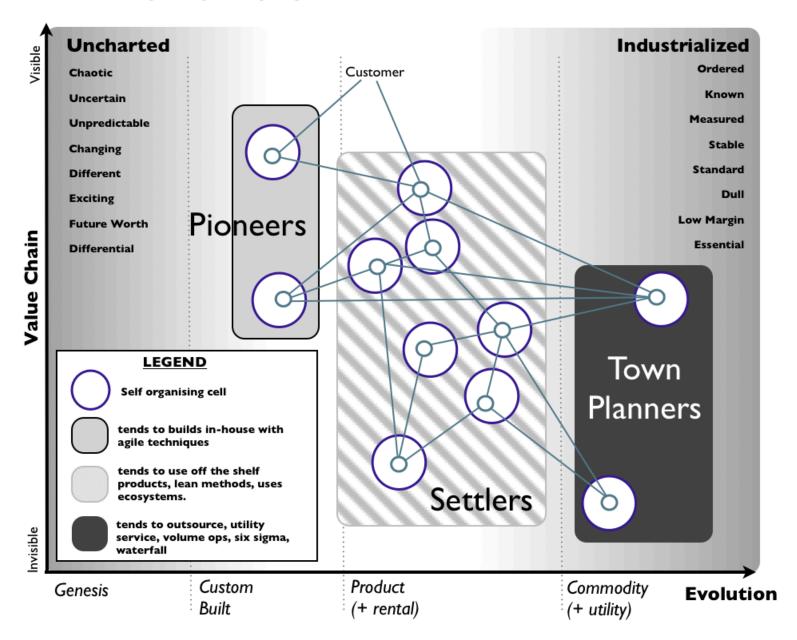
- **Verified** new products
- Emerging, core product complement
- Incremental / verified disruption

Existing core products/services (key business)

0 to 18 months

- Focus on **defend and optimise**
- **Incremental changes**

Simon Wardley: 3 party system





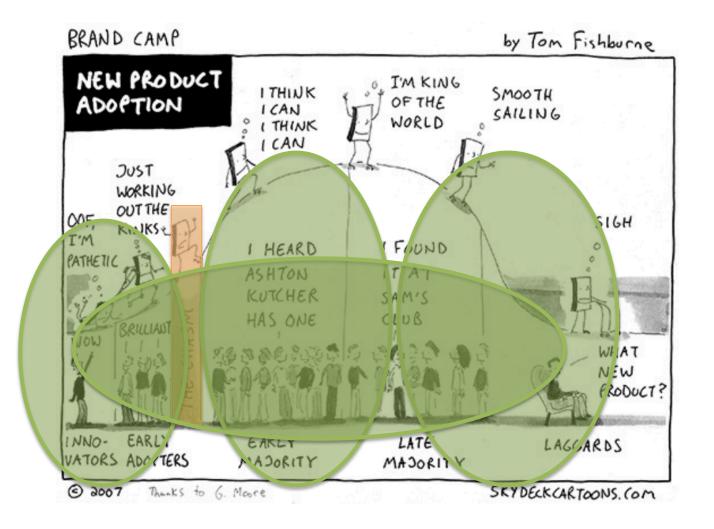
Internal start-ups change mindset of organization

Bias, b , no time and uniformity as biggest innovation blockers

Also fail is a success, learning

(we DON'T do what nobody would buy)

What type of company is yours?



Source: https://marketoonist.com/2007/02/new-product-adoption.html

Initial experiments to take

- Deliver incremental innovations
- Conduct regular demos
- Run FedEx day
- Measure and visualize E2E (NPS, product usage!)
- Invite startups (talks, presentations)
- Conduct internal innovation conference
- Share user feedback and NPS results
- SM: shift from team coach to organization
 & mgmt. coach
- PO: experiment, verify, prototype
- Visualize what you know now (data, facts, not assumptions)
- Explain 3 horizons







Mtfish

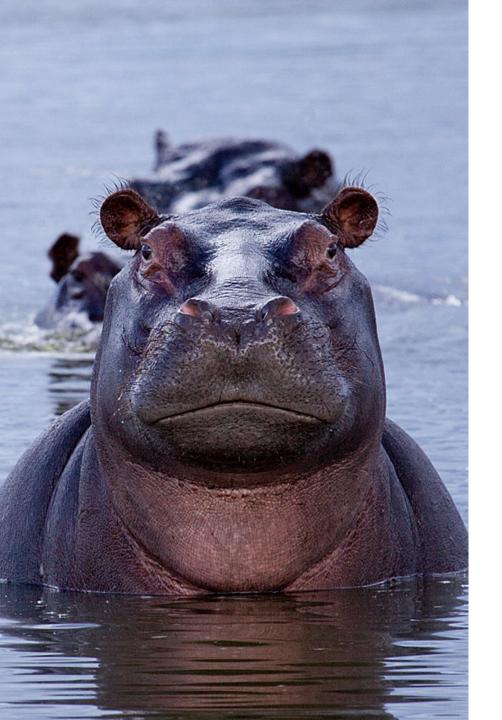


Explicit "NO" and lacking focus

"Show me your business case" even before small experiment

Do it as part of your daily (overwhelming) operations!

- Grant people limited time for experiments
 (e.g. 10%, FedEx days, hackathons)
- (Partly) Fully dedicated teams
- Innovation process to gather ideas
- Organize hackaton, FedEx day or Design Sprint



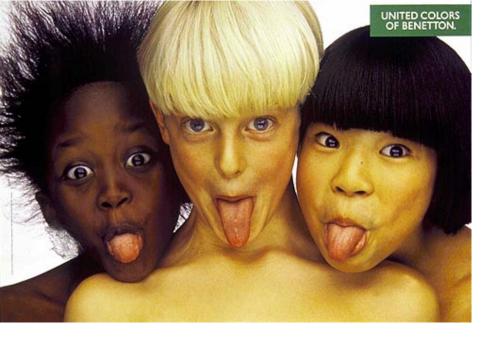
HIPPO / confirmation bias

I know what they want!

I think/assume/like ...

We have this market research...

- Clarify and visualize product/ service vision (LC/BMC/Product vision board)
- Start to say NO as PO
- Conduct small internal experiments
- Show current usage data (NPS, product usage, heat maps, word clouds from feedback)



Everybody innovative!

They do not innovate, they just do their daily operations...

Wrong assumptions behind:

- All people are the same
- All teams have the same goal and context (product, dev, maintenance, support, ...)

- Explain 3 horizons of business and different types of innovations
- Explain and respect people typology (only few like changes)
- Demonstrate your (personal, team)
 specific value and skills
- Don't forget to focus on H1!
 This is your core business



External innovation agencies

They will create the innovation for us (as this is granted and less risky)

We will hire external people to do innovations

- Build internal competence
- Involve internal employees in innovation agency projects (to change their mind & teach them the techniques, tools)
- Mix internal & new hires
- Question status quo (processes, handovers, roles, ...)



Innovation without (working/verified) Business Model

This technology is great!

Let's release it, we will think about money later

Consider **Twitter**, **Tesla**, **Google Glass**

- Think about all 3 parts: customer
 needs solution BM
- Verify also/mostly BM
- Monetize since the first MVP





"We-them" culture

These old style folks!

Those innovation junkies have always some benefits (better rooms, free snacks, ...)

- Realize that your company is also your customer!
- Focus on communication (blogs, video, internal magazine)
- Share your findings (personas, needs, feedback, figures)
- Open demos regularly

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e-book on internal startups (50 pages, 8 MB): goo.gl/4hZzxZ