The way we work is our most important innovation ©

Creating an Innovative Enterprise

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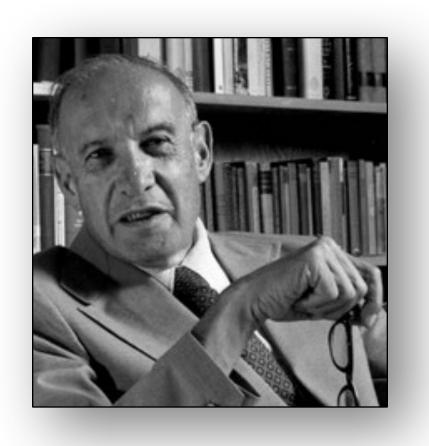


Main Messages

Question: how do you change a failing company's "culture"?

Answer: change the way employees work

Tip: never mention the word "culture"



"The purpose of business is to create a customer. The enterprise has two – and only two – basic functions: *marketing and innovation*. Marketing and innovation produce results; all the rest are costs."

SRI in 1998

- Famous R&D laboratory in Silicon Valley
- In serious trouble
 - Steady decline for ~20 years
 - Deeply in debt, selling land
- Causes
 - Obsolete business model
 - No value-creation playbook
 - No trust in senior management
 - Little staff collaboration; many grudges

Overal: a scarcity mindset



Major Turnaround

- Tripled revenue to \$550M and 2,300 staff
 - 5 new innovation centers across America
 - New innovations worth \$Bs
- David Ladd, Mayfield Ventures, "SRI is now the world's most productive R&D center"
- Our value-creation process is used worldwide: US, Japan, Chile, Taiwan, Singapore, Finland, ...

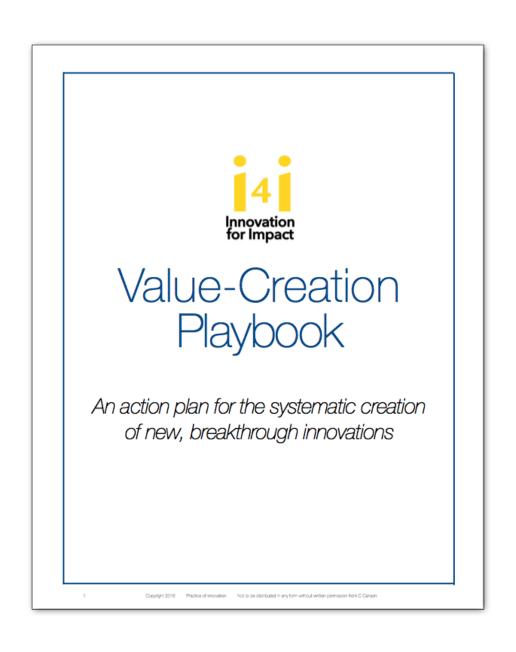




Overall: an abundance mindset

Today's Topics

- Culture flows out of the way we work
 - Work practices are the responsibility of management
 - Everyone must be focused on the customer and creating customer value
- Three keys to success
 - Important customer and market needs
 - Value-creation playbook, including NABC value propositions
 - Ongoing value-creation forums to rapidly get the answers needed

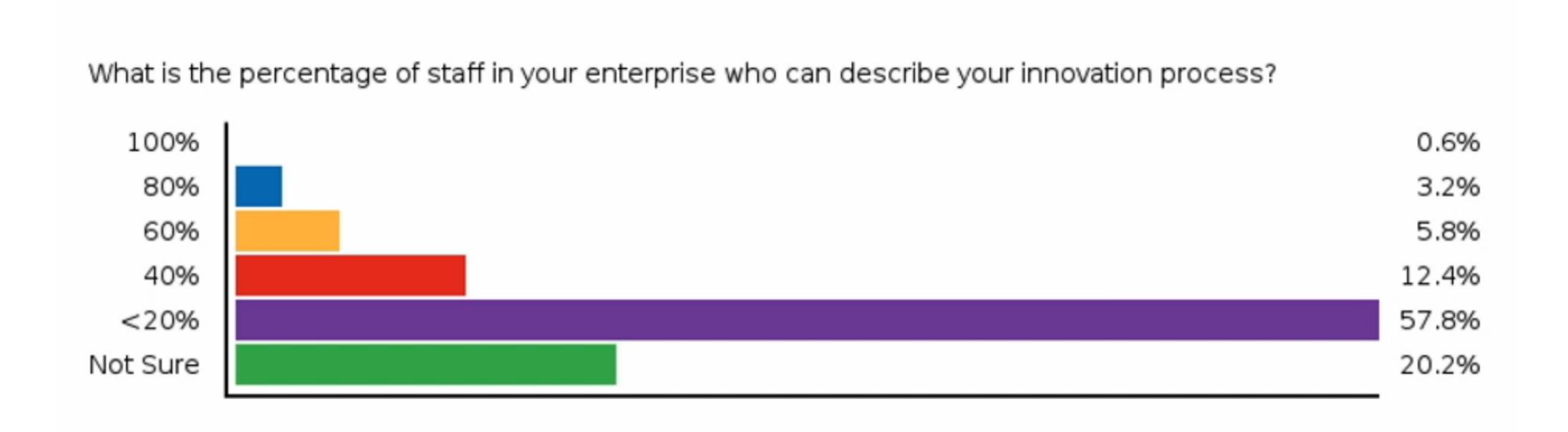


Question

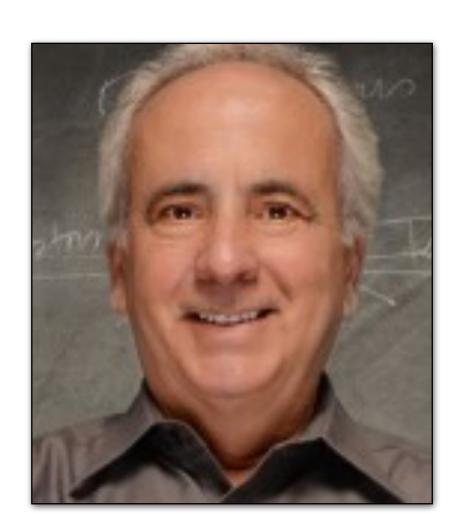
Percent of staff in your enterprise that can describe your innovation process

$$2 = 40\%$$

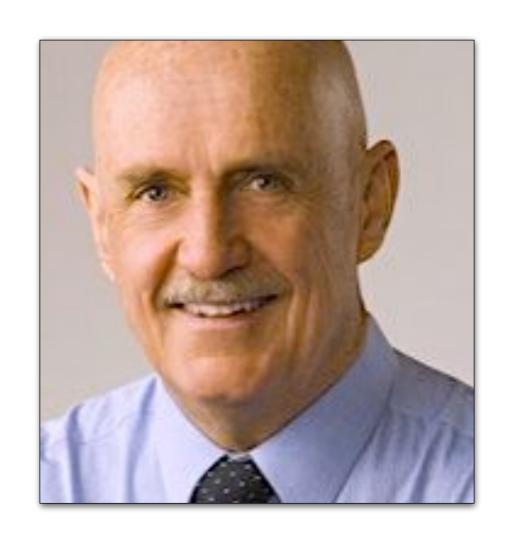
$$0 = 0\%$$



Superb Partners











Norman Winarsky Alice Resnick Innovation

Communications

Bill Wilmot People

Len Polizzotto Best practices

Herman Gyr Organization

First Steps

- Conducted a staff survey before I came
 - Issues to be addressed: cynicism about management, lose-lose attitude about collaborating, fear, blaming others, ...
 - Strengths to be leveraged: achievement, customer focus, integrity, love of SRI, pride, ...
- · Wrote a response, held all-hands, met with all groups
- Lunched with staff!



Alignment: Created the SRI Card

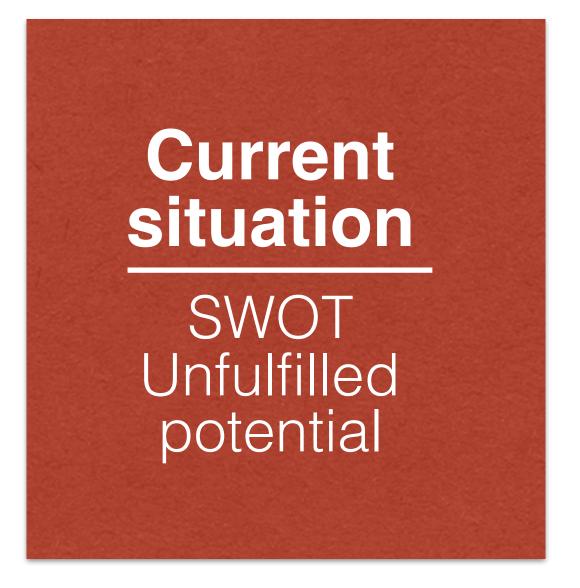
- Change = need, vision, action plan
- Early cynicism
 - Management de jour
 - Not serious about achievement
- Goal was to get alignment
 - SRI-wide forums
 - Iterated over the web
 - Continued until broad consensus



Establishing the Need, Vision, & Plan

External environment

Customers
Markets
Competition



Seniors leading the way

Engaging & involving Delivering results

Assessment Pilot projects New support Desired future

Value creating enterprise

Goal: make the systematic creation of high-value innovations inevitable

Vision and Plan

- Vision: "The leading independent source of high-value innovations"
- Plan
 - Focus on important customer and market needs
 - Business model: world-changing R&D and proactive commercialization
 - Comprehensively use of the value-creation playbook
 - Everyone a champion
 - Enviable human values
 - Continuous improvement

Staff and Management

- Status
 - Staff was terrific
 - Many senior managers didn't want to work collaboratively
 - But no money for a major management overhaul
- One after the other the disgruntled VPs left
 - I was an acting VP for three years
 - I made mistakes but eventually we hired superb VPs who wanted to work collaboratively

Innovation's 5 Disciplines

1. Important customer and market needs



2. Value creation process



3. Innovation champions



4. Innovation teams



5. Organizational alignment

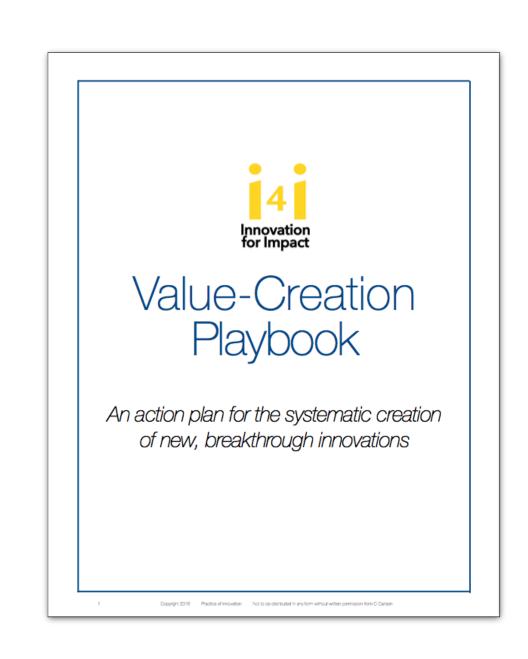


Market success



Critical Role of the Value-Creation Playbook

- · Best practices a "playbook" for staff
 - · Focus on customers, both internal and external
 - · Common language and tools for value creation
 - · Processes to rapidly learn and create
- · Major competitive advantage
- · Important to staff
- · Concepts seem easy they are not!



"Important" Versus "Interesting"

- · Important, growing opportunity in the "white space"
 - · Metric driven: e.g., \$100Ms for new ventures
 - · 2-10X better
 - Defensible solution and business model
 - · Beach-head market that could be "owned"
- · Customer really cares
 - · Pain killer; not a vitamin
 - High priority urgent
 - We really care



Things I Didn't Say and Did Say—Repeatedly

Avoided

- Culture change no, work smarter through value creation
- Fail fast to succeed early no, learn fast
- Take risks no, mitigate risks
- Management or leader no champions

Always

- Achievement—change the world—make an impact
- Abundance of important customer and societal needs
- Intense collaboration and iteration
- Great human values

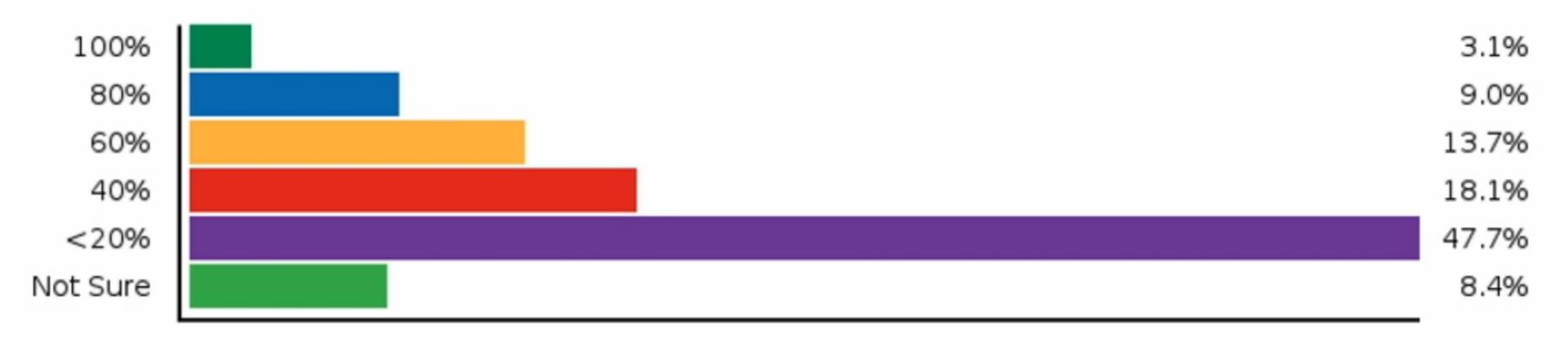
Question

Percent of meetings in your enterprise that start off with the customer's needs

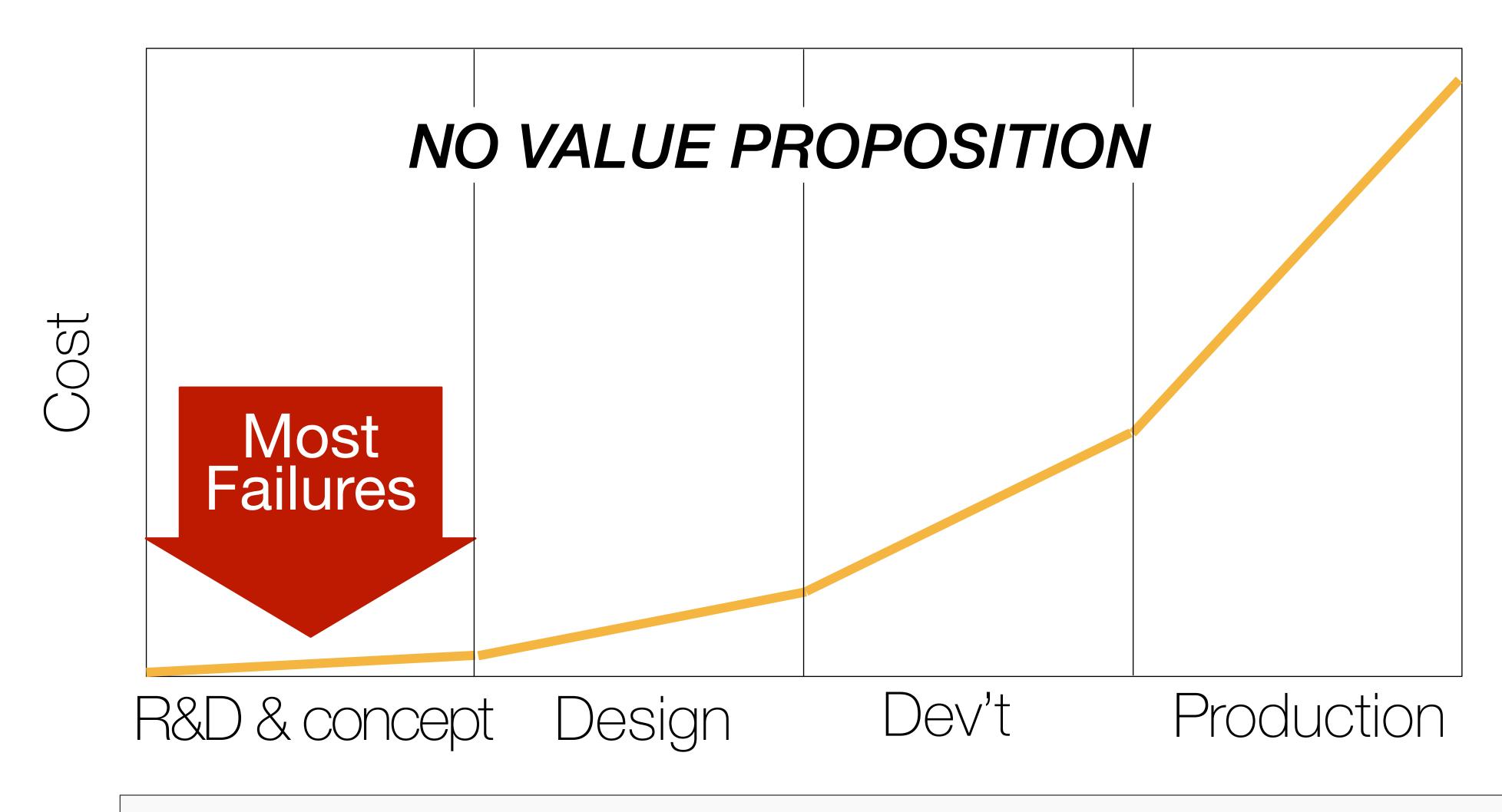
$$3 = 60\%$$

$$0 = 0\%$$





Most Failures Start at the Start



< 20% of R&D has any value for stakeholders

NABC Value Propositions

Need

Approach

Benefits/costs

Competition or alternatives

The Objective

Address an important customer and market

Need with a new, compelling, and defensible

Approach, including a business model to provide superior

Benefits/costs when compared to the

Competition and alternatives

Successful value propositions are:

- · Quantitative: bigger, better, faster don't cut it
- Easy to understand and remember

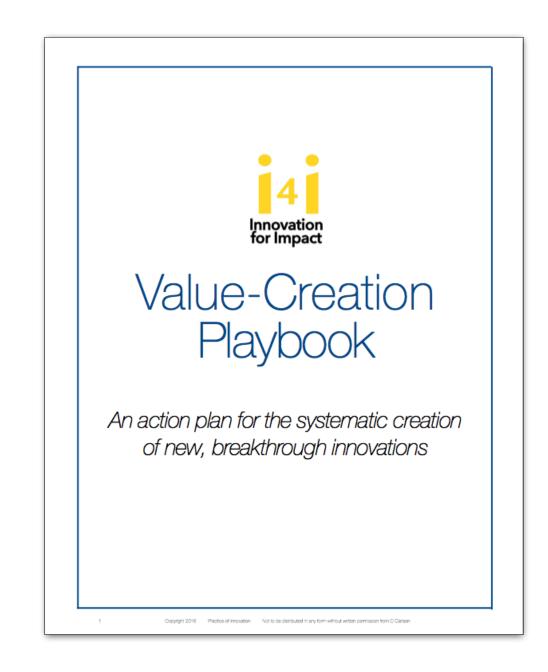
The Most Common Failure



>95% of presentations are like this

Critical Importance of NABC

- Focuses everyone on the customer and creating customer value
- Applies to every position in the company
- Simple
- Fundamental
- Effective and efficient

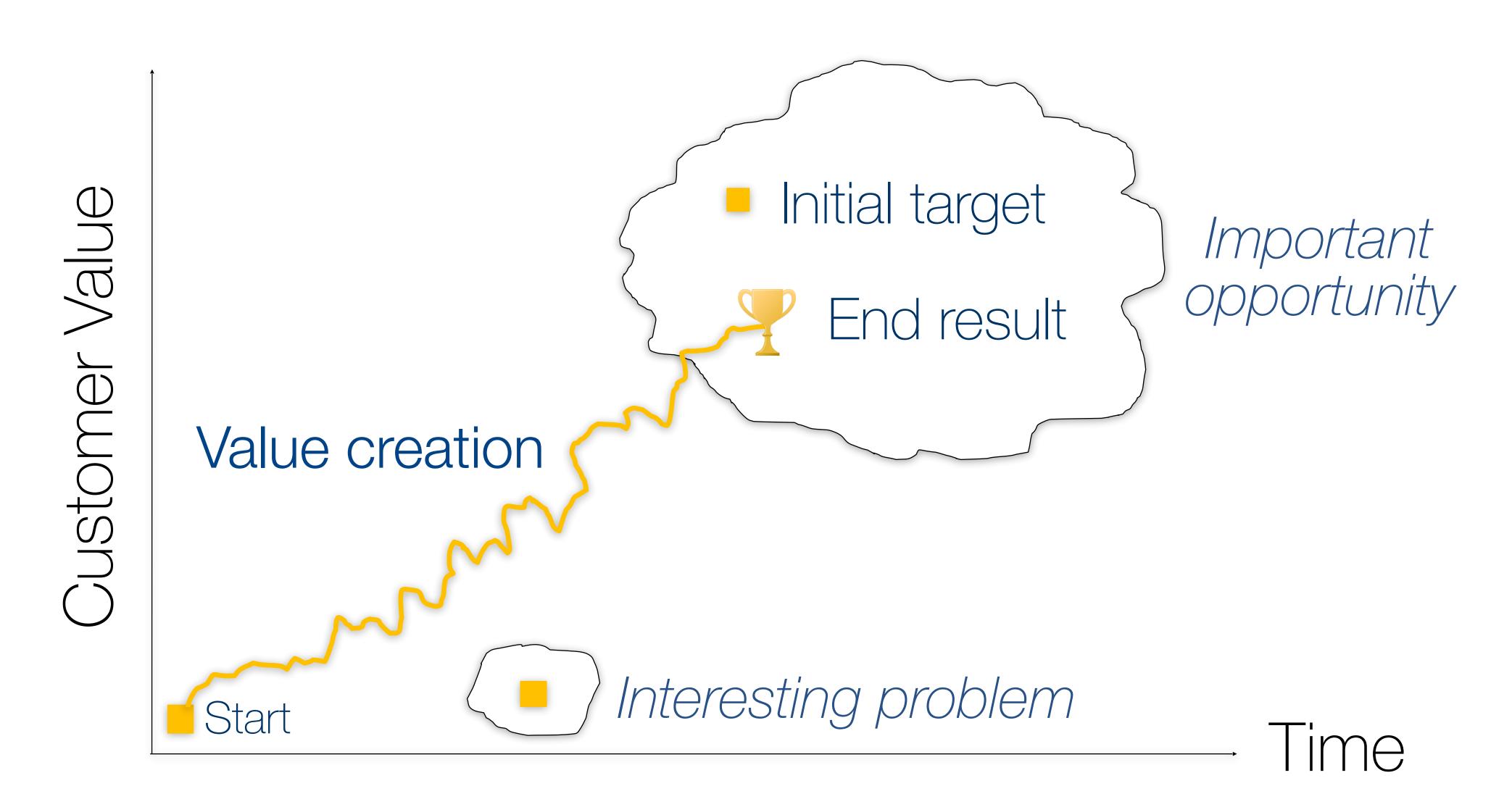


Value-Creation Forums

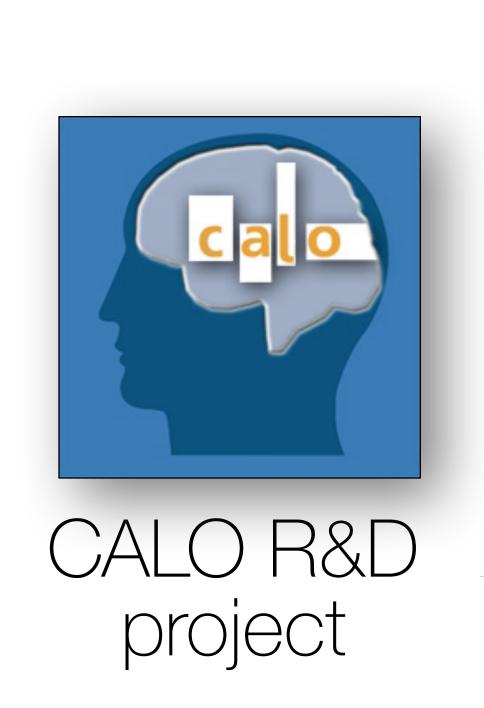


- ·Recurring, multidisciplinary, and facilitated meetings
- · 3-5 teams, 2-10 minute NABCs with feedback
- · Risk-reduction, golden nuggets, "bring-it-to-life"
- Resources are metric driven

How High-Value Innovations Develop



Development of Siri

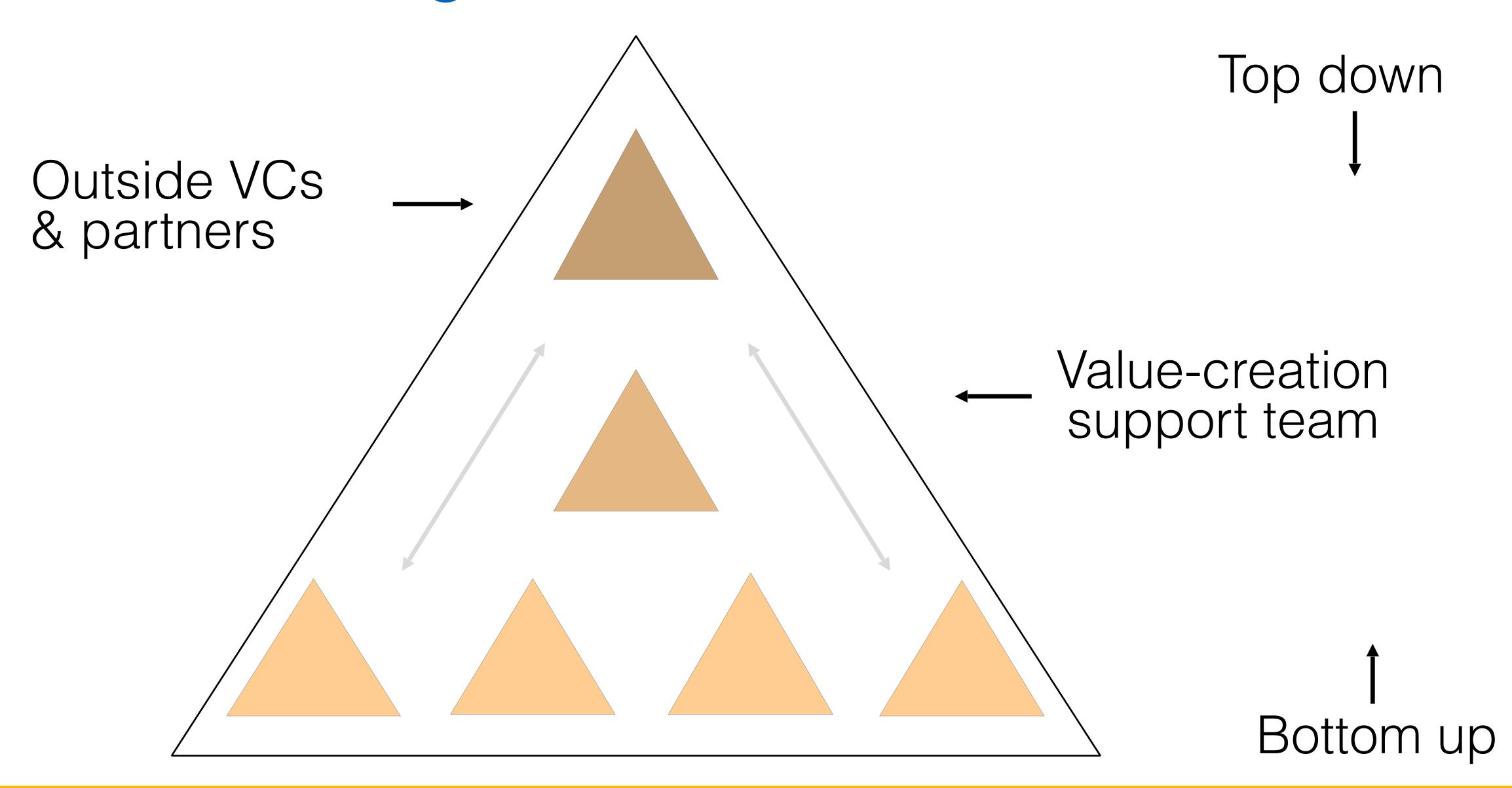






NABC Value Propositions

Organizational Architecture



Example: Augmented Mobility

1. Important need



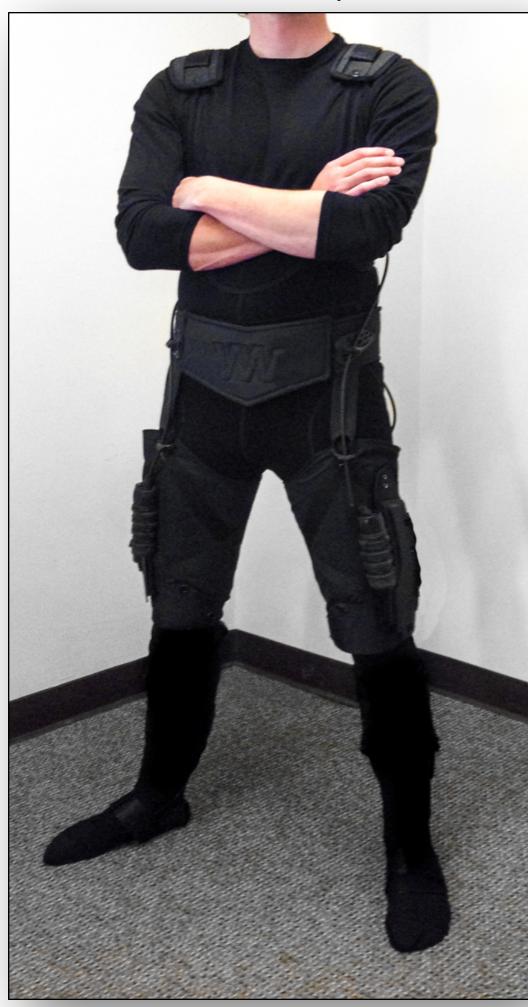
3. Working hypothesis



2. Key insight: exoskeletons are heavy, restraining, and power hungry



4. Solution: wearable pants



Champions Drive Value Creation

- There <u>must</u> be a champion
- · Selects an important need
- · Builds and inspires a great team
- Organizationally responsible
- · Has/acquires needed value creation skills
- · Perseveres, no excuses

No champion
No project
No exception

Rules for Assembling the Best Teams

Collaboration

- Shared vision
- · Unique, complementary roles · Involvement
- · Shared rewards

Motivation

- Achievement
- Empowerment

Human values

- Respect
- Integrity
- · Generosity of spirit



Management's Role

- · Champions for the process and their own initiatives
 - · Active participation model practices and behaviors
 - · MBWA lunch with staff, "tell me your value proposition"
 - · Hire, identify, and develop champions for all projects
 - Allocate resources
- · Remove barriers and waste (MUDA)
 - · You can talk to anyone at SRI
 - Continuous improvement
- · Promote staff development
 - Staff value-creation training
 - · Incentives celebrate success
 - · Avoid: "boss is always right"

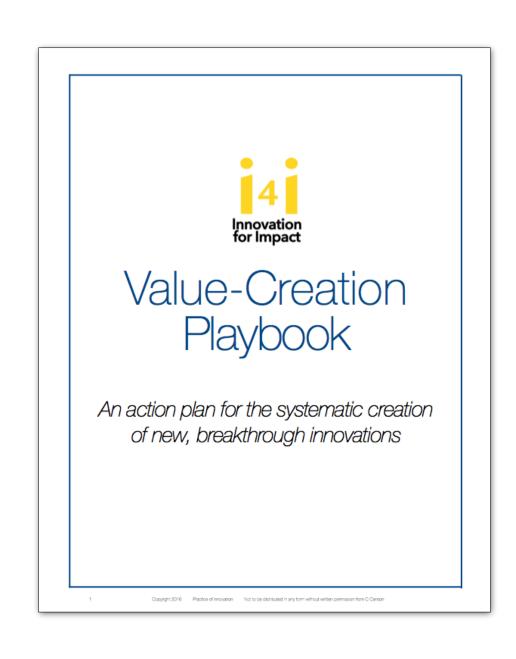


Lessons Learned

- Top management must be "champions"
- Success takes time
 - Even modest success creates great returns
 - Being an innovation enterprise is a 3-year project
 - Progress is slow at first but builds: you won't go back
- Make funding contingent on using best practices
- Build through early adopters
 - "Lead with the best to pull the rest"
 - Leverage and publicize their success
 - Involve all strategically: deeply involving everyone is impossible
 - Go from strength to strength—firm but steady—marathon, not a sprint

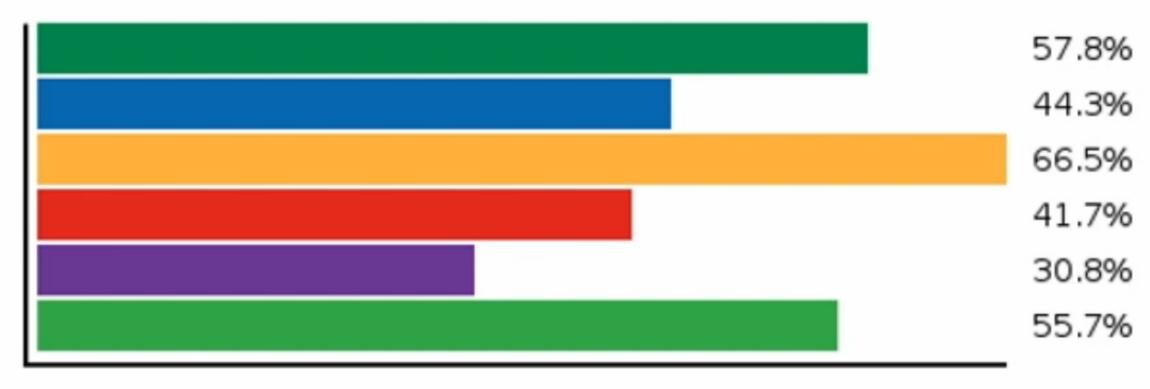
Conclusions

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What are the important ideas you learned today? (Please select all that apply.)

Focus on customer needs
Use of a value-creation playbook
NABC Value Propositions
Value-creation forums
Motivation from making a big impact
Challenging people to be a champion



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Discussion

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