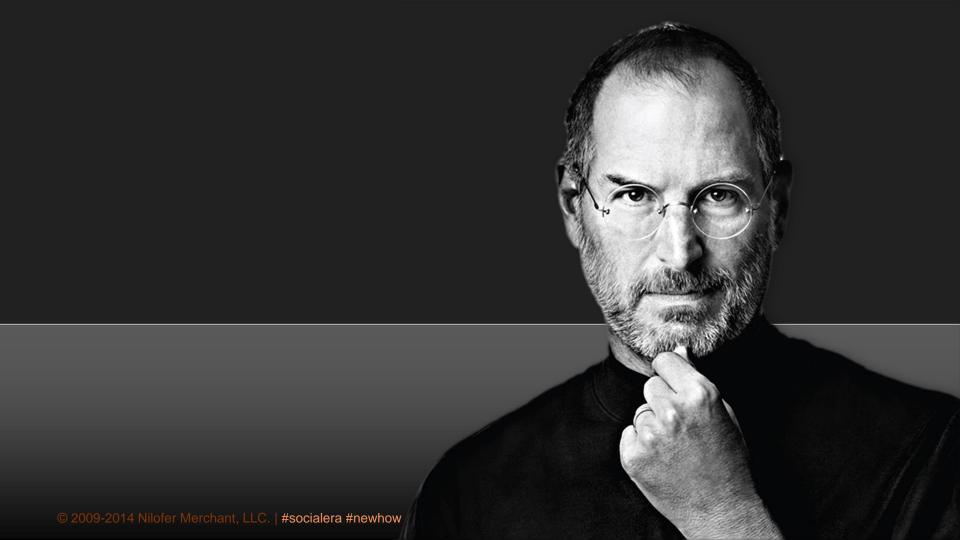
Speed design followership =

Creating the Future of work

Social Era

Drucker Forum





To (re) Invent The Future

- See/k around corners
- Be wiling to unlearn
- Not "if", but the new "how"

SOCIAL

Speed design followership =

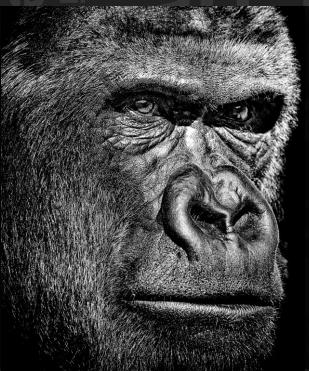


x = independently organized TED event

SpeeSocial "Disruptions" S (across the Enterprise)

| Area | Traditional | Social Era Business Models | Example |
|----------------|---------------------------|----------------------------|------------------------|
| HR | Employees | Curators / Co-Creators | Singularity University |
| Service | Call Centers | Peer Communities | McAfee |
| Capitalization | Few Big Investors | Crowdfunding | KickStarter |
| Product | Mass Production | Custom Production | Desktop Factory |
| Distribution | Partnership Contracts | Open Marketplaces | Etsy |
| Supply Chain | Middlemen with Warehouses | User-Driven Production | Lego Factory |
| Sales | Sales Team Incentives | Customer Love | Evernote |
| Marketing | Big Budget | Passionate Users | TED/TEDx |

Speed design followership :



When capital, oil, land and silicon are central, size matters

Speed design followership :

But in all other cases, Connectedness Matters



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Gorf design followership-

Learn.

Unlearn.

Repeat.

)-crea

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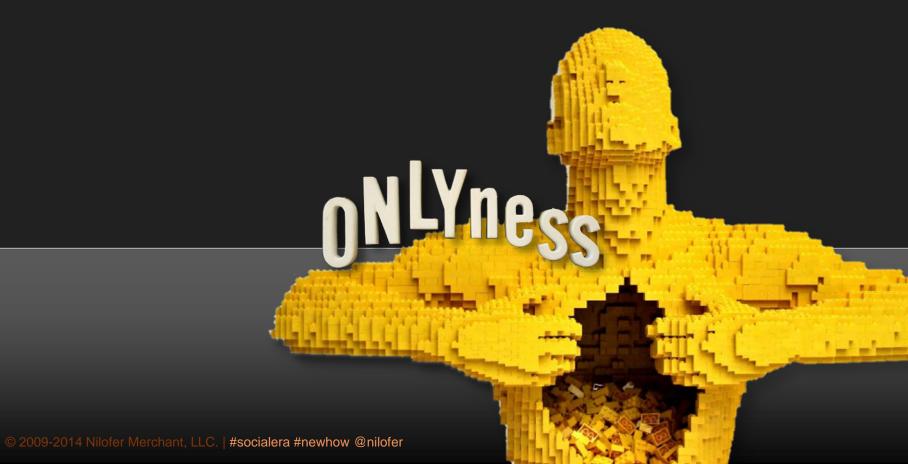
Unlearning The Fundamentals

| Success | Talent | Alignment | Culture |
|---|--|--|--|
| Market Advantage Attained/Kept | The Best & Compensated Accordingly | Organizational | Efficiency |
| Competitive Advantages Gone, 40 Yrs → 12, or 5* | Anyone. "Even when wrong, minority views help people think better by 30%." | Today, connected individuals can do what once only large centralized organizations could.*** | Enabling the Autonomy of Knowledge Workers*** |

- McGrath The End of Competitive Advantage 2013
- ** Nemeth & Goncalo, 2005
- *** MERCHANT, SOCIAL ERA RULES, 2012
- **** DRUCKER, KNOWLEDGE-WORKER PRODUCTIVITY CHALLENGE, 1999

the future is not created. the future is co-created.

Who we are is what we make



Chase purpose, together



Exponential b/c Culture of Trust





Speed design followership =

Create Future

(or-rather)

Co-Create ...

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