The Art of Making the Right Thing Happen



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Summary

- This paper discusses the link between DA/DDP and a company's culture
- It presents a new definition of corporate culture
- Shows the cultural obstacles to decision making
- Discusses how to overcome these alligators
- Shows how to culture can supercharge a DA/DDP
- If DA practitioners want to become more effective at changing their company, they must become more adept at creating a culture of profitability

New understanding of how business culture affects profitability

- A theory of business culture that is
 - Intellectually credible
 - Decision relevant
 - Integrates with broader business decisions
 - Empirically validated
- Elevates management of culture to same level as cost structure, competition, or customer satisfaction
 - Primary business drivers that can be actively managed
- Based on work of Lawrence Harrison, Sam Huntington and Douglas North
- Link is http://www.rakandco.com/Culture_of_Profitability.html

Definition of Culture in Business

- The values, beliefs, attitudes and assumptions shared within an enterprise
- Foundation of the business logic the company brings to any specific decision or problem
- Guides operations and strategy
 - Increases speed
 - Reduces costs
 - Aligns the enterprise

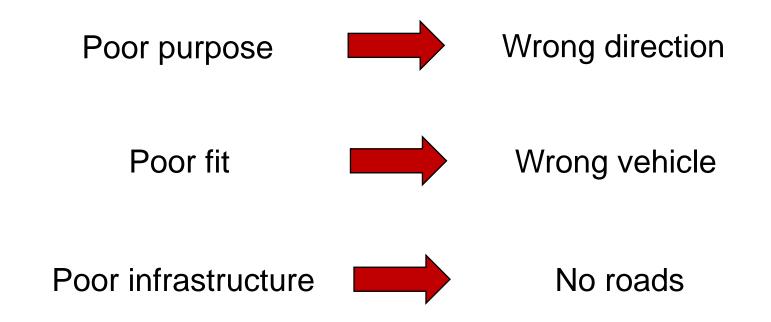
A "good culture" is one that leads to sustainable profitability

The three parts of culture determine the cultural capital of the business.

- True purpose/reason for being
- Instrumental values that drive fit with outside world
- Cultural infrastructure

Cultural Capital

All three have a role



The <u>absence</u> of cultural infrastructure will always hurt profits.

Their <u>presence</u> only creates opportunities.

Fifteen traits that define the cultural infrastructure

Infrastructure of a Healthy (Profitable) Culture			
How people relate to the external world and each	People identify broadly with society at large		
other	Trust and cooperation across internal boundaries is valued		
The role and qualifications	Leadership is not worshiped		
of leadership	Encourages debate and dissent		
	Authority is decentralized and horizontal		
	Enterprise holds leaders accountable		
	Merit is central to advancement		
Time Orientation	People emphasize the future, not the past		
	People believe they can influence their destiny		
	Frugality and investment are valued		
	Innovation is valued		
Basics	Work is central in healthy companies		
	Education is critically important		
	Ability is valued, regardless of gender, religion or race		
	Ethical codes are important		

Cultural Health

		GM (old)	Hospital	Hotel Co	Shipping Co
Core Purpose	True reason for being				
How people relate to the external world and each other	People identify broadly with society at large				
	Internal trust and cooperation is valued				
The role and qualifications of leadership	Leadership is not worshiped				
	Encourages debate and dissent				
	Authority is decentralized and horizontal				
	Enterprise holds leaders accountable				
	Merit is central to advancement				
Time Orientation	People emphasize the future, not the past				
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Culture perpetuates itself within a business.

- Scales
 - Stronger as it spreads
- Encoded into procedures, structure, processes, stories...
- Constrains actions that would change it
 - "We don't do that here"
 - Ingrained emotional response
- Creates interest groups vested in maintaining it
 - Iron rice bowl
 - This was good enough for me...

"It rains into the sea and still the sea is salt"

Relative strength of culture

GM (old) Hospital



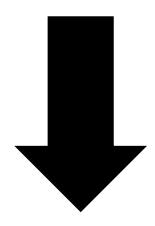
Hotel Co



Shipping Co



Where we are most of the time



Positive

Issues

Fatal

Culture makes it hard to fail

A problem to over come

Culture destroys the project

Must tackle culture directly

Where do the alligators come from?



Focus is fighting the gators, not draining the swamp. Cannot change culture in the middle of a project

How culture keeps the right things from happening

- Limits the choices
- Creates myopia or complete blindness
- Curtails debate
- Stops information flow
- Prevents effective analysis
- Confuses or corrupts values
- Stops people from dancing together much less doing new dances

Loss of core purpose

- Case 1: Historical core purpose valid but "shareholder value" ascends
 - Example: too many...

Symptoms

- Lose understanding of customer
- Degradation of product
- Alternatives the company cannot implement
- Financial concerns dominate, especially cost control
- A great deal of attention paid to Wall Street and short term fluctuations in stock price
- Eroding of competitive position without understanding why leading to further cost cutting leading to…

Remedy

- Focus on alternatives consistent with traditional core purpose
- Put the bean counters in their proper place
- Be prepared to lose in Red Territory
 - Deal with culture directly

Loss of core purpose

- Case 2: Company thinks it is changing its strategy but is changing its core purpose without changing supporting cultural capital
 - Example: A company transitions over several years from creating the product to buying, developing, marketing products from other companies. Seen as a shift in strategy but it is much more than that.

Symptoms

- Conflict/guerrilla war between producers/R&D and marketers/M&A
- Large portions of organization focused on past glory
- Alternatives that try to recreate good old days
- Processes and skills out of alignment
- Insufficient external and market focus to support new strategy
- Organizational structures out of balance and part of the problem
- Loss of morale and formerly key people leave / early retire

Remedy

- Need to raise issue of changing purpose and put it in the frame
- Surface cultural fault line
- At least as guide to alternatives

Cultural Infrastructure: Internal Mistrust

- Story Channel conflict
 - Channel managers Very dysfunctional group, powerful, smart, hate each others guts
 - New top guy forces them to cooperate
 - Managers control agenda to avoid change
 - Posture and pretend
 - Refuse to debate
- Remedy
 - Strongly structured exercises (DDP 101)
 - Iron grip
 - Used fear of the gorilla to keep them moving
 - Control development of alternatives, evidence, debate
 - Did not permit silence sometimes side conversations
- Lesson: Took control away, forced behavior and used hierarchical nature of the culture to solve cultural problems
 - Used big guy as forcing function
 - Principles of DA drove the right decision
 - Helped the culture Level of control went from very strong to none in 6 months
 - Eliminated their own organizations

Cultural Infrastructure: Internal Mistrust - A common story...

- Project problem: Key actors will not start project
 - Meddles in their turf
 - Takes over their role
 - Doubts about value
 - But promised peer to do it
- Remedy
 - Take over "project start process"
 - Write the kickoff memo and call the meeting
- Lesson: Attack the processes used to maintain the problem
 - Intuitively we do this, but need deeper understanding of why
 - Take control of key processes
 - Create alliances between key actors

"People identify broadly with society at large"

- Insularity is a common and often fatal problem
- Most companies that have ruined themselves were deeply insular
- Large and established companies tend to loose touch with society
- Decision quality problems
 - Alternatives will be wrong
 - The revenue side of the influence diagram is going to be wrong
 - Analysis flawed for both reasons

Indicators of Insularity

Poor Data on Customers	Company has data only on its own customers		
	No data on customer needs, just demographics		
	Market research ignored or only used to confirm decisions		
Angry at the World	People blame customers for screw ups		
	Hostility/suspicion to franchisees/distributors/retailers		
	Relations with "civil society" perpetually hostile		
	Unable to manage alliances and they are usually disappointing		
	Attitude of contempt and hostility to people outside the company		
	Supplier relationships hostile		
Self-isolating	Products not developed around customers		
	Company creates its own vocabulary and expects everyone to know it		
	Everyone lives in the same neighborhood and goes to the same clubs		

Remedy: Power in Service to Others

- Take responsibility for alternative generation, influence diagram structure, information collection and analysis
 - Should view as a service and part of job
 - Not take over content or disempowering
- Must overcome their worse natures
 - Natural tendency of organization is to do the wrong thing
- Challenge is must overcome voices deep within people
 - People will use the right words, but not believe them
- Requires actively confronting problem
 - Show NOT TELL
 - Force tactile, experiential learning

Making a decision

Must understand if the recommendation is inconsistent with <u>any</u> part of the culture

Eyes must be wide open

Supercharging a DA Reconnect the decision to the core values

- If an organization is hierarchical and needs to change, then have the top person order the change
- A company that values overt aggression and greed (e.g. bond traders);
 "We love the rough-and-tumble, it makes us who we are" could be overturned by "This will double your bonus checks."
- A high tech company that values informality and advanced technology;
 "We think informality drives creativity and technical excellence" can be offset with "We could do far greater and cooler technologies that would really change the world if we formalize things a bit."
- A word will change your world...

If the goal is effectiveness and a stronger company, we need to be more adept at creating a culture of profitability

