HOW TO IMPLEMENT THE DIGITAL WORKPLACE Filip CALLEWAERT

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ABSTRACT

- Filip developed and delivered an award winning approach to helping knowledge workers collaborate (published in "*Thriving on Adaptability: Best Practices for knowledge workers*"). Developed initially at the Port of Antwerp Authority (Belgium), and more recently refined at the Green Party, it is a solution that allows knowledge workers to work the way that they want to work and to provide them with the tools and information they need to do so effectively.
- Filip will share this journey with you and in doing so will:
 - Introduce you to a new way of thinking about collaboration
 - show how communication and information flows can be used to better support knowledge workers
 - explain his journey to successful implementation
 - guide you in your thinking and approach to solving these organisational issues



21ST CT MANAGEMENT CHALLENGES

The most important, and indeed the truly unique, contribution of management in the 20th century was the fifty-fold increase in the productivity of the manual worker in manufacturing. The most important contribution management needs to make in the 21st century is similarly to increase the productivity of knowledge work and the knowledge worker.

Peter Drucker



KNOWLEDGE WORK & KNOWLEDGE WORKERS

INFORMATION AS MAIN (only?) RESOURCEPROBLEM-SOLVING WORK (no routine)

- **TEAM WORK:** in order to increase the processing capacity
 - all of us are smarter than some of us
 - network of information
- feedback loops that are the fuel for meaning production processes
 HUGELY DYNAMIC, COMPLEX AND CHAOTIC
 - -But we close our eyes to this we merely manage the output









WHAT YOU SEE HERE IS NOT WHAT YOU **GET/EXPECT**





THE PAPER PARADIGM AKA THE FOLDERS&FILES PARADIGM

- Output/product is central focus: texts:documents
- Default modes (the focus/frame determines the proces/output) THE MEDIUM IS THE MESSAGE
 - Closed off, Solitary > MyFiles, Silent, Professional > Perfect output (we throw away drafts), linear cooperation, Fixed/solid, Physical
 - Many practical constraints in the paper world, but even in the digital world we continue this behaviour
- Difficult to manage the process.
- Communication and collaboration about these artefacts
 - Meetings, draft notes, reductionist final notes
 - e-mail
 - Growing: ESN, group chat, communication apps
- BY DEFAULT: Fragmentation of your information work \checkmark world lots of rework: reconstruction of contexts





HOW MORE EFFICIENT & EFFECTIVE?

LEAN FRAMEWORKS

- Most mature for: production & assembly lines, manual work, factories
- -Starting for: service design
- **-**Nowhere yet for knowledge work
- The brain processors as BLACK BOXES
 - -> UNOBSERVABLE...





OBSERVABLE KNOWLEDGE WORK??

- Observable knowledge work??
 - the whole issue with "TACIT knowledge": what, how, why...
 - **OUTPUT:** is merely the **result** of knowledge work
 - "the work": processing information in our brains: THE BLACK BOX
 - ANY EXTERNALIZED **PROCESS** INFORMATION is relevant as 'observable work'
 - Meetings
 - Mails
 - Calls, chats, \ldots > conversations



WORKING OUT LOUD



= Observable Work + Narrating Your Work

@callewaertfilip

THE COCKPIT

- Call-outs are a necessity ("flaps out", "V1 reached", "landing gear out")







HELL'S KITCHEN

Steady call-outs of what they do/must do AND feedback "Yes, Chef!" "2 minutes, Chef!" are necessary for a successful coordination and steering-by.



#WOL IS THE DIFFERENTIATOR BETWEEN SUCCESS AND FAILURE



WOL AS A ESSENTIAL PART OF KNOWLEDGE WORK

-Continuous call-outs & feedback loops: #KWOL!

- -Think out loud
- -Write out loud
- Discuss out loud

- Feedback out loud
- •Make mistakes out loud
- Try out loud

-Etc. out loud

-It's the only way to coordinate and steer-by all those "black boxes" involved, it is "visual management". @callewaertfili

EXPONENTIAL PROFITS GUARANTEED IF:

- HOLISTIC view on and combination of:





1. TOOLS THAT AUTHENTICALLY SUPPORT KNOWLEDGE WORK?







2.0-tools such as wikis







ALL OUR (INFORMATION) WORK IS DONE ON OPEN 2.0 CONTENT PLATFORMS, BY DEFAULT OPEN FOR IMMEDIATE FEEDBACK





WHAT WE'VE BEEN TRYING OUT SO FAR...

- Meetings + How to have better meetings.
- **Project management** + Why so many projects fail.
- Business Process Management + Why your process manuals are dusted.
- Personal Task management + Me Myself and My silo.
- Team Task management + How to introduce yet another tool for that.
- Information and document management ECM is dead (AIIM, 2015)
- Better e-mail management + And other hilarious suboptimizing stuff.
- **Time management** + How to reboot it.

. . .

- Focus management + How to stop hurting your brain while multitasking.
- **People & team management** + How to be a result-driven leader.





ADAPTIVE CASE MANAGEMENT AS PROCESS TO MANAGE KNOWLEDGE WORK



TOOLS PROCESSES

Read our award winning case in this book. Or let's start a dialogue on 'knowledge work management'!





THE INCIDENT ROOM







Each problem-solving process

A process of structuring & manipulating information

- Information grows

- Chunking
- Notes
- Marking
- Annotating
- (Re-)ordering
- Grouping
- Connecting dots
- Hypotheses, question marks
- Confirmations, exclamation marks

@ callewaertfilij

- Curation
- Think out loud

ADAPTIVE CASE MANAGEMENT AS PROCESS TO MANAGE KNOWLEDGE WORK

- FOCUS IS ON LESS/NON/SEMI-STRUCTURED WORK = 90-95% of our work
- ANY BUSINESS CHALLENGE/ PROBLEM = A CASE IS OPENED
- THE CASE IS THE SINGLE SPOT FOR ACTION: store, make, share, collaborate, MAKE SENSE with the sole ambition: CASE CLOSED!
- DYNAMIC/LIQUID CURATION/MANIPULATION/PROCESSING/STRUCTURING OF INFORMATION, in the scope of a clear problem solving process
- INFORMATION IS FOR ACTION, NOT FOR STORAGE





ALL OUR KNOWLEDGE WORK GETS STRUCTURED THROUGH SPECIFIC SENSE-MAKING INFORMATION PROCESSES IN DYNAMIC CASES

3. SKILLS, ATTITUDES, HABITS, BEHAVIOR, CULTURE







SKILLS, ATTITUDES, BEHAVIOR

- **-** CONTENT CURATION
- **COMMUNITY FACILITATION**, moderation, platform building
- **CONVERSATION FACILITATION**
- "classical" INFORMATION MANAGEMENT
- KNOWLEDGE WORK MANAGEMENT: getting the things done
- MULTITASKING (or better: dramatically reduction of 'changeover times')
- COPING WITH HIGH DYNAMICS
- **CRITICAL THINKING**
- META-MANAGEMENT (social learning)
- WAY-SHOWING (WAYFINDING)
- **DESIGN THINKING**
- **WORKING OUT LOUD**
- "TWEETING": give the essence of information in 140 characters, quick.
- **EMPATHIZING**
- **WEBDESIGN FOR A BETTER USER EXPERIENCE ...**





BUT IT'S 2.0...: 90/9/1

The 90-9-1 Rule for Participation Inequality in Social Media and Online Communities by JAKOB NIELSEN on October 9, 2006 1% Heavy Contributors 9% Intermittent Contributors 90%

Lurkers



AS #WOL AND OTHER SKILLS GET TRAINED IN A PURPOSE-DRIVEN WORK PROCESS: 100% HEAVY CONTRIBUTORS, 0% LURKERS IS THE RULE



THE CASE 2.0 AS NATURAL ENVIRONMENT FOR KNOWLEDGE WORK



gets the status of digital workplace



WORK IN PROGRESS





THE CONTENT& HYPERLINKS PARADIGM

- Web 2.0 Enterprise 2.0
- Chunks of developing content
- Emergent structures: "structuring information to better understand how to get on / get it done"
- Interconnections : hyperlinks
- Default modes:
 - Open
 - Anybody
 - Loud, dialogues
 - Non-linear, complex
 - Draft
 - Liquid
 - Virtual
- Communication & collaboration is IN the content (as it develops) no separation
 - WEB 2.0
 - Unified knowledge work
- "Free" WWW-effects as a surplus: serendipity, emergence, network effects, swarming, ...







- Start with your own team
- -"Live" this practice; know the pitfalls, know the strenghts
- Documentation





Be an opportunist: find allies/victims

- -Find curious individuals or teams that want to step into your experiment
- Spot individuals or teams frustrated with broken processes/communication/collaboration
- Start with two

Demo the potential of your platform Let's brainstorm for usecases





@ callewaertfi

- Let's prototype the minimal viable product and go live
 Many and fast feedback loops that aim at delivering added value
 Virtual proximity on the platform
- Teach in the workflow itself / do enforce a minimal skill level





Dynamics create dynamics
Internal team communication
Community management
Monitor and improve





Next process -> repeat the cycle
Next team -> repeat the cycle





PLATFORMS & NETWORK EFFECTS

The more active people & the more processes on the platform, the more exponential your profits



HOLISTIC VIEW = DELIVERY X SUSTAINABILITY

- ✓ ONE COMPANY, ONE MISSION
 - ✓ Purpose-driven knowledge work
 - $\checkmark\,$ Collaboration, inter- and intrateams
 - \checkmark Transparant, shared information
 - \checkmark 'Flatter' (virtual) organisations
 - Virtual, not distant
- ✓ FASTER, BETTER, LEANER
 - \checkmark Short and fast feedback loops
 - \checkmark Tangible problem solving processes
 - \checkmark Adaptive processes
 - \checkmark Meaningful information management
 - \checkmark Less meetings
 - ✓ Less e-mails
 - \checkmark Better findability of information

- \checkmark A COMPANY WITH A HIGHER IQ
 - \checkmark Serendipitous moments
 - ✓ Knowledge discovery
 - \checkmark Knowledge sharing
 - ✓ Better team learning
 - \checkmark Design thinkers
- \checkmark more engaged teams and individuals
 - \checkmark Shared responsibility
 - \checkmark Shared problems
 - $\checkmark\,$ Result-driven communication & dialogues
 - \checkmark Better team communication
 - \checkmark Exhibited proudness, shared emotions
 - \checkmark A re-respected knowledge worker





THANK YOU!

REMARKS, QUESTIONS, ADVICE?

WANT MORE?

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