







Products are a reflection of their organization

But what *is*Organization Design?

Social Systems Design

Strategy Design

Work Design

Etc, etc, etc...

Industrial Revolution: scale, centralization 1760 The first Org Chart was created End of WWII: decentralization 1962 Strategy and Structure ~ Chandler Matrix Mgt. Popularized 1970 Star Model by Jay Galbraith The Socio-Technical Perspective ~ Trist & Murray 1993

Holacracy created by Brian Robertson

2007

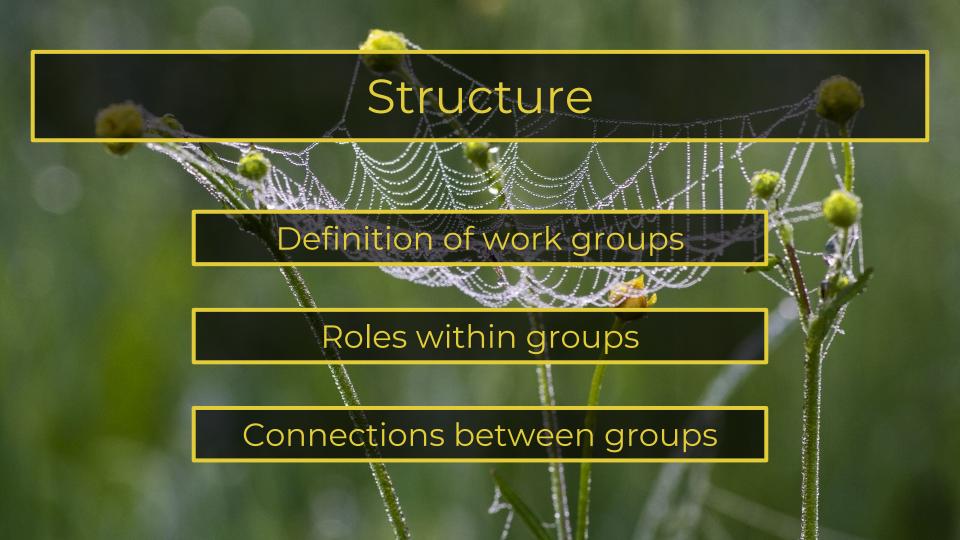


Ethos



A company's ethos is
the set of moral constraints,
modeled by leaders,
that govern how work gets done.





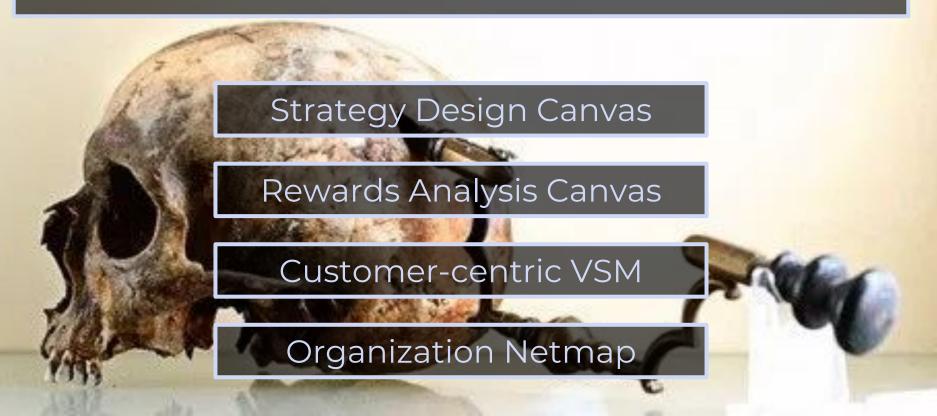
Rewards

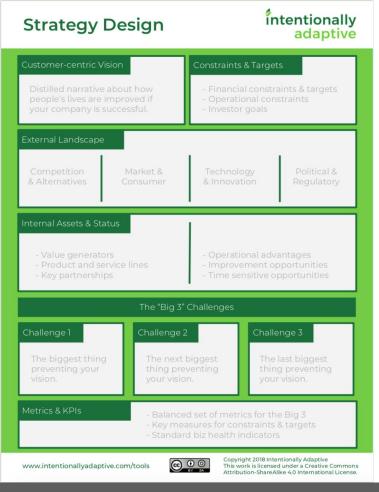






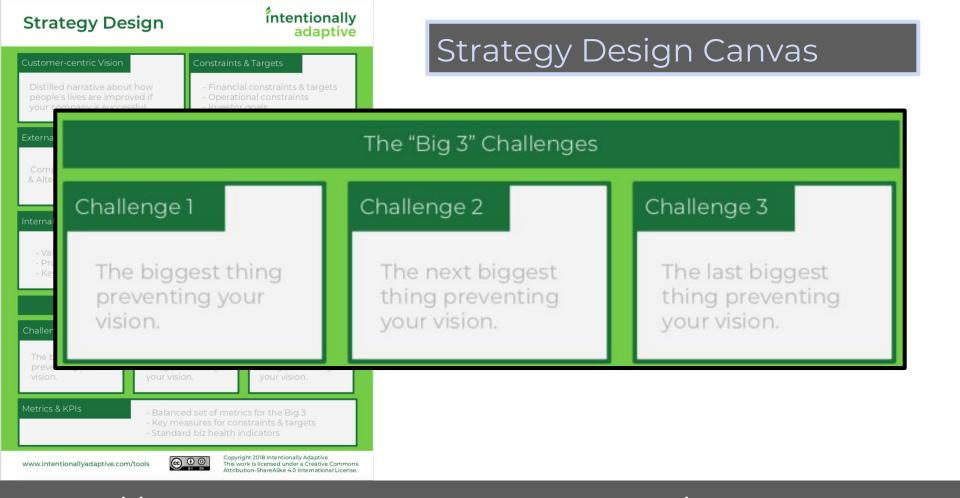
A Few Org. Design Tools





Strategy Design Canvas





Incentives Analysis

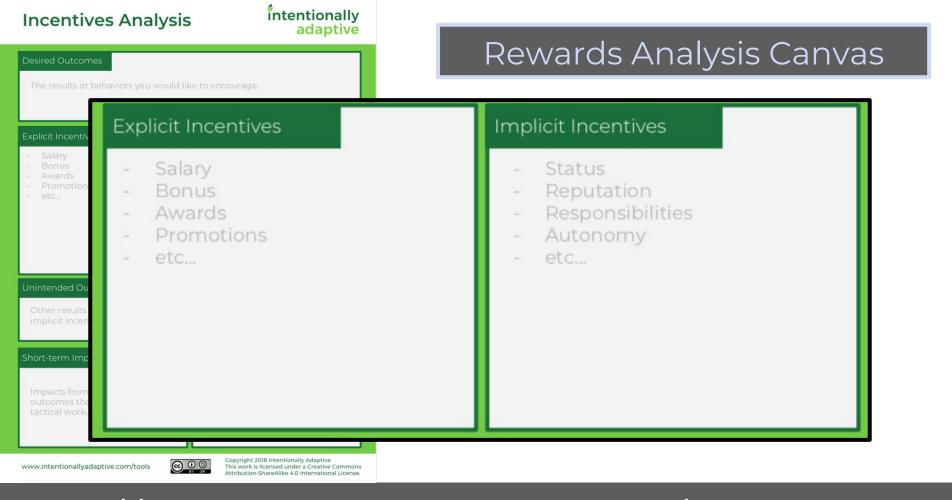


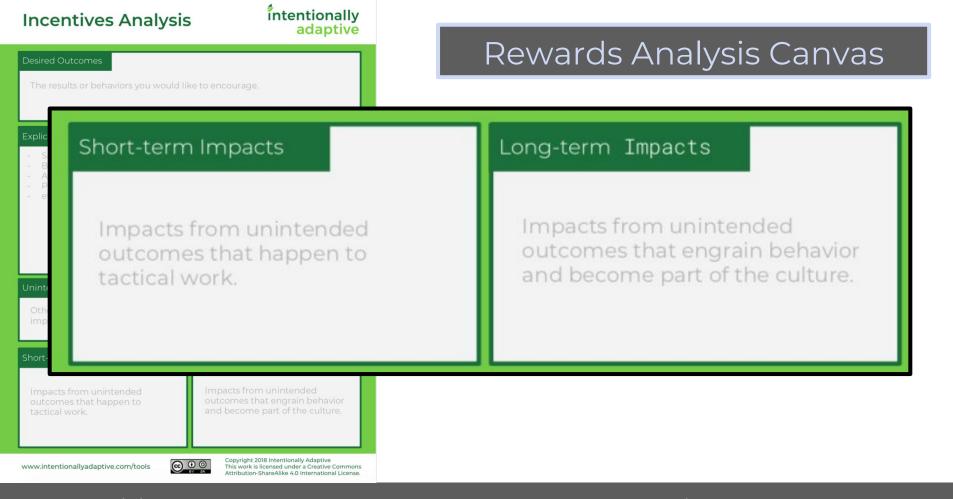
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Rewards Analysis Canvas





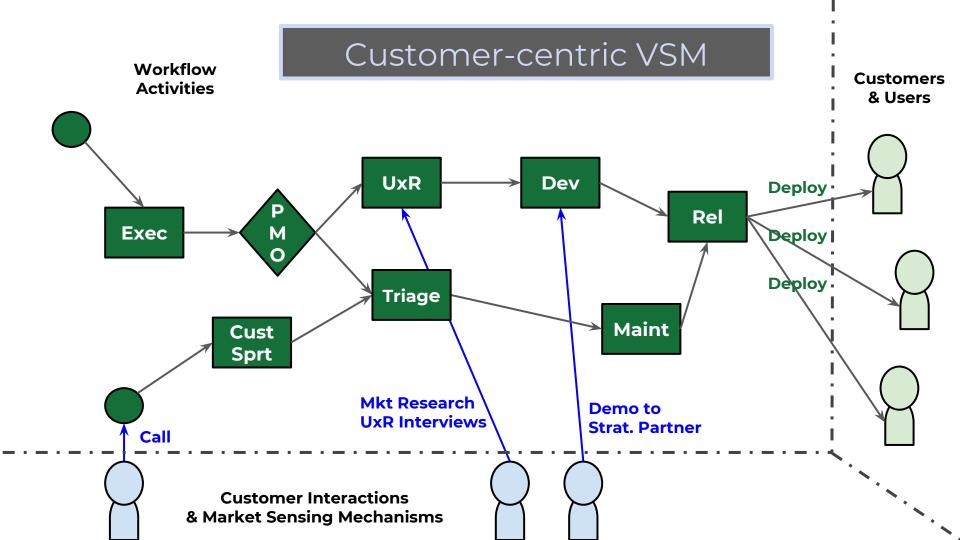
Sanitize Your Reward System

Decouple compensation from performance

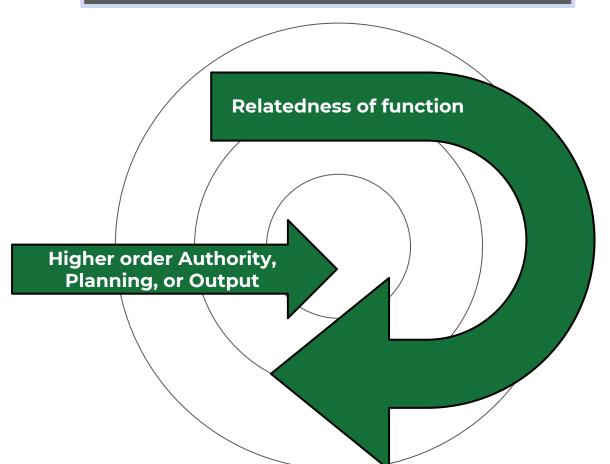
Bonuses: either ditch or profit share

Create a level-based pay system

Consider a no-bosses structure



Organization Netmap



Connection Types

Hierarchy (black)

Value Flow (green)

Dependency: (red)

Work

Decisions

Info

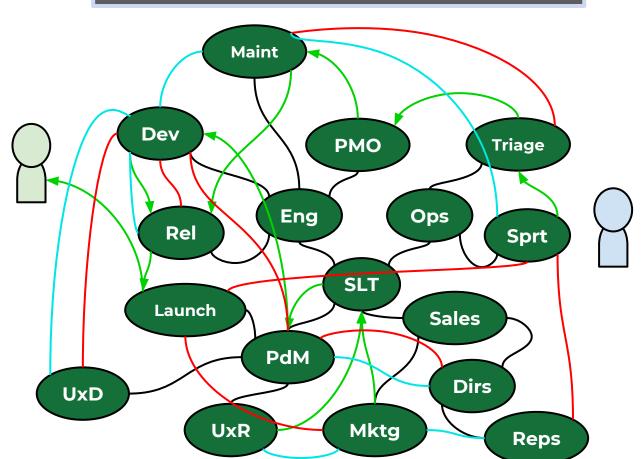
Friction: (purple)

Goals

Communication

Knowledge

Organization Netmap



Connection Types

Hierarchy (black)

Value Flow (green)

Dependency: (red)

Work

Decisions

Info

Friction: (blue)

Goals

Communication

Knowledge/Skill

Power

