

Critical Decisions for CEOs



I'M PUTTING YOU
ON THE STRATEGIC
PLANNING TEAM.



S. Adams

IT'S LIKE WORK
BUT WITHOUT THE
SATISFACTION OF
ACCOMPLISHING
ANYTHING.



EVERYTHING YOU
SAID IS RIGHT, BUT
I HAVE A REFLEXIVE
URGE TO DISAGREE
WITH YOU.



Dilbert.com DilbertCartoonist@gmail.com

IF YOU DON'T MIND,
I'M GOING TO MAKE A
RIDICULOUS COUNTER—
POINT JUST TO GET IT
OUT OF MY SYSTEM.



8-4-11 ©2011 Scott Adams, Inc./Dist. by Universal Uclick

OKAY,
BUT
DON'T BE
CREEPY
ABOUT
IT.



SOFTWARE
CAN'T BE
CHANGED.
|
AHHH...
THAT'S
GOOD.





www.dilbert.com scottadams@aol.com



12/15/01 © 2001 United Feature Syndicate, Inc.



WHAT
IS THE
KEY TO
SUCCESS?

HIRE
THE RIGHT
EMPLOYEES!

HOW
DO YOU
KNOW
YOU HIRED
THE RIGHT
ONES?

YOU KNOW
BECAUSE
THE BUSI-
NESS IS
SUCCESSFUL.

SO THE
KEY TO
SUCCESS IS
CIRCULAR
REASONING?

YES,
BECAUSE
CIRCULAR
REASON-
ING IS
THE KEY.

Dilbert.com DilbertCartoonist@gmail.com

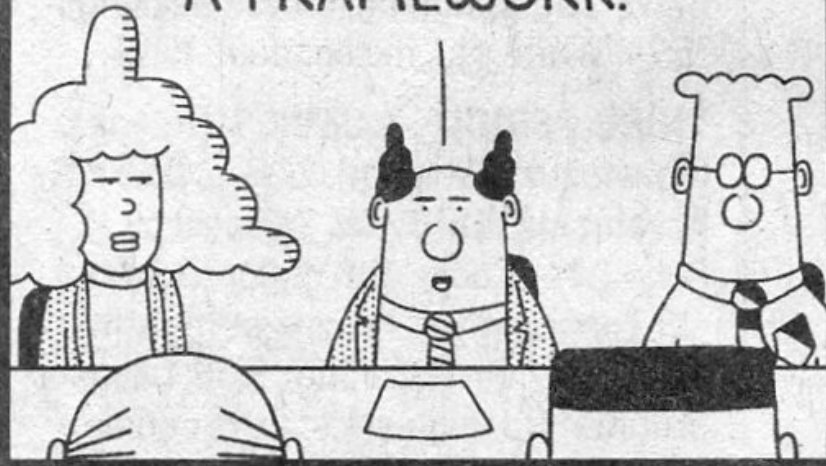
© 2013 Scott Adams, Inc.



right!
We Need the Map.

DILBERT

WE'RE GOING TO USE CMMI. IT'S A MODEL FOR DEVELOPING A PROCESS TO CREATE A FRAMEWORK.



Dilbert.com DilbertCartoonist@gmail.com

OR IT MIGHT BE A PROCESS FOR CREATING A FRAMEWORK TO MAKE A MODEL.



3-13-10 © 2010 Scott Adams, Inc./Dist. by UFS, Inc.

THERE'S NO BUDGET FOR TRAINING, SO WE'LL BE RELYING ON GUESSING MORE THAN USUAL.





Map of Key Management Activities

CLARITY: Where are we now?

FOCUS: Where are we going?

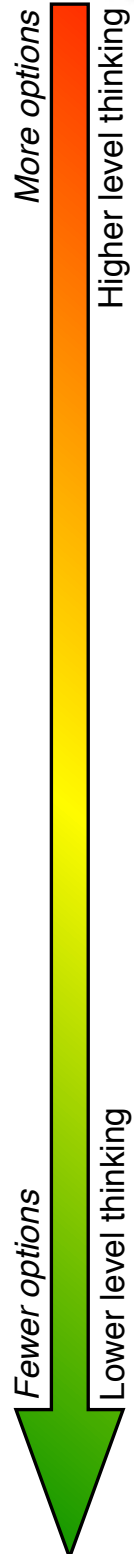
CONTROL: How will we get there?



Phase I: Problem Solving

Phase II: Decision Making

Phase III: Planning



Define

Hypothesize

Monitor

1. Identify the Problem

What is not up to standard? (What is up to standard and not being affected?)

Where do we see things below standard? (Where don't we see them?)

When did we first notice this problem? (When didn't we notice it?)

Degree. How far is it from our standard? (How bad could it be, but isn't?)

2. Hypothesize possible causes.

What is distinct about problem areas as compared to areas where we don't see the problem?

What has changed in the problem area that has not changed where we don't see the problem?

3. Validate cause.

Test your hypothesis on paper.

Test it in real life.

1. Objectives and Criteria

What results do you want to achieve? Of the desired results, which are Musts and which are Wants?

2. Alternatives and Options

Generate as many alternatives or options for reaching your objectives as you can think of. Then generate a few more.

3. Consider Risk

Generate a list of things that can go wrong and determine:

How likely is something to go wrong?

How serious will it be if it goes wrong?

5. Anticipate Obstacles.

Design indicators within workplan to provide regular reassessment of risk:benefit ratio and early warning of change.

How will we know if something goes wrong? How will we recognize opportunity?

1. What results is the plan meant to achieve?

What will be different when it is done?

2. List the steps in the plan:

Who?

will do

What?

by

When?

3. What can go wrong?

Look at each step and ask: "What could go wrong here?" Pay special attention to the more mission-critical steps.

4. Protect the plan:

For each item where you've found something that can go wrong:

Add preventative steps to the plan.

Add contingencies to the plan, should the problem happen despite your preventative steps.

5. Monitor the plan.

Triggers: What will trigger your contingencies?

Milestones: Set up milestones for tracking progress towards your desired results.



Map of Key Management Activities

CLARITY: Where are we now?

FOCUS: Where are we going?

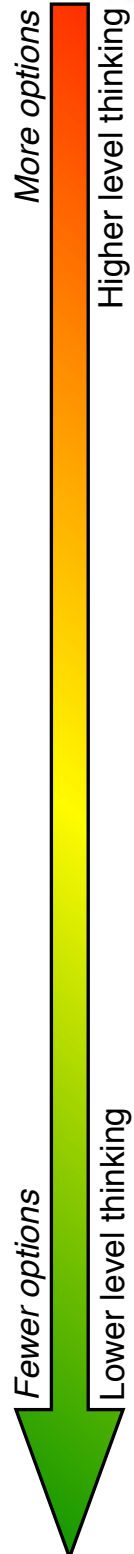
CONTROL: How will we get there?



Phase I: Problem Solving

Phase II: Decision Making

Phase III: Planning



More options
Higher level thinking

Fewer options
Lower level thinking

Define

Hypothesize

Monitor

1. Identify the Problem

What is not up to standard? (What is up to standard and not being affected?)

Where do we see things below standard? (Where don't we see them?)

When did we first notice this problem? (When didn't we notice it?)

Degree. How far is it from our standard? (How bad could it be, but isn't?)

2. Hypothesize possible causes.

What is distinct about problem areas as compared to areas where we don't see the problem?

What has changed in the problem area that has not changed where we don't see the problem?

3. Validate cause.

Test your hypothesis on paper.

Test it in real life.

1. Objectives and Criteria

What results do you want to achieve? Of the desired results, which are Musts and which are Wants?

2. Alternatives and Options

Generate as many alternatives or options for reaching your objectives as you can think of. Then generate a few more.

3. Consider Risk

Generate a list of things that can go wrong and determine:

How likely is something to go wrong?

How serious will it be if it goes wrong?

5. Anticipate Obstacles.

Design indicators within workplan to provide regular reassessment of risk:benefit ratio and early warning of change.

How will we know if something goes wrong? How will we recognize opportunity?

1. What results is the plan meant to achieve?

What will be different when it is done?

2. List the steps in the plan:

Who?

will do

What?

by

When?

3. What can go wrong?

Look at each step and ask: "What could go wrong here?" Pay special attention to the more mission-critical steps.

4. Protect the plan:

For each item where you've found something that can go wrong:

Add preventative steps to the plan.

Add contingencies to the plan, should the problem happen despite your preventative steps.

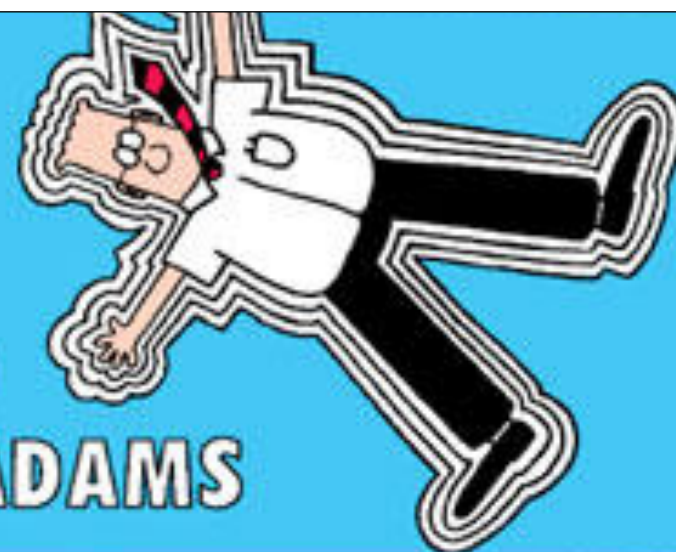
5. Monitor the plan.

Triggers: What will trigger your contingencies?

Milestones: Set up milestones for tracking progress towards your desired results.



DILBERT[®]



BY
SCOTT ADAMS

THIS BUDGET WOULD ONLY WORK IF THE PROJECT ENCOUNTERED NO PROBLEMS WHATSOEVER.

SO?

ALL PROJECTS HAVE UNEXPECTED PROBLEMS. THEREFORE, THIS BUDGET IS ALMOST CERTAINLY WRONG.

LEADERS DO NOT PLAN FOR FAILURE.

DO LEADERS MAKE DECEPTIVE FORECASTS AND LATER ACT SHOCKED WHEN THINGS DON'T WORK OUT?

NO.

A LEADER FIRST MAKES HIMSELF BELIEVE THE LIE, THUS TURNING DECEPTION INTO AN INSPIRING FORM OF OPTIMISM. OBSERVE.

GAAA!!!
BELIEVE!
BELIEVE!

THE SWELLING WILL GO DOWN IN A FEW HOURS. THEN WE'LL HAVE A PERFECT BUDGET.

WHAT?

E-mail: SCOTTADAMS@AOL.COM

© 2005 Scott Adams, Inc. / Dist. by UFS, Inc.

www.dilbert.com

**SEEK FIRST TO
UNDERSTAND**

ONLY THEN

TO BE UNDERSTOOD

MOST PEOPLE

DO NOT LISTEN

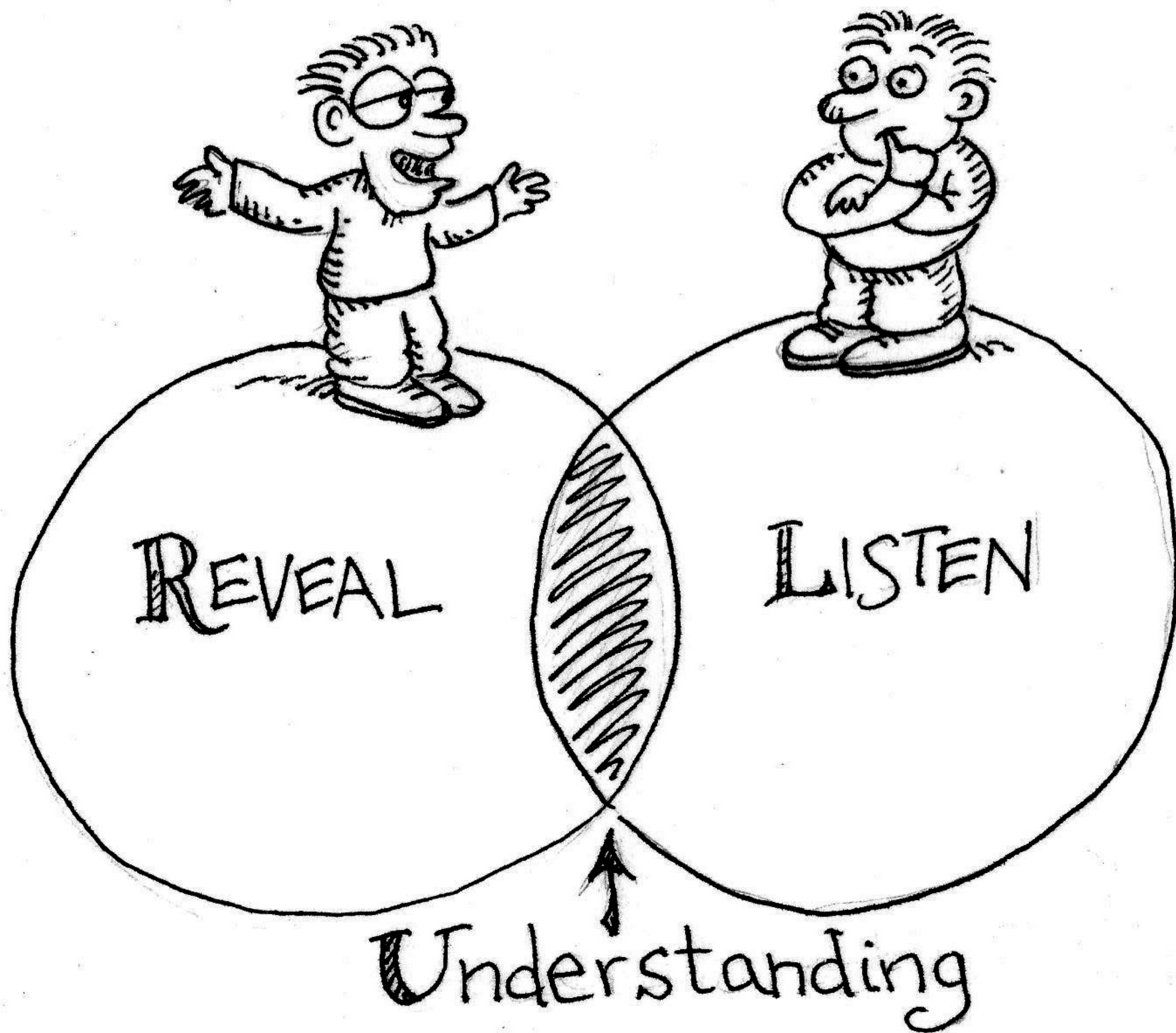
with the intent

TO UNDERSTAND.

MOST PEOPLE LISTEN

with the intent

TO REPLY.





Example: Key Management Activities

CLARITY: Where are we?

FOCUS: Where are we going?

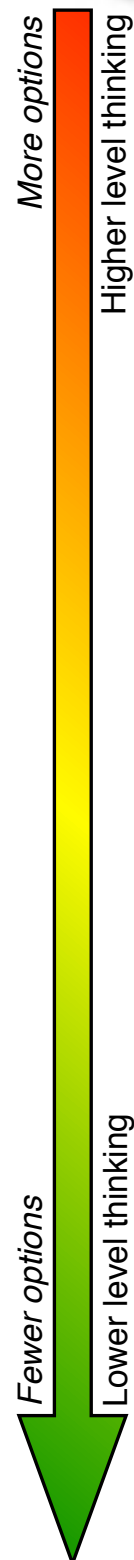
CONTROL: How will we get there?

Phase I: Problem Definition

Should we develop two prototypes at once?

Phase II: Decision Making

Phase III: Planning



Define

Hypothesize

Monitor

1. Identify the Problem.

We have only just enough resources to develop one prototype to spec and on time. If we can't get outside funding into the company (investment, revenues, NRE), we may never get to market.

1. Objectives and Criteria

Having 2 prototypes might make it more likely that we meet the needs of a potential partner (nice to have).

1. What results is the plan meant to achieve? If we can just get some revenues, we'll be able to get investment / fund more.
2. List the steps in the plan:

Who?
will do
What?
by
When?

2. Hypothesize possible causes.

2. Alternatives and Options

We only have one chance to get this right — it's all or nothing!

3. Consider Risk

If we choose the wrong one, we may lose early advantage.
If we dilute our efforts, we may run out of cash or have inadequate manpower to do either one right.

3. What can go wrong?

4. Protect the plan:

3. Validate cause.

5. Anticipate Obstacles.

5. Monitor the plan.



Key Management Activities

CLARITY: Where are we?

FOCUS: Where are we going?

CONTROL: How will we get there?

Phase I: Problem Definition

**Example:
Should we
develop two
prototypes at
once?**

Phase II: Decision Making

Phase III: Planning

<div>More options</div> <div>Higher level thinking</div> <div>Define</div> <div>Hypothesize</div> <div>Fewer options</div> <div>Lower level thinking</div> <div>Monitor</div>	1. Identify the Problem.	1. Objectives and Criteria <i>Our objective is to get a product on the market as quickly as possible (need). Having 2 prototypes might make it more likely that we meet the needs of a potential partner (nice to have).</i>	1. What results is the plan meant to achieve? 2. List the steps in the plan: <i>Who? will do What? by When?</i>
	2. Hypothesize possible causes.	2. Alternatives and Options <i>1 prototype only. 2 prototypes serially. 2 prototypes in parallel. 1 prototype with 2 modes. Rapid prototype SW demo (1?2?).</i> 3. Consider Risk <i>If we choose the wrong one, we may lose early advantage. If we dilute our efforts, we may run out of cash or have inadequate manpower to do either one right.</i>	3. What can go wrong? 4. Protect the plan: <i>Fall backs: Stop work on 2nd prototype. Outsource adaptation of the existing SW to demo 2nd functions on 1st device.</i>
	3. Validate cause.	5. Anticipate Obstacles. <i>Amy will report to the team every Friday with schedule, budget and function updates. Kevin will speak with the engineers daily to sound out any concerns or doubts.</i>	5. Monitor the plan. <i>If the cell phone prototype gets more than two weeks behind schedule, we'll stop tablet development and put all efforts on the 1st.</i>



Key Management Activities

CLARITY: Where are we?

FOCUS: Where are we going?

CONTROL: How will we get there?

Phase I: Problem Definition

**Example:
Should we
develop two
prototypes at
once?**

Phase II: Decision Making

Phase III: Planning

<div>More options</div> <div>Higher level thinking</div> <div>Define</div> <div>Hypothesize</div> <div>Fewer options</div> <div>Lower level thinking</div> <div>Monitor</div>	1. Identify the Problem.	1. Objectives and Criteria <i>Our objective is to get a product on the market as quickly as possible (need). Having 2 prototypes might make it more likely that we meet the needs of a potential partner (nice to have).</i>	1. What results is the plan meant to achieve? 2. List the steps in the plan: <i>Who? will do What? by When?</i>
	2. Hypothesize possible causes.	2. Alternatives and Options <i>1 prototype only. 2 prototypes serially. 2 prototypes in parallel. 1 prototype with 2 modes. Rapid prototype SW demo (1?2?).</i> 3. Consider Risk <i>If we choose the wrong one, we may lose early advantage. If we dilute our efforts, we may run out of cash or have inadequate manpower to do either one right.</i>	3. What can go wrong? 4. Protect the plan: <i>Fall backs: Stop work on 2nd prototype. Outsource adaptation of the existing SW to demo 2nd functions on 1st device.</i>
	3. Validate cause.	5. Anticipate Obstacles. <i>Amy will report to the team every Friday with schedule, budget and function updates. Kevin will speak with the engineers daily to sound out any concerns or doubts.</i>	5. Monitor the plan. <i>If the cell phone prototype gets more than two weeks behind schedule, we'll stop tablet development and put all efforts on the 1st.</i>



Map of Key Management Activities

CLARITY: Where are we now?

FOCUS: Where are we going?

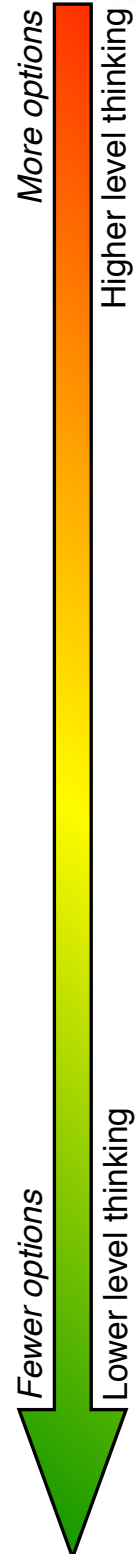
CONTROL: How will we get there?



Phase I: Problem Solving

Phase II: Decision Making

Phase III: Planning



More options
Higher level thinking

Fewer options
Lower level thinking

Define

Hypothesize

Monitor

1. Identify the Problem

What is not up to standard? (What is up to standard and not being affected?)

Where do we see things below standard? (Where don't we see them?)

When did we first notice this problem? (When didn't we notice it?)

Degree. How far is it from our standard? (How bad could it be, but isn't?)

2. Hypothesize possible causes.

What is distinct about problem areas as compared to areas where we don't see the problem?

What has changed in the problem area that has not changed where we don't see the problem?

3. Validate cause.

Test your hypothesis on paper.

Test it in real life.

1. Objectives and Criteria

What results do you want to achieve? Of the desired results, which are Musts and which are Wants?

2. Alternatives and Options

Generate as many alternatives or options for reaching your objectives as you can think of. Then generate a few more.

3. Consider Risk

Generate a list of things that can go wrong and determine:

How likely is something to go wrong?

How serious will it be if it goes wrong?

5. Anticipate Obstacles.

Design indicators within workplan to provide regular reassessment of risk:benefit ratio and early warning of change.

How will we know if something goes wrong? How will we recognize opportunity?

1. What results is the plan meant to achieve?

What will be different when it is done?

2. List the steps in the plan:

Who?

will do

What?

by

When?

3. What can go wrong?

Look at each step and ask: "What could go wrong here?" Pay special attention to the more mission-critical steps.

4. Protect the plan:

For each item where you've found something that can go wrong:

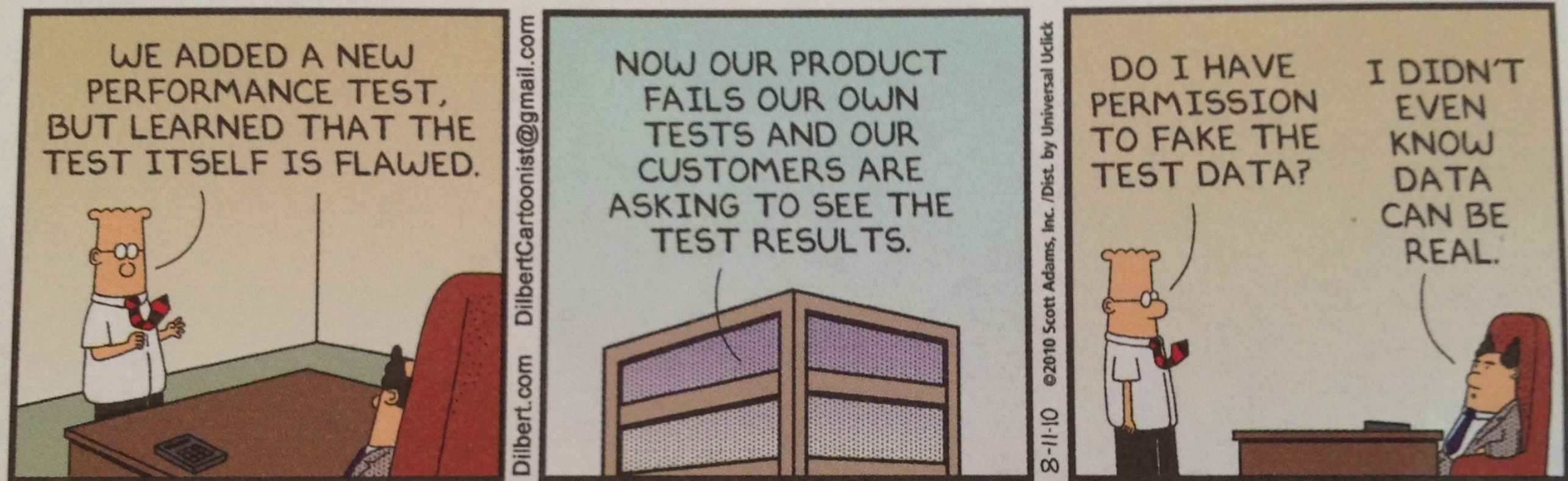
Add preventative steps to the plan.

Add contingencies to the plan, should the problem happen despite your preventative steps.

5. Monitor the plan.

Triggers: What will trigger your contingencies?

Milestones: Set up milestones for tracking progress towards your desired results.



Sarah Lipman is CTO of Power2B, and inventor of its 3D touchscreen technology. Sarah has presented her UX vision globally, notably at Mobile World Congress in Barcelona, at MEX London, and as a member of IWEI, a project of the U.S. State Department. Sarah was honored with the prestigious *Boneh Yerushalayim* award in 2010.

www.power2b.net

Sarah founded the Temech / Kishor Women's Professional Network in 2008. The Network boasts over 500 members and hosts conferences, workshops and advanced professional training for Orthodox women in Israel. In 2013, Temech/Kishor opened the doors of The Jerusalem Hub, the world's first co-working space for religious women.

Sarah's *shiurim* are free to stream and share at **www.SarahLipman.com**