

The Realities of Virtuality David Skyrme
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The Realities of Virtuality: 25 Principles of Proven Practice

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Topics

- Why Go Virtual?
- Dimensions of Virtuality
- 25 Principles of Proven Practice
- An Example
- Challenges and Success Factors

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Why Go Virtual?

- ❑ Access to scarce/expensive resources (scale)
- ❑ Pooling resources/expertise (scope)
- ❑ New insights, new expertise (reach)
- ❑ Cross-fertilization of knowledge & experience
- ❑ Creating communities of excellence
- ❑ Flexibility - resources with responsiveness


“Collaboration gives the ability to link diverse assets into unique capabilities and leverage in pursuit of new opportunities” (Ghoshal and Bartlett)

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Three Megatrends




Technology

- Performance; Connectivity; Portability



Information/Knowledge Work

> 70% of work is information intensive



Globalization

- of markets, products and resources/labour

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The New Economy

Global, Knowledge-based, Networked

Location Independence

... A 'Virtual' World

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Virtual Working and Trading

Space

Time

Structure

Local-Global
Synchronous-Asynchronous
Specified-Flexible etc.

Stable-Dynamic
Aggregated-Dispersed etc.

.... Many Opportunities for Innovation

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New Strategies (examples)

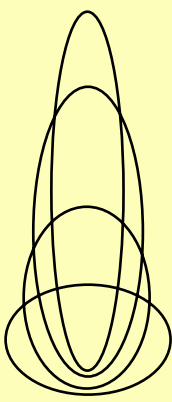
- ❑ 24-hour unmanned 'shop' - the WWW
- ❑ Remote back-office, call centre e.g. Dell
- ❑ Outsourcing e.g. software in India
- ❑ Global partners/individuals e.g. designer in Finland
- ❑ Virtual teams / organizations e.g. AgileWeb, VCLink
- ❑ Sunshine engineering e.g. Ernst & Young Y2K
- ❑ Formalize teleworking e.g. Ericsson

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New (Virtual) Work Patterns



Virtual Organizations

Virtual Labs etc.

Virtual Teams

Telework

Virtual Products and Services

Virtual Offices

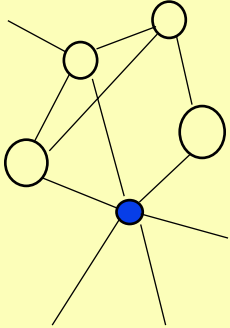
*Adapted from a network 'holonomy'
- a whole yet a part
(Koestler/ Lipnack and Stamps)*

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Virtual Knowledge Teams



- Many types e.g.
 - distributed people in a team
 - distributed teams around the world
- One person - many teams/links
- Used in design, projects, problem-solving
- Video-conferencing popular
- Becoming part of daily work
- Effectiveness varies widely

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25 Principles of Proven Practice

5 groups of 5:

- Teams and Teaming
- Team Commitment
- Team Communications and Processes
- Team Technology
- Team Knowledge

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Teams and Teaming

1. Teams are the organization powerhouse
2. Best knowledge teams: 5-8, multi-disciplined
3. Larger groups for cohesion or networking
... but not real work!
4. Each individual in 2 or more teams
5. Distinguish person and role.

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Team Commitment

6. Clarity of purpose - mission, vision, goals
7. Norms and values
8. Map out networks - core and extended teams
e.g. Netmap often shows teams are wrong!
9. Determine interdependencies/ flows
10. Individuals maintain personal networks

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Team Processes

11. Communicate, communicate, communicate
 12. Active listening - play back - understand
 13. Recognize fuzziness of decision making
 14. Learn together - all the time
 15. Build trust in depth
-don't get too task focused!! Think process

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Team Technology

16. Not just email - a broad mix
17. Agree standards and product set
18. Make team documents web-centric
19. Content/usages standards e.g. email
20. Experiment - but don't use a technology just for the sake of it

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Knowledge Communities

Effective	Ineffective
<input type="checkbox"/> Clear shared purpose	<input type="checkbox"/> When time constraints
<input type="checkbox"/> People profiles	<input type="checkbox"/> Wrong participants
<input type="checkbox"/> FAQs	<input type="checkbox"/> No clarity/coherence
<input type="checkbox"/> Threaded conversations	<input type="checkbox"/> Wandering 'off topic'
<input type="checkbox"/> Good moderation	<input type="checkbox"/> Off vs. on record clarity
<input type="checkbox"/> Knowledge editing	<input type="checkbox"/> No summarizing/FAQs
<input type="checkbox"/> Attention to process/FTF	<input type="checkbox"/> Technology gimmicks

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Team Knowledge

21. A vital resource - who is responsible?

22. Emails are embryonic knowledge

23. A knowledge editor for each domain

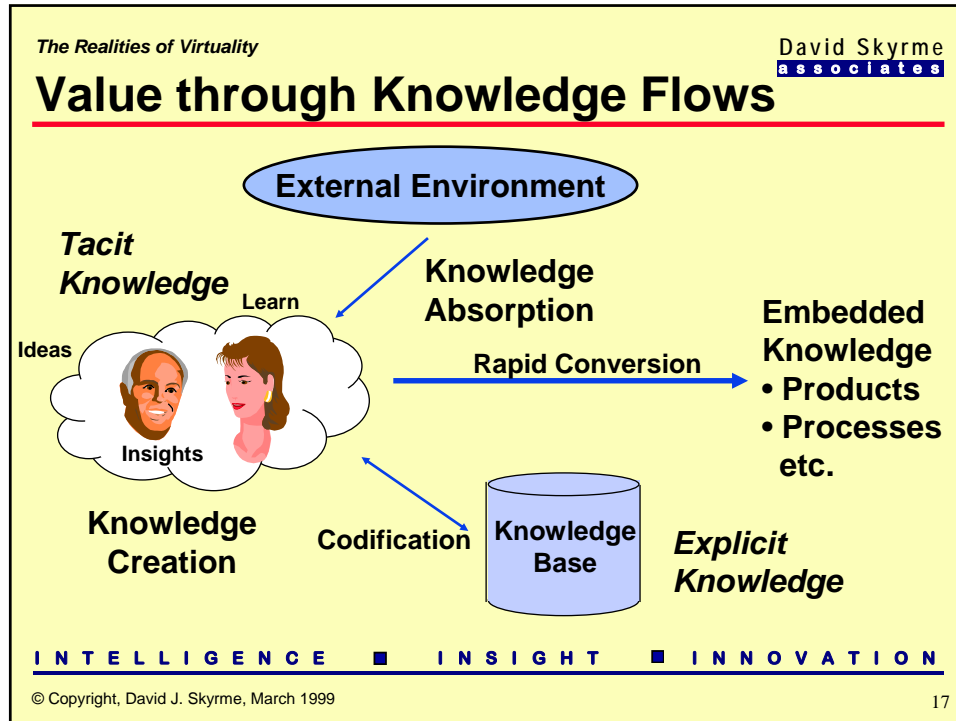
24. Capture lessons all the time

25. Personal Knowledge: Know your colleagues!

.....Conversations and Collections

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- ## The ETD Experience
- ❑ 7 partners/40+ collaborators (global)
 - ❑ Extensive use of email/lists (not forums)
 - ❑ Basic communications standards/'rules'
 - ❑ Project intranet (via the Internet - layers)
 - ❑ Web-centric knowledge - database driven
 - ❑ Periodic face-to-face meetings
- focus on communications - not technology
- Bottom line: World's premier telework web site**
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Critical Success Factors

- ❑ Complementary Competencies and Culture
- ❑ Compelling Vision
- ❑ Clear expectations: needs vs. offers
- ❑ Well developed KM/ICT infrastructures but..
- ❑ Focus on People and Processes
- ❑ Continuous learning and experimentation
- ❑ A Set of Working Principles!

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A Framework for Success

Technology & Networks Strategy & Process

Knowledge

Virtualization Globalization

People & Organization

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Virtualization - a balancing act

Same Place-Time	Different Place-Time
<ul style="list-style-type: none">• Close relationships• High interaction• Contextual awareness• Physical resources• 'Casual encounters'• Creative stimulation	<ul style="list-style-type: none">• Access 'world-class'• Richness-Diversity• Global perspective• Quality- local validation• Timeliness• Cost avoidance

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