About Innovation

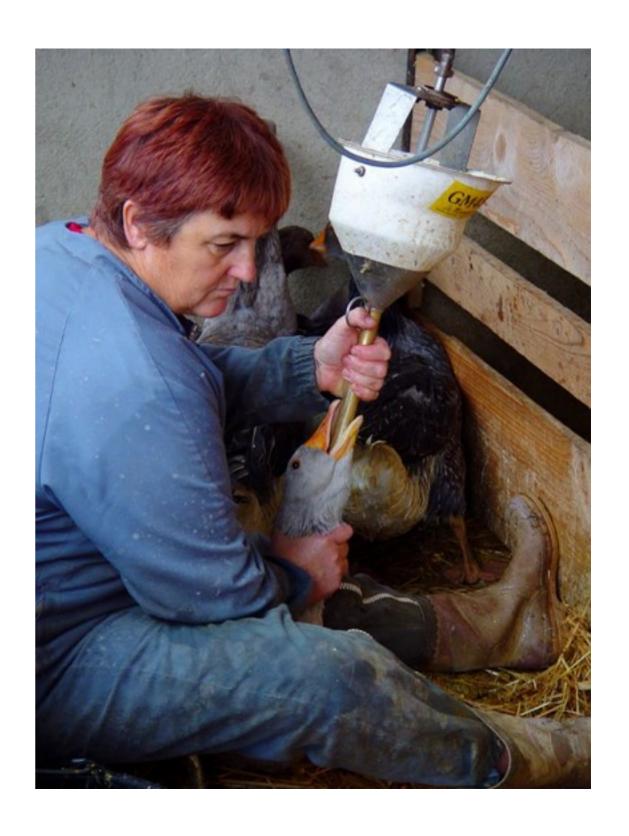
Olve Maudal, R&D, Cisco System Norway (TANDBERG is now part of Cisco)



a 50 minute presentation for Itera Consulting Vettre, November 26, 2010

(68 slides in 50 minutes?)





Outline for this presentation:

- Introduction
- Our innovation process
- Organization culture
- Principles of innovation
- Innovation activities
- Enemies of innovation
- Summary / QA

Introduction



About me

1992-1995 BEng, Software Engineering, UMIST, Manchester

1995-1996 MSc, Intelligent Robotics, Dept of Artificial Intelligence, Edinburgh

1996-1996 Postgrad, Data Mining and Knowledge Discovery, NTNU, Trondheim

1996-2000 Schlumberger, developing systems for finding oil

2000-2004 BBS, developing systems for electronically moving money

2004-2010 TANDBERG, developing systems for effective communication between people

2010-now Cisco, developing systems for effective communication between people

Active member of the vibrant geek community in Oslo. Eg, JavaPils, Smidig, JavaZone, XP Meetup, Cantara, Lean Meetup, and Oslo C++ Users Group, and a lot of other things. Also an active member of ACCU.

Blog: http://olvemaudal.wordpress.com/

Twitter: @olvemaudal



About Cisco

Cisco Systems, Inc. is the worldwide leader in networking that transforms how people connect, communicate and collaborate. Our hardware, software, and service offerings are used to create solutions that allow individuals, companies, and countries to increase productivity, improve customer satisfaction and strengthen competitive advantage. Our vision is to change the way people work, live, play and learn.

Cisco was founded in 1984 by a group of computer scientists from Stanford University, one year after the invention of DNS, and one year before .com and .edu domains are assigned. Cisco has always been focused on providing solutions for internetworking and has grown together with the Internet surge.

Today Cisco are more than 70000 employees with an annual revenue of \$40 billion, which means that Cisco is among the largest global technology companies. Cisco has 20000+ engineers and invests ~13% of revenue on R&D anually.

The headquarter of Cisco is in San Jose, just south of San Francisco.

www.cisco.com



History of TANDBERG

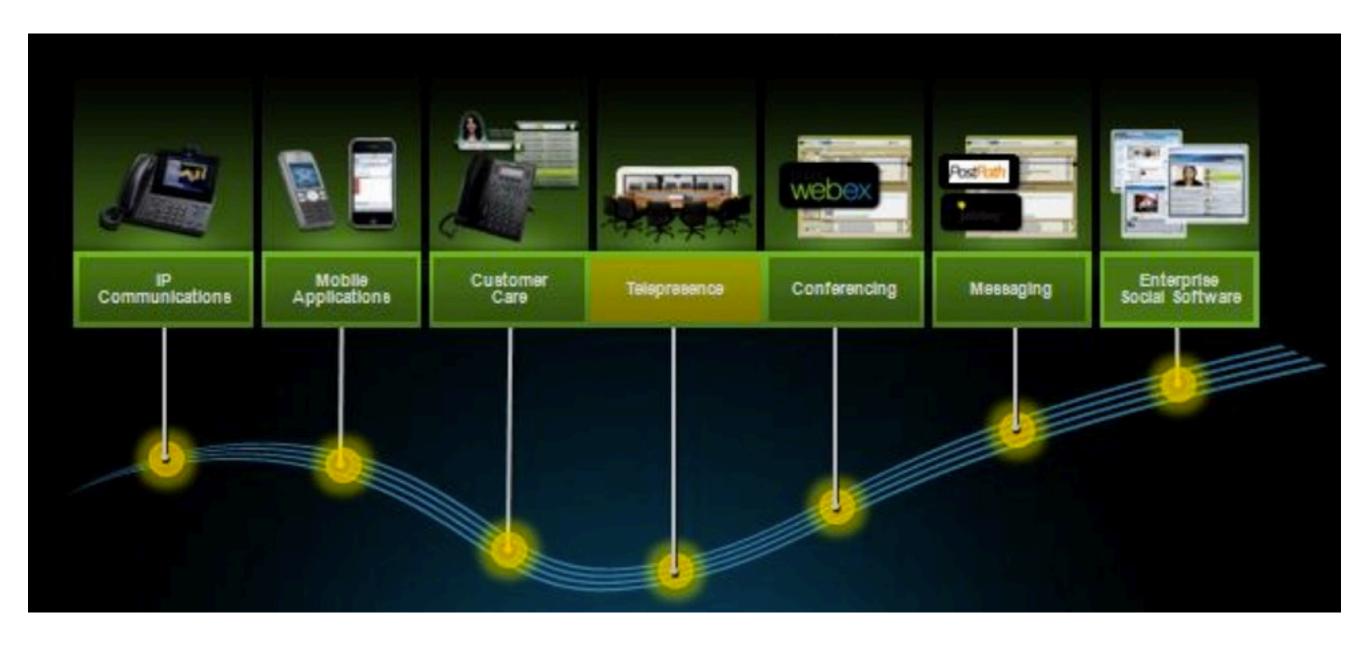
TANDBERG was the leading provider of telepresence, high-definition video conferencing and mobile video products and services. TANDBERG designed, developed and markets systems and software for video, voice and data. The company provideed sales, support and value-added services in more than 90 countries worldwide.

TANDBERG shipped it's first product, a picture telephone for ISDN in 1993. Since then TANDBERG grew from a small startup based in Norway into a not-so-small international company with a 40% market share, ~1700 employees and a revenue of 900 MUSD in 2009.

Cisco acquired TANDBERG for 3.2 billion USD in April 2010.

TANDBERG is now part of Cisco!

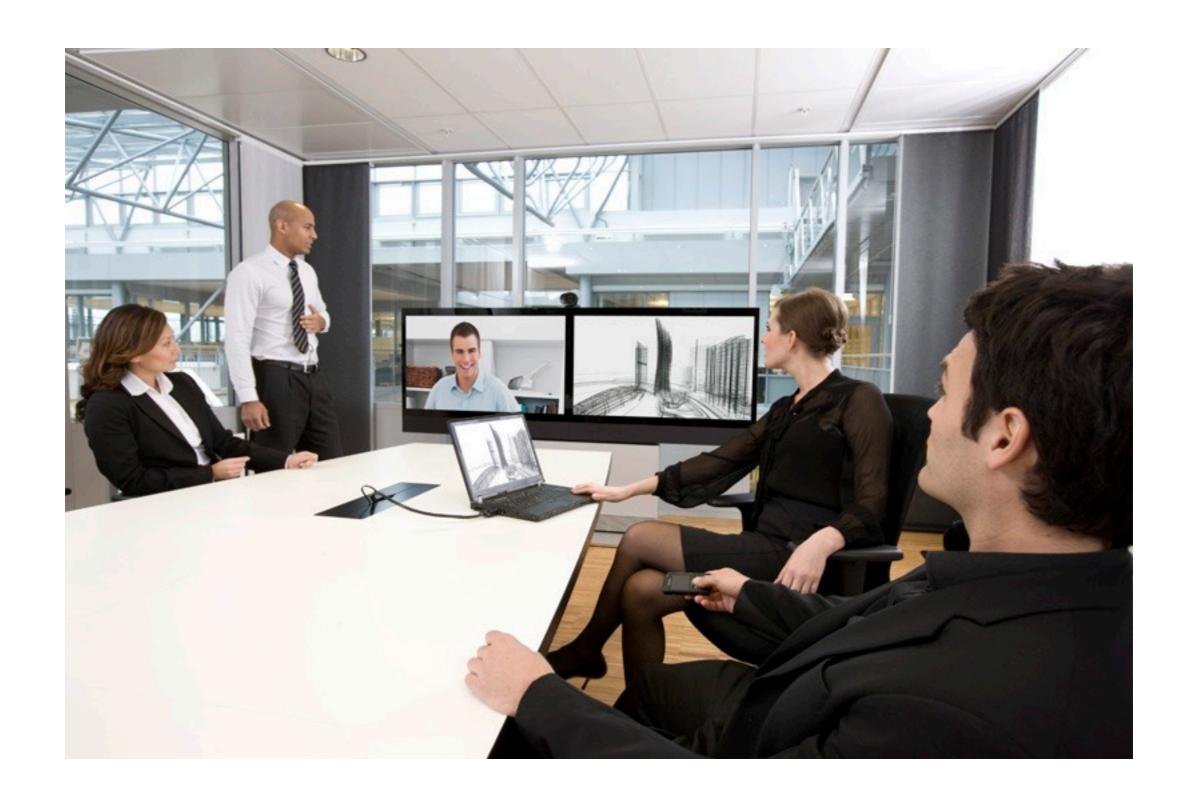
Cisco collaboration - Video Throughout



at Lysaker we will continue to design and develop spectacular products....



Codecs



Meeting room systems



Immersive systems



Personal systems



PC based solutions









And a lot of other stuff











Video: The new way of working (2:00)

http://www.tandberg.com/media/index.jsp?id=1373

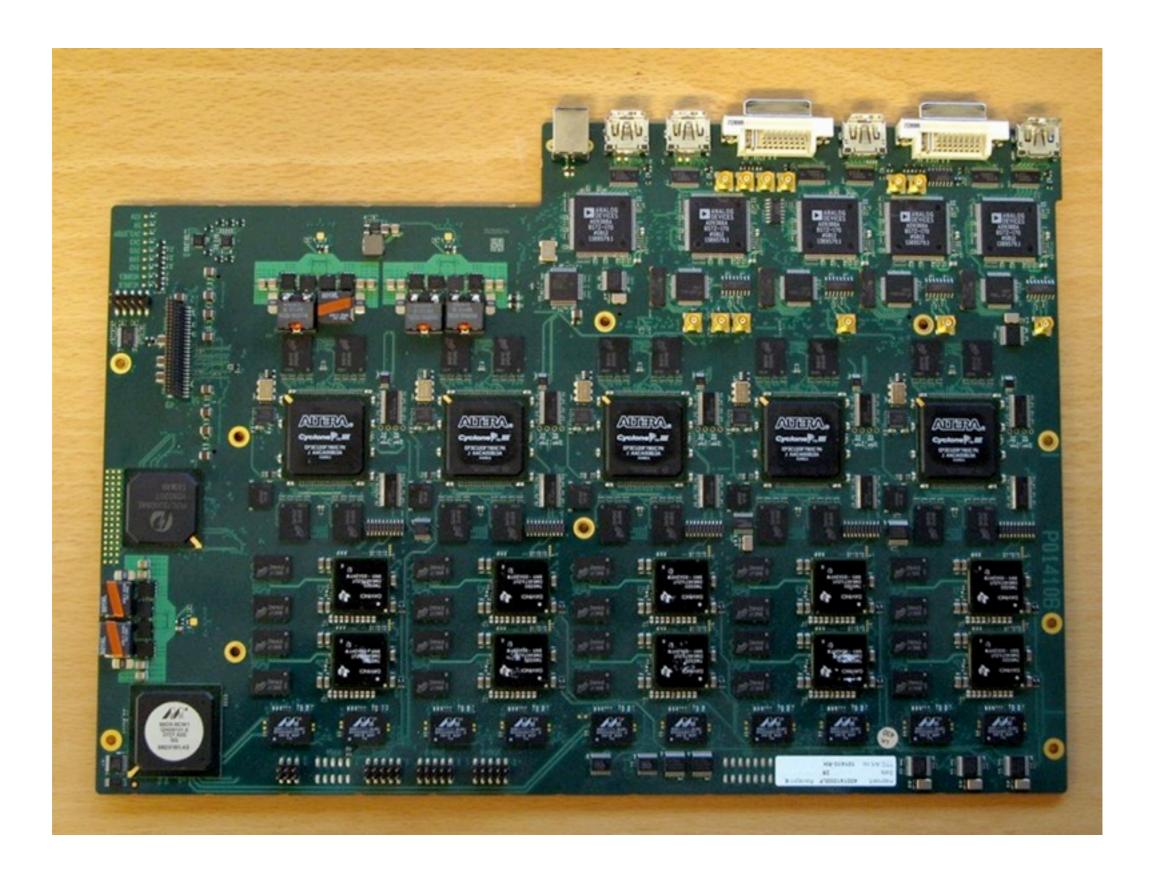
at Lysaker we are ~300 R&D engineers

most of us work with software developement

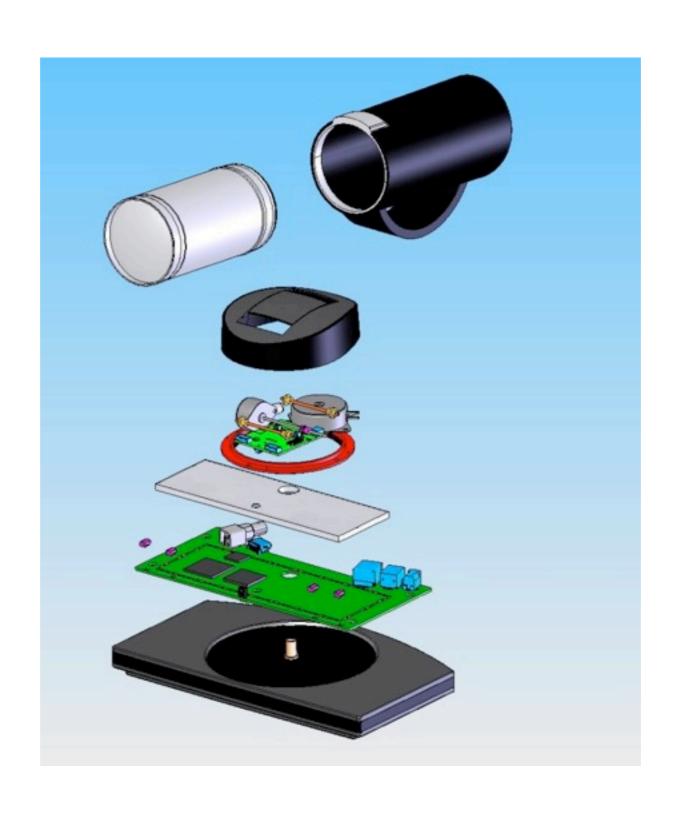


but we also do...

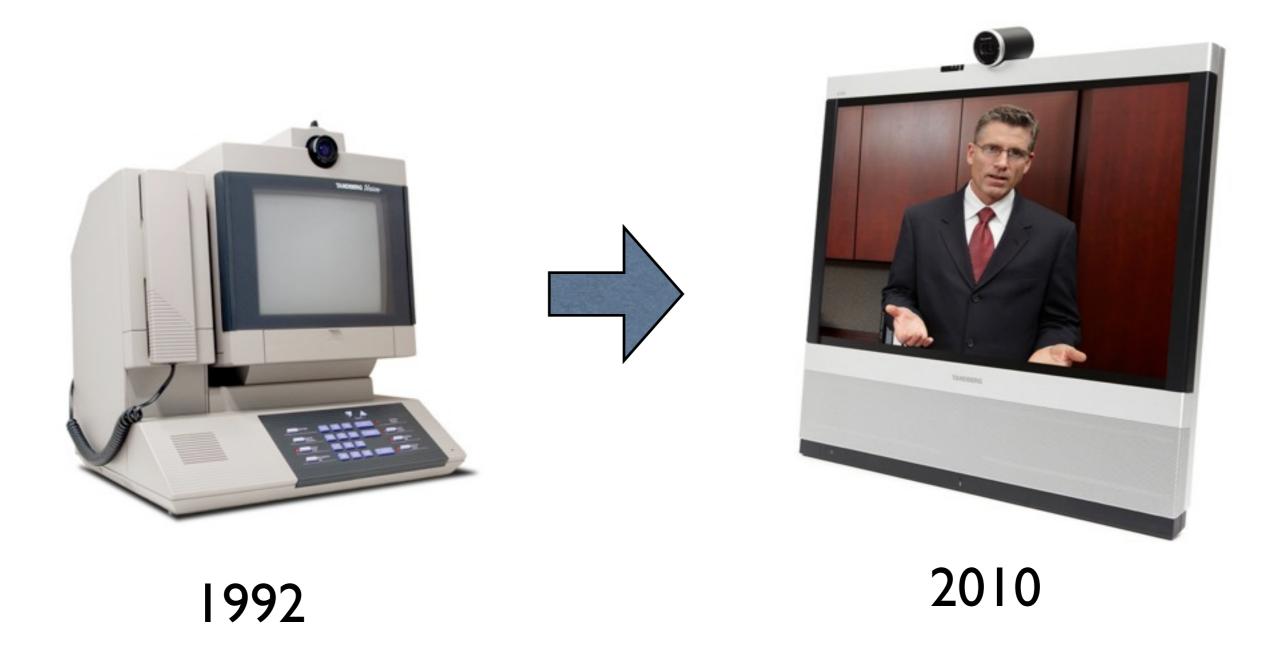
Electronics / Hardware



Mechanics



Industrial Design



Looking into



the future



"For most of my life I wanted a Porsche, now I think I want a Tandberg EX90 instead." Wainhouse Research

Our Innovation Process

Innovation Process?

Organization Culture

As a software engineer joining us at Lysaker...

at first you might get this impression...

- No documentation
- No routines
- Fooling around
- Not following plans
- Decision are postponed
- Nobody decides
- Little respect for management
- Little modularization
- Lack of precision
- Sloppiness
- People are not working hard

but then you start to notice...

- No documentation
- No routines
- Fooling around
- Not following plans
- Decision are postponed
- Nobody decides
- Little respect for management
- Little modularization
- Lack of precision
- Sloppiness
- People are not working hard

- People communicate
- Focus on important stuff
- Embedded slack
- Continuous planning
- Effective decisions
- Autonomous organisation
- Respect for the doers
- No integration period
- Spectacular products
- Fast deliveries
- Sustainable pace

... and while you still see the "negative" stuff, you will start to appreciate the "positive" stuff more.

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Observations from TANDBERG

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Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler

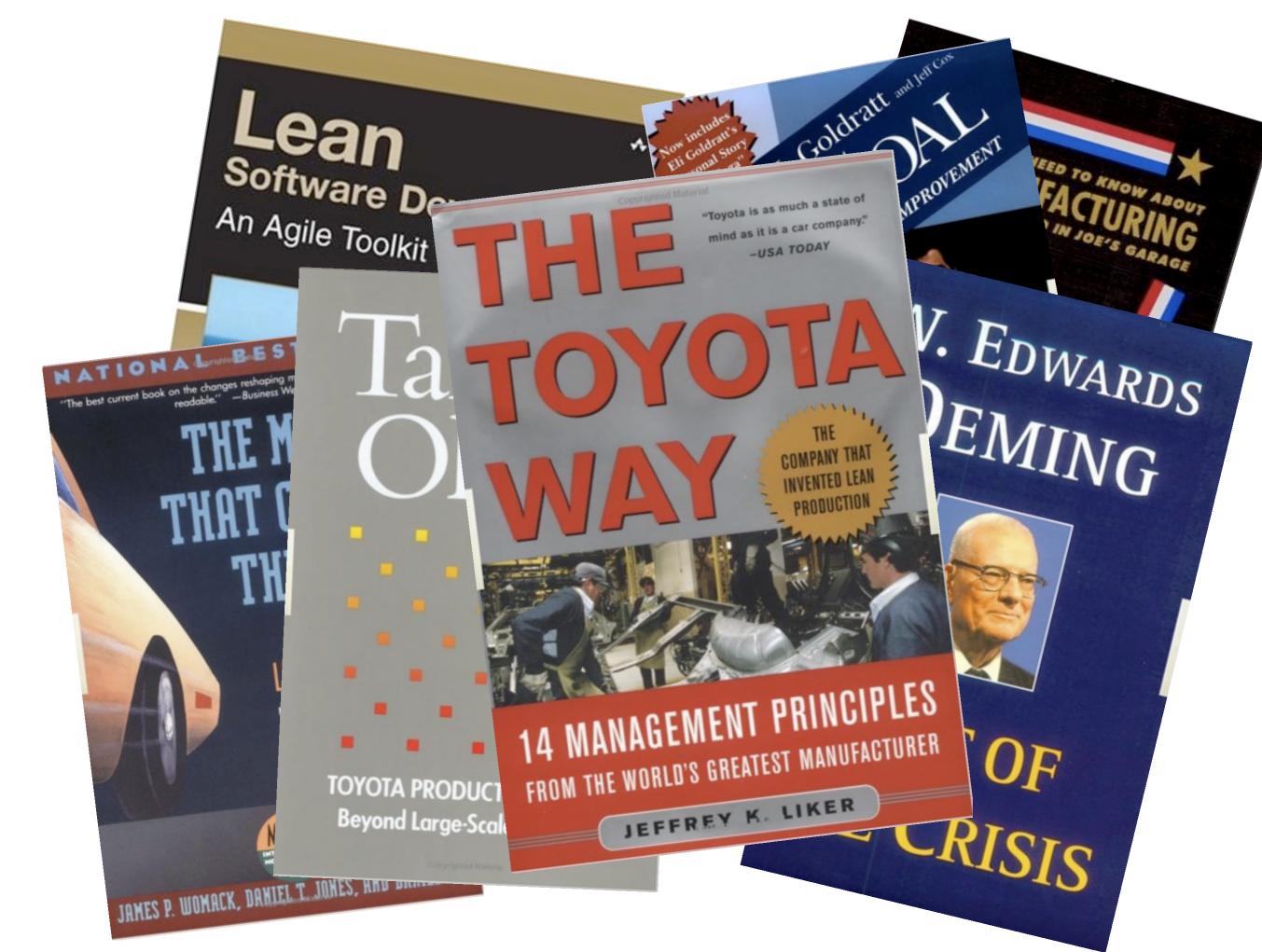
James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick

Robert C. Martin Steve Mellor Ken Schwaber Jeff Sutherland Dave Thomas

The 7 Lean Software Development Principles

- Eliminate Waste
- Create Knowledge
- Build Quality In
- Defer Commitment
- Deliver Fast
- Respect People
- Improve the System

(Poppendieck)



THE

TANDBERG

WAY

Principles of innovation

Slack



Alignment

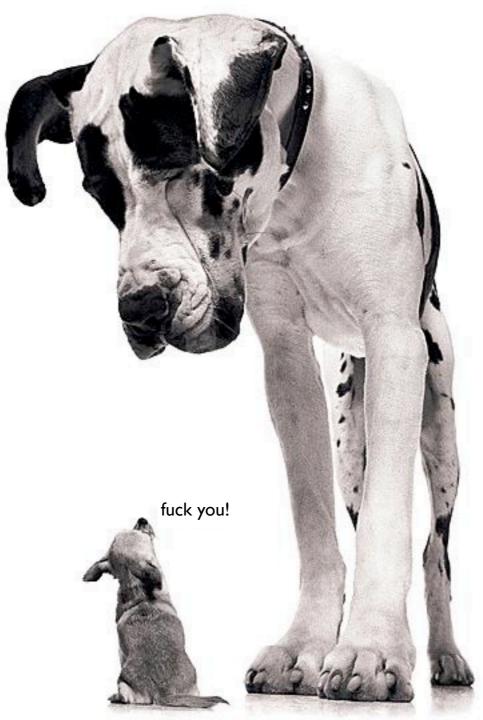


"Det kan du bare drite i" (no f&*^* way)



Per Haug Kogstad (arguably the most influencial person and key driver behind TANDBERGs success.)

Courage



"Man **skal** bryte regler!" (you should break rules!)



Communication



Feedback



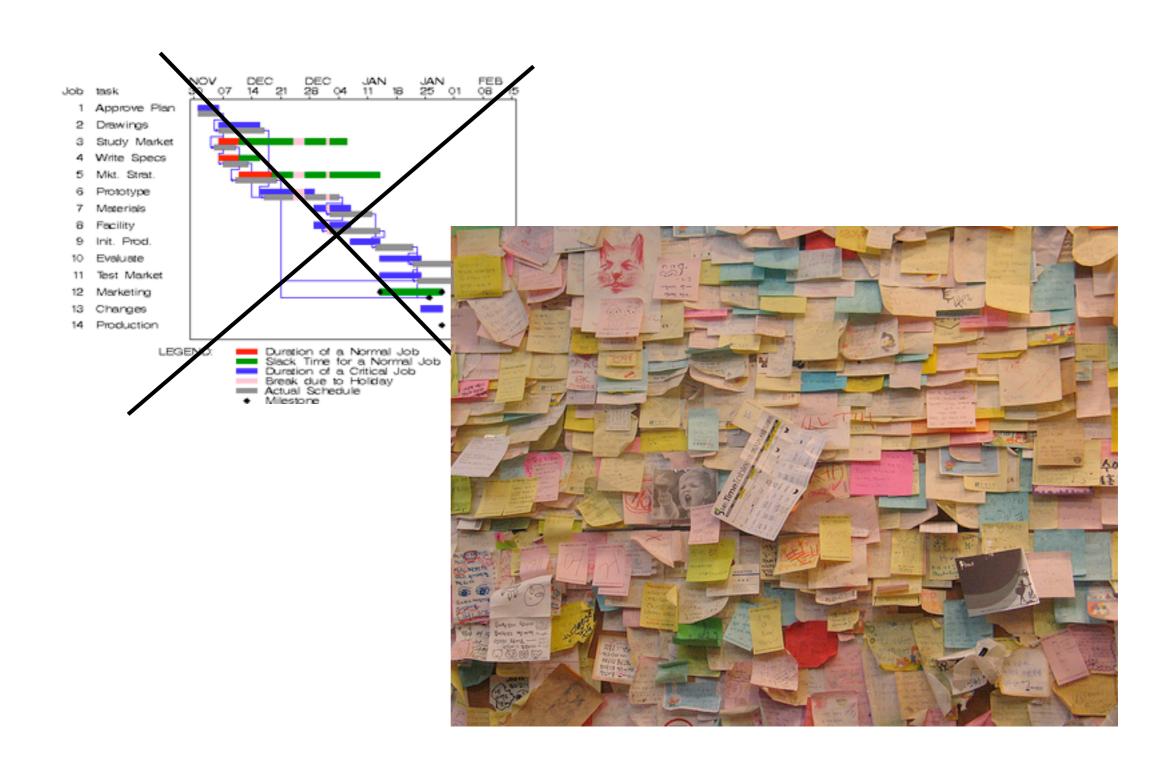
Conflicts



Execution



Continuous Planning



Collective Ownership



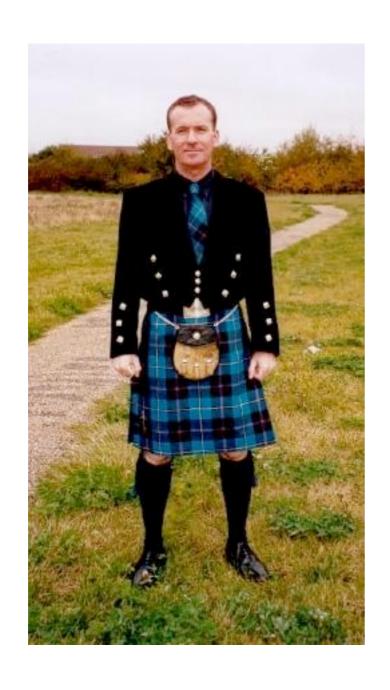
Embrace chaos



Understand your market

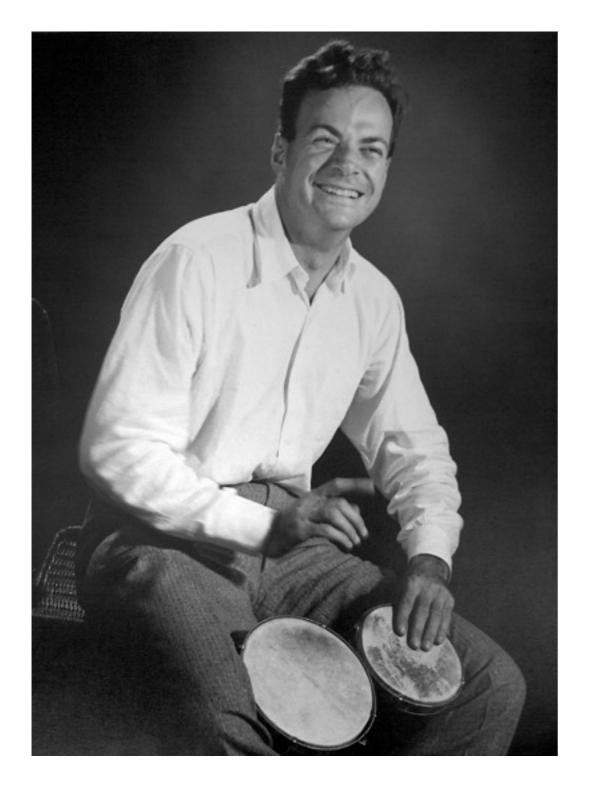


Pride & Excellence





People & Attitude





Trust



Activities supporting innovation

Hackers Corner

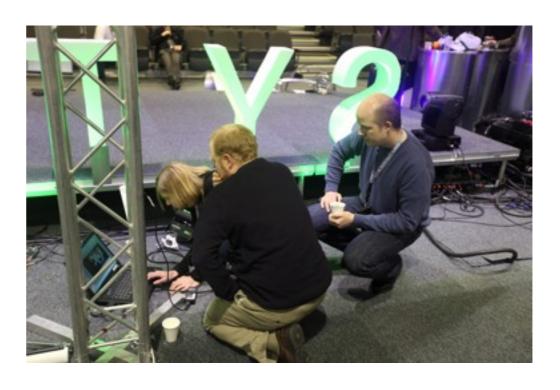


TechZone (presentation, demo, SYTYCI,...)

TechZone Lillehammer 2007 ~ 190 engineers, 32 talks, 4 tracks TechZone Lysaker 2007 ~ 260 engineers, 40 talks, 5 tracks TechZone Barcelona 2008 ~ 380 engineers, 43 talks, 5 tracks TechZone Storefjell 2010 ~500 engineers, 45 talks, 5 tracks

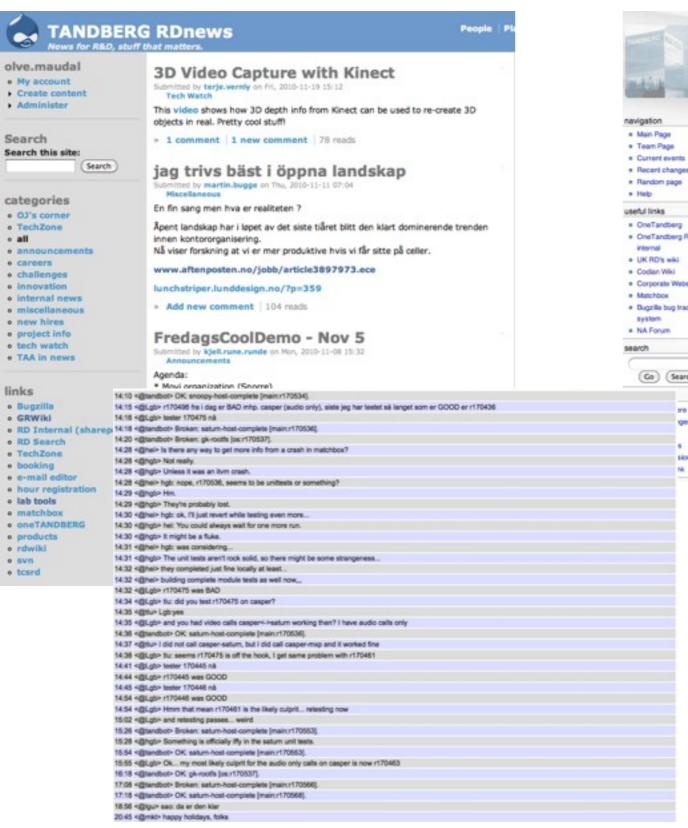


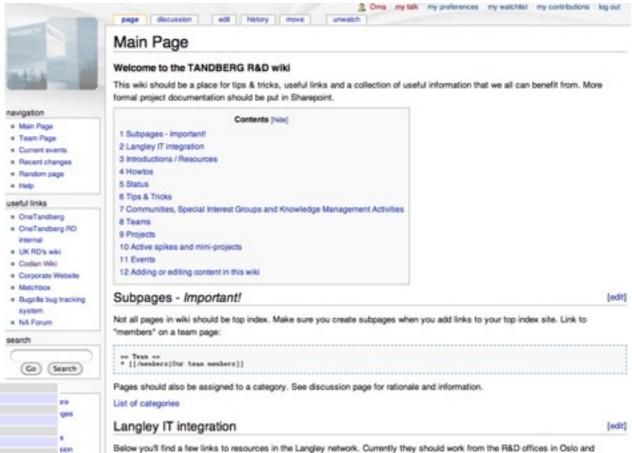




Blog, Wiki, irc, mail, social media

Reading.





Creative hotspots

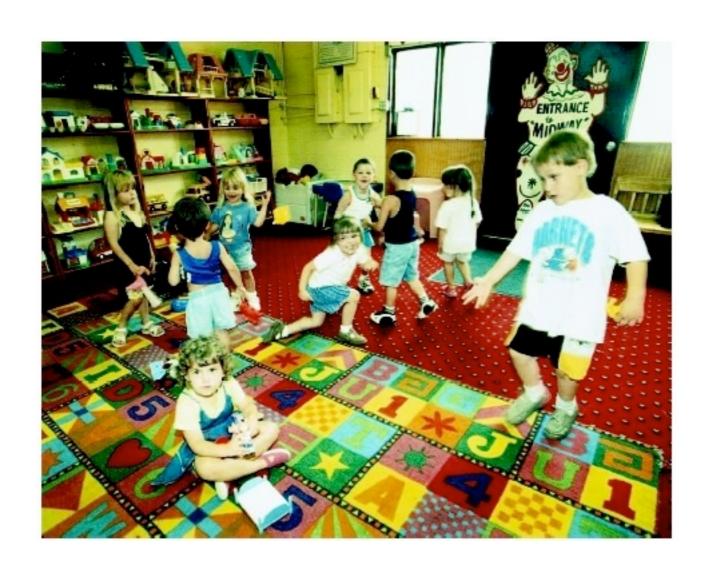




Skunk works



Playtime



Workshops



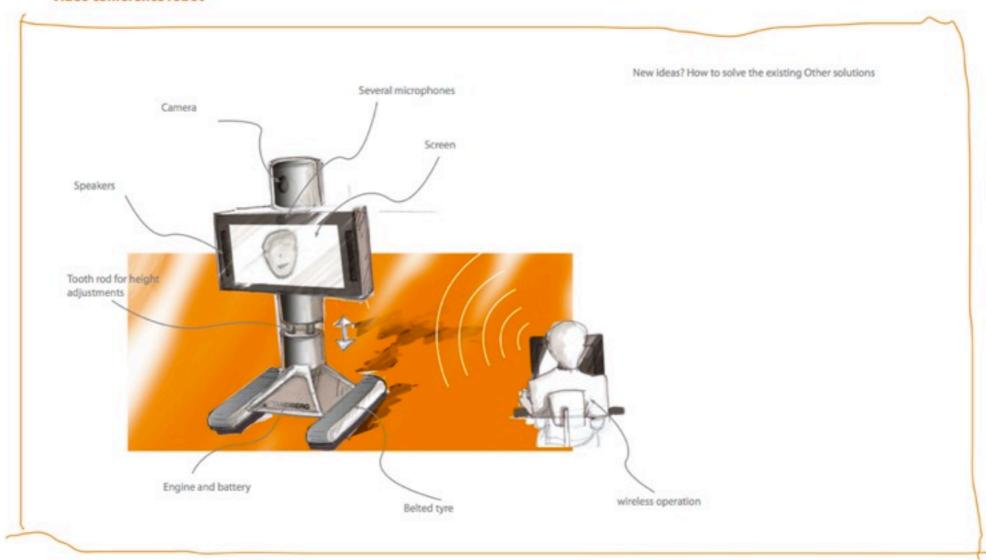
Creative Lunch



Mutable Posters



Video conference robot

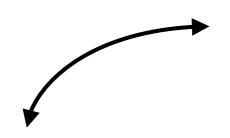


Demo days



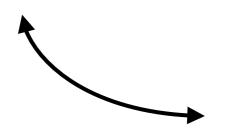
Enemies of innovation

- Do **not** set up a Suggestion Box
- Do not financially reward innovation
- Do not innovate without alignment
- Do not implement "innovation processes"
- Do not categorize and structure ideas
- Avoid innovation without being able to execute
- Do not allow bad ideas to grow (but don't kill them either)
- Do not insist on following plans
- Do not monitor and evaluate innovation
- Do not establish innovation committees and councils
- Do not allow separate innovation teams or departments



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Activities supporting innovation:

- TechZone
- Hackers Corner
- Blog, Wiki, irc, mail, social media
- Creative hotspots
- Skunk works
- Playtime
- Workshops
- Creative Lunch
- Mutable Posters
- SYTYCI
- Demo days



Principles of innovation:

- Slack
- Alignment
- Courage
- Communication
- Feedback
- Conflicts
- Execution
- Continuous Planning
- Collective Ownership
- People and Attitude
- Pride & Excellence
- Embrace chaos
- Understand your market
- Trust



"Aldri hør på kundene, de vet ikke hva vi bør lage"

(never listen to the customers, they do not know what we should develop)



Per Haug Kogstad (arguably the most influencial person and key driver behind TANDBERGs success.)



Some random quotes

"What we don't do is treat our employees like they're all, you know, criminals,"

(Jenn Mann, SAS Institute)

"Controlling an organization by monitoring costs is like driving a car looking out the rear window."

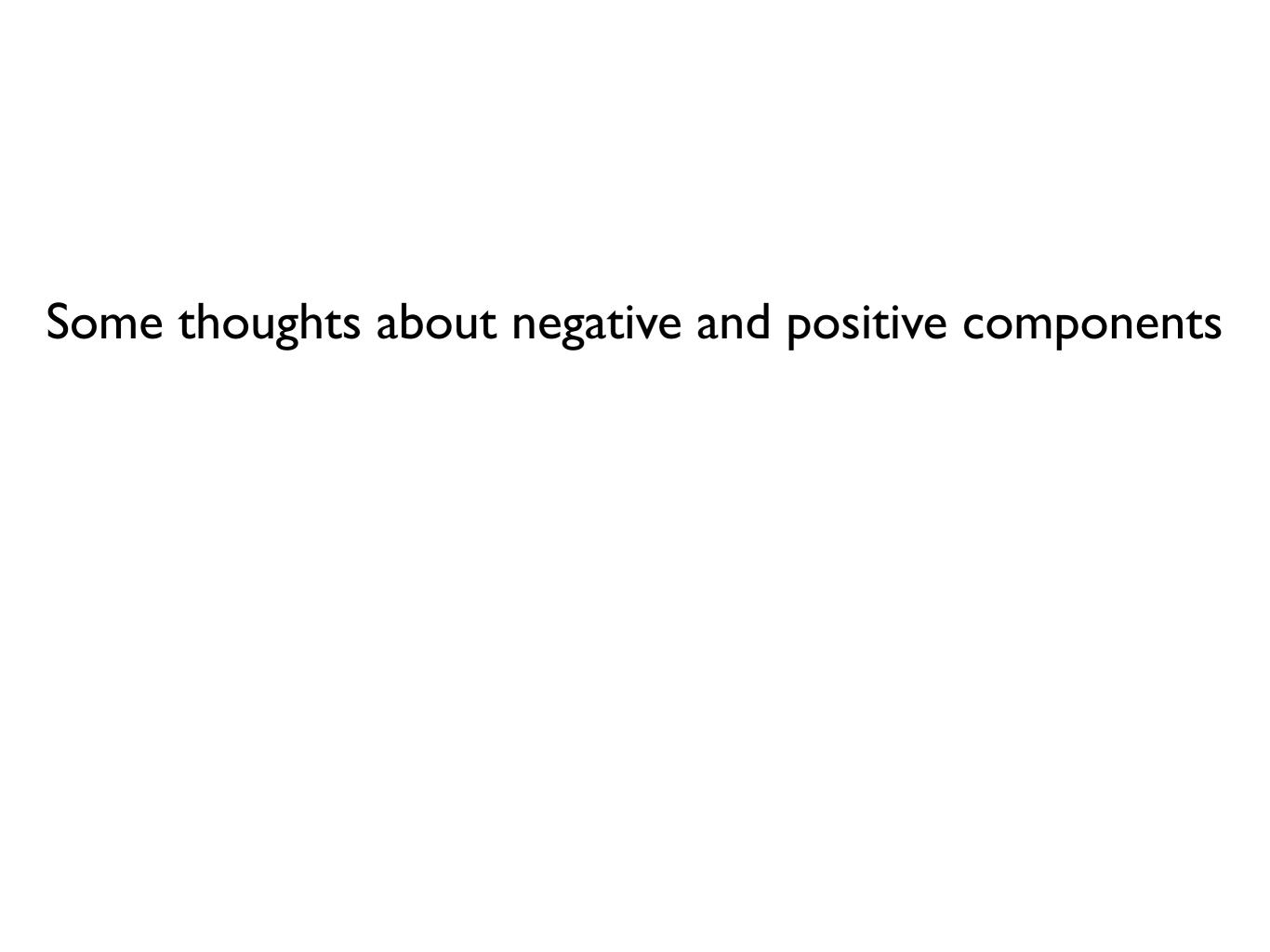
(John Seddon)

Never tell people how to do things. Tell them what to do and they will surprise you with their ingenuity.

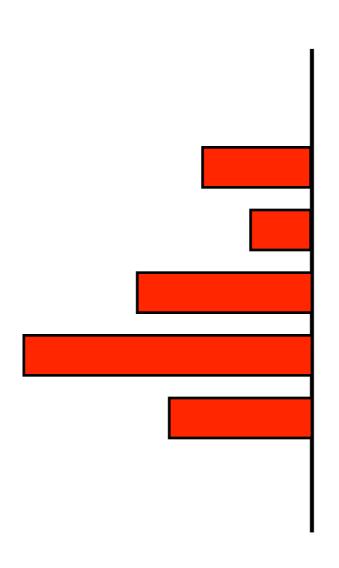
(General George Patton Jr)

Those who built the good-to-great companies made as much use of "stop doing" lists as "to do" lists. They displayed a remarkable discipline to unplug all sorts of extraneous junk. (Collins, 2001)

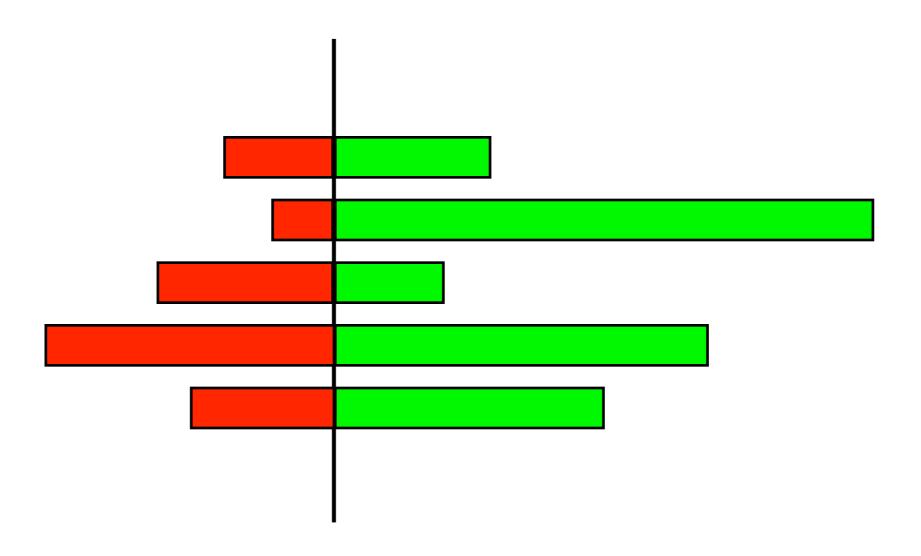
Dicipline by itself will not produce great results. We find plenty of organizations in history that had tremendous discipline and that marched right into disaster, with precision and in nicely formed lines. (Collins, 2001)



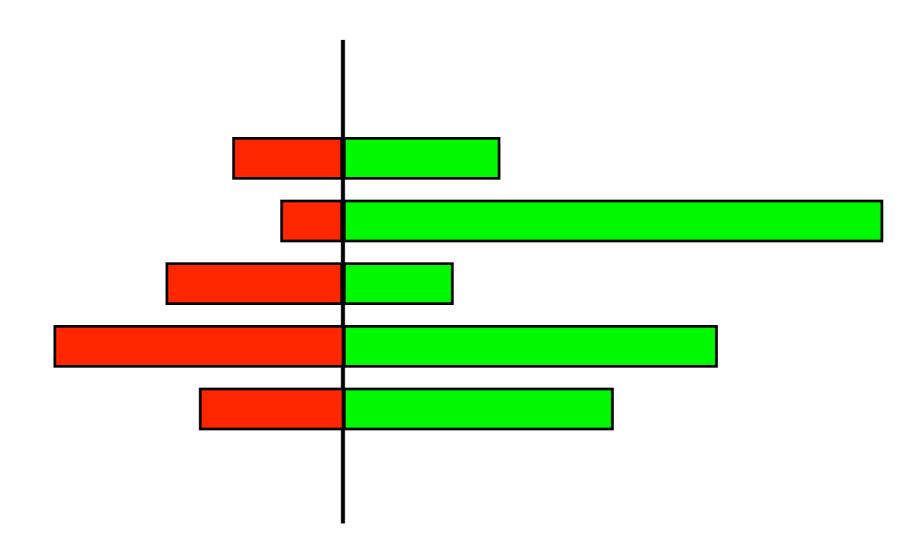
everything has a negative component ...



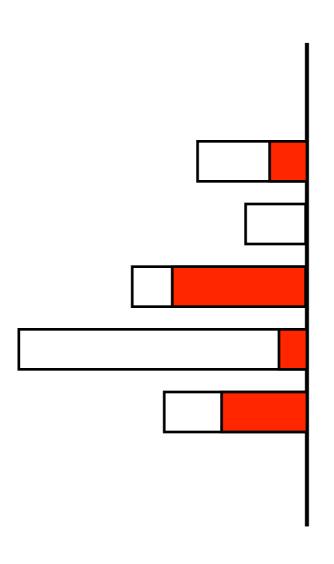
... as well as a positive component



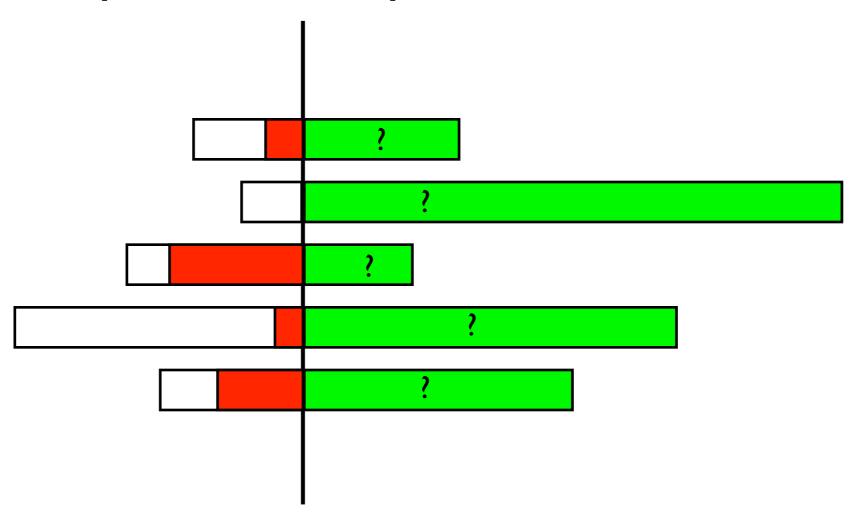
so if you want to improve something...



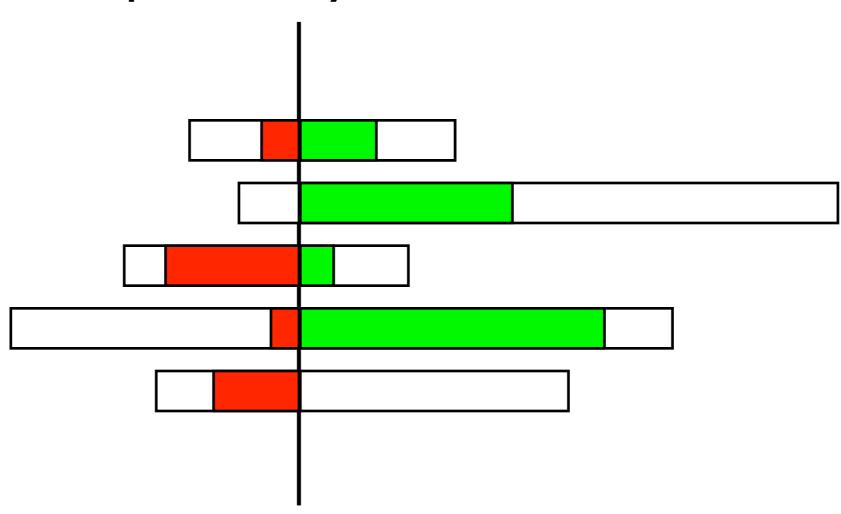
... do **not** just try to fix the negative stuff ...

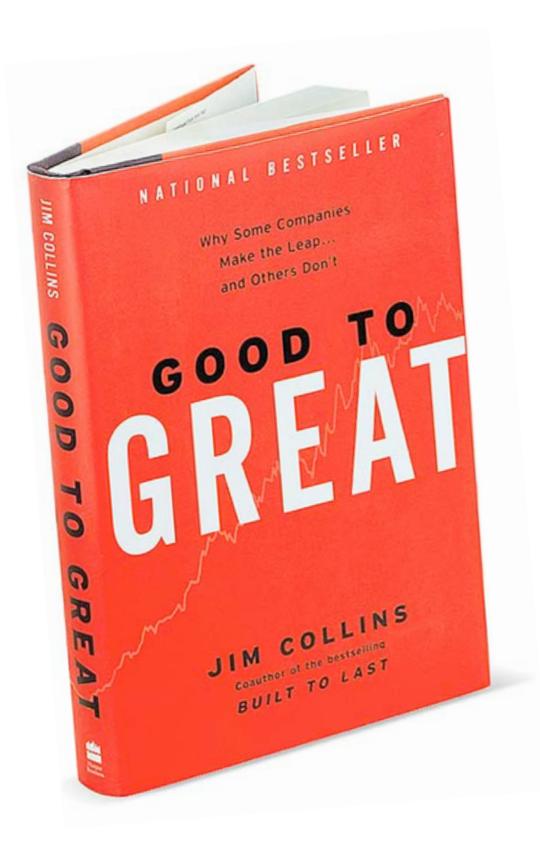


... without also understanding how it will affect the positive component



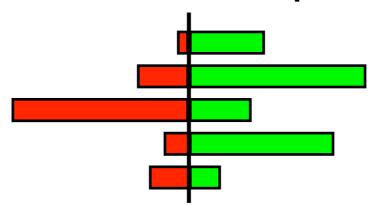
because you might end up by reducing the positive component by even more





Managing your problems can only make you good, whereas building your opportunities is the only way to become great. (Collins, 2001)

we do not want to end up like this...



here is the profile of a GREAT team...

