# Innovation Elegance

What A People-Centric Methodology Looks Like





Robert Snyder March 8, 2024

# Why This & Why Now

Project success rates are poor

Employee experience is poor

Incumbent methodologies have not solved VUCA



# Acronyms

V Volatile B Brittle

U Uncertain A Anxious

C Complex Nonlinear

A Ambiguous I Incomprehensible

"We are in a VUCA environment."

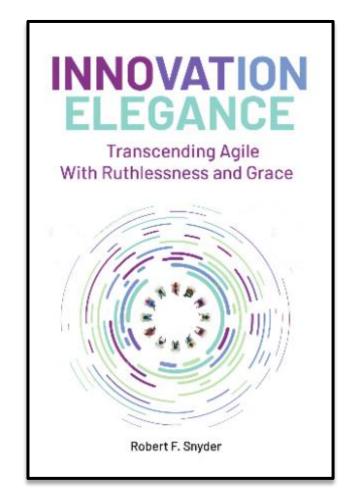
"Innovate how we innovate."

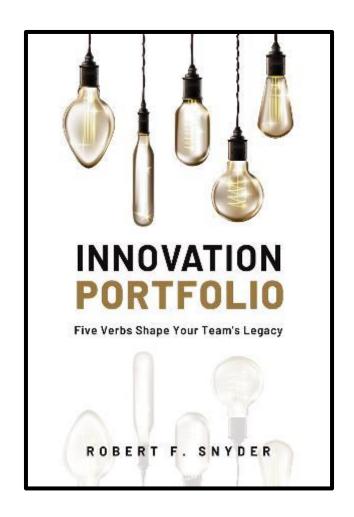
## Why Transition?

A poor hurts ruins Projects
Jobs
A good helps nourishes Relationships
Mental health.

A poor methodology is difficult for leaders and managers to poor ruin.

## **Books**





#### **Books**

Innovation Elegance: Transcending Agile With Ruthlessness and Grace January 1

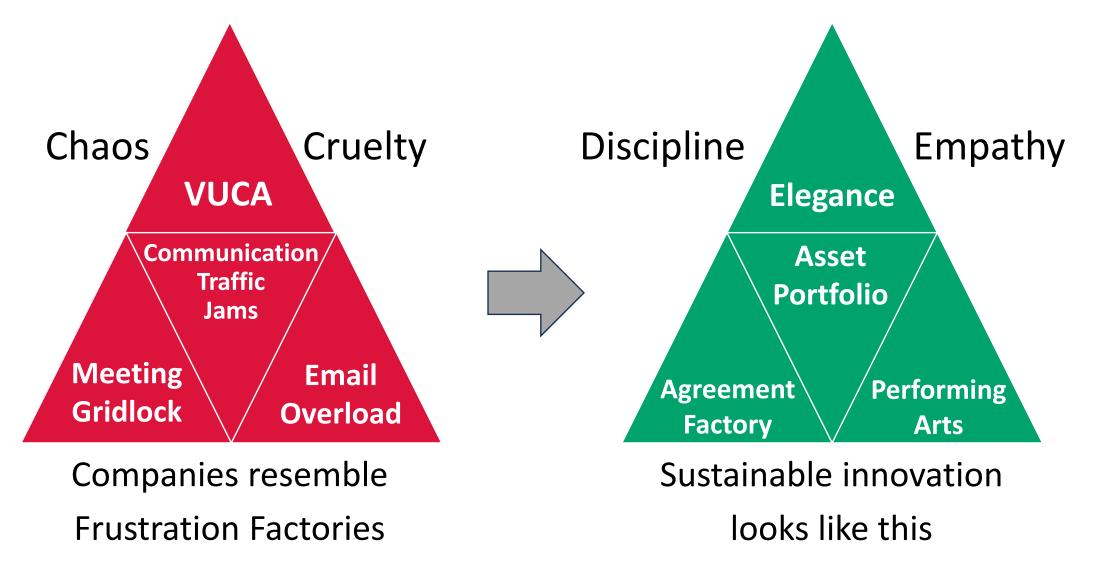
Innovation Portfolio: Five Verbs Shape Your Team's Legacy ~ April

Elegant Leadership: Distinguishing the Good, the Bad, and the False 2025

# People-centric Methodology

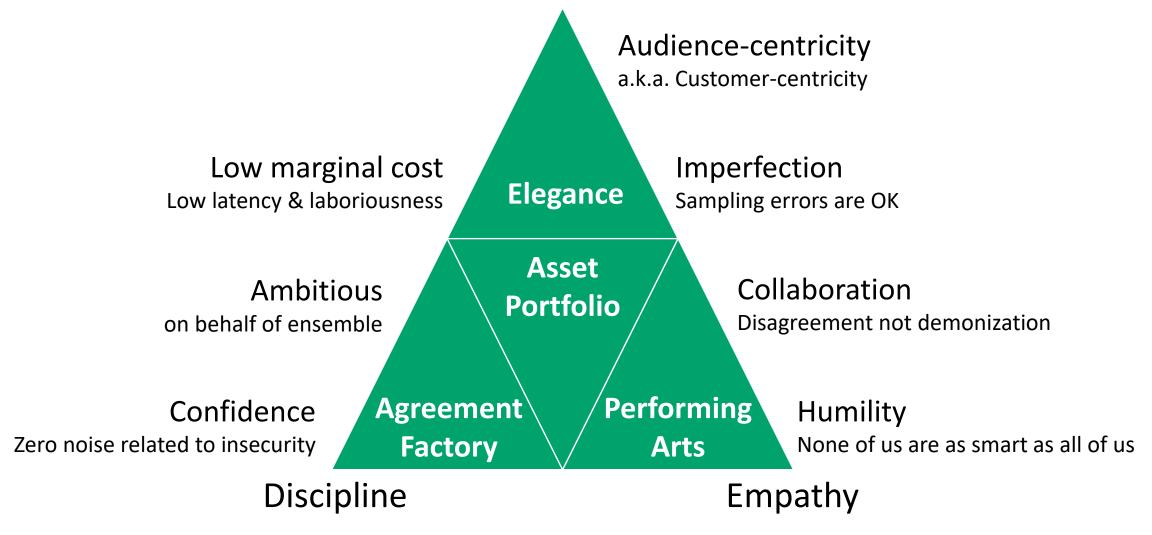
	Rational	Emotional	Culture
Good	Discipline	Empathy	Elegance
Bad	Chaos	Cruelty	VUCA

#### Framework: What Good & Bad Communication Looks Like

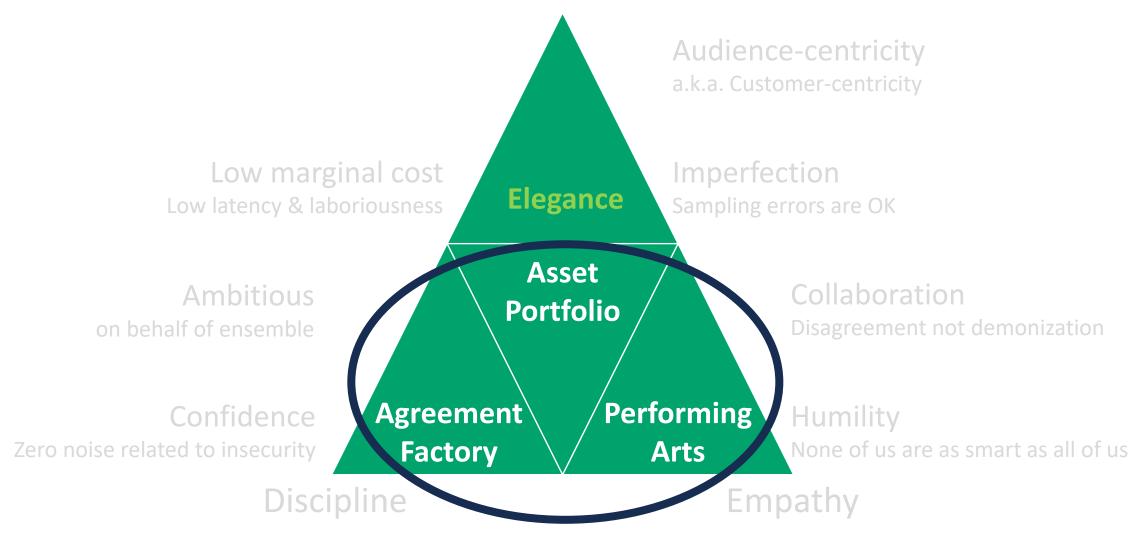


## Framework: Not Paradoxical ... Robust





## Agenda

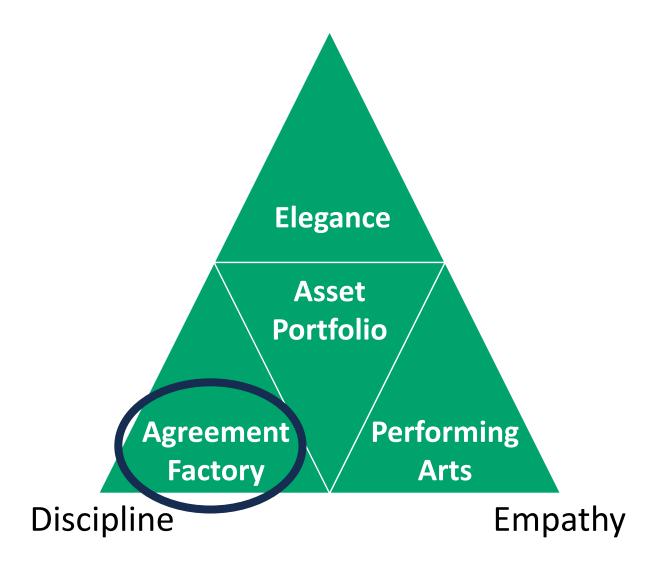


# Takeaways

Improving the RACI matrix to shape a rhythmic factory Good templates are small hinges that swing large doors The performing arts give you a collaborative advantage



# Agenda



# An Expectation Setting Factory

#### **Project-independent**

```
parking lot voice of the customer
customer experience hierarchy market forces/pestle
              change log
             lessons learned
              scorecard
```

#### **Project-specific**

```
gui design
 process flows
  project charter
training materials
logical data model
 training approach
  ddl/dml/sql
    storyboards
      test approach
     adkar material
```

Quarterly, monthly or weekly rhythm

Sequential or parallel

# Culture Disguised as a Factory

#### **Factory Traits**

```
balance
       elasticity
            autónomy
   speed variability sustainability
automation quality
```

#### **Work Culture Traits**





## RACI Refresher

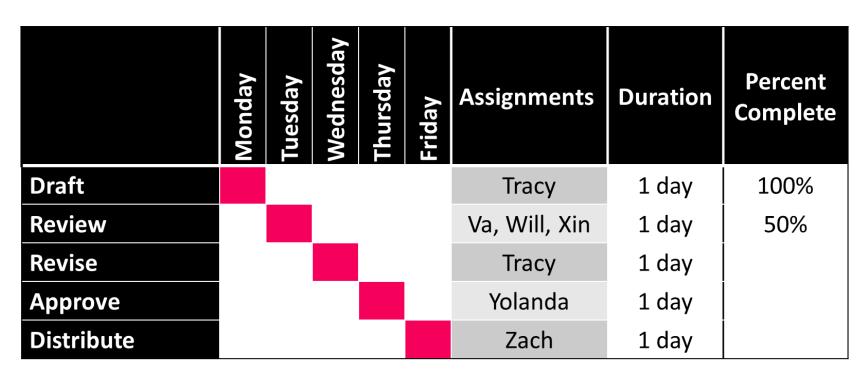
Responsible Accountable Consulted Informed

Deliverable Employees	Project Charter	Design	Testing
Tracy	R	С	1
Val	С	Α	1
Will	С	С	R
Xin	С	С	1
Yolanda	Α	1	С
Zach	I	R	Α

- Teams reference casually
- No sustained discipline
- Harbors ambiguity
- Lacks teeth
- Project success rates remain poor



## Govern With Five Verbs®



Formal governance
Sustained discipline
Zero ambiguity
A RACI with teeth



"Execution's two best friends are simplicity and transparency."

- Chris McChesney (b. 1971), American author of the book The 4 Disciplines of Execution

# Project-Specific Slice



Task	Predecessors	Assigned To	Duration	Start Date	End Date	Status			Jan				Feb
					Dec 30 Jan 6	à Ja	lan 13	Jan 20	Jan 27	7 Feb 3	Feb 10		
Project Alpha			27d	01/01/30	02/06/30	77						Proj	ject Alpha
Project Charter			10d	d 01/01/30	01/14/30			-	Project (	Charter			
Draft		Avery	4d	d 01/01/30	01/04/30	Complete	Draft						
Review & Revise	3	Bailey, Casey	3d	01/07/30	01/09/30	Complete	1	Review &	A Revise				
Approve	4	Dakota	2d	d 01/10/30	01/11/30	In Progress	i	Appro	ove				
Distribute	5	Avery	1d	01/14/30	01/14/30				Distribut	te			
Training Approach	2		6d	d 01/15/30	01/22/30			Ü		Train	ning Approac	ach	
Draft		Easton	1d	d 01/15/30	01/15/30				Draft				
Review & Revise	8	Finley, Gabriel	3d	d 01/16/30	01/18/30					Review & Re	evise		
Approve	9	Harper	1d	d 01/21/30	01/21/30					Approv	ve		
Distribute	10	Jordan	1d	d 01/22/30	01/22/30					Distri	ibute		
Training Materials	7		11d	d 01/23/30	02/06/30							Trai	ining Materia
Draft Draft		Kerry	3d	01/23/30	01/25/30						Draft		
Review & Revise	13	Lou, Maxine	2d	d 01/28/30	01/29/30						Rev	eview & Revise	
Review & Revise	14	Noel, Oakley	3d	d 01/30/30	02/01/30							Review & Rev	vise
6 Approve	15	Paris	2d	d 02/04/30	02/05/30							Appro	ve
7 Distribute	16	Kerry	1d	02/06/30	02/06/30							Dist	tribute

American football analogy: ruthlessly keep the chains moving

# Moving the Chains



American football analogy: ruthlessly keep the chains moving

Lens of the Individual Lens of the Market Lens of the Team **Current State** Individual Status F A prt Market Forces Matrix Change Log Voice of the Customer and Seller Stoplight Rep Parking Lot **Decisions Unknowns Outcomes** | Like | Wish | Hope | Wonder Report System Actor Inventory Lessons Learned Project Roadmap Workload Report Approachability Menu **Current State Scripts** Independent Crisis Communication Script **ORS Report Current State Process Flows** Crisis Resolution Checklist Pie Chart Customer Experience Hierarchy Use Case Assessment

> **Project Management** People **Process** Awareness Blast **Project Charter** Customer Lifecycle Model **Business Case** Elevator Pitch **Future State Scripts** Project Project Plan **Future State Process Flows** Training Approach Specific Workstream Status Report **Training Materials** Use Case Definition Traceability Matrices Go-Live Announcement Closure Report

High-level Design **Detailed Design** Build Test Technology Code Module Inventory Code Test Approach Architecture Data Definition Language **Test Conditions** Migration Script Storyboards Data Manipulation Language Data Conversion Script Test Cycles Technology Data Flow Diagram Report Inventory Deployment Plan **Test Scripts** Data Model / ERD Report Detail Test Data User Interface Actual Results Defect Log

## Speed

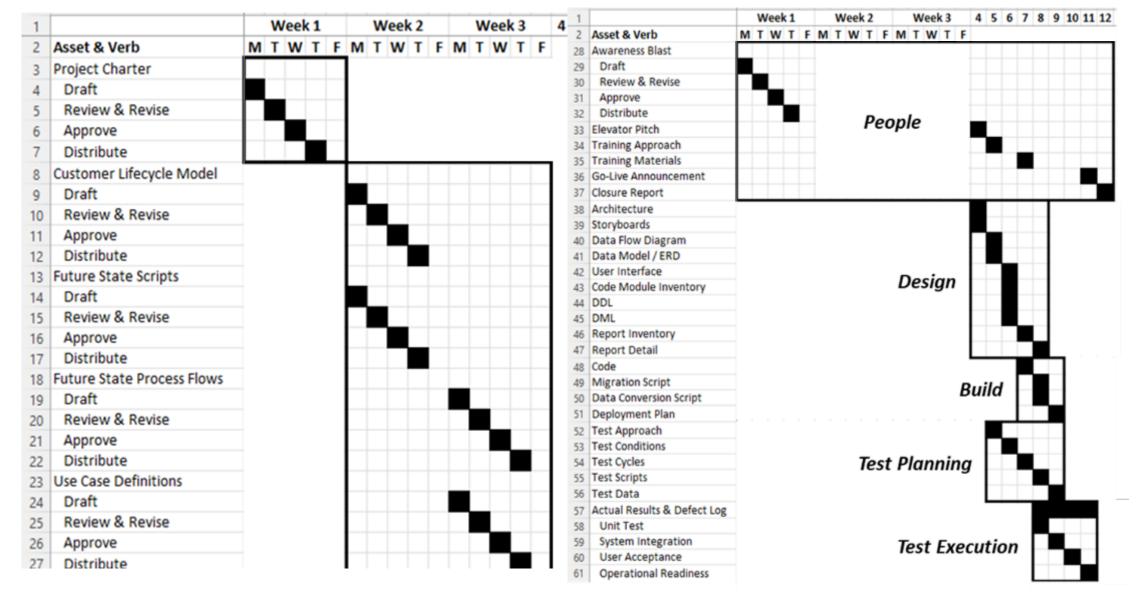
"The speed of the boss is the speed of the team."

- Lee Iococca, American automobile executive

"The synchronization skill of the boss is the speed of the team."

- Amateur musicians everywhere

# Project-Specific Rhythm

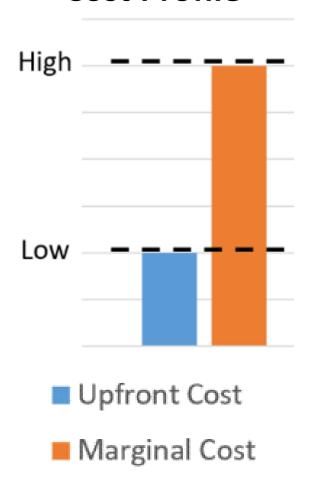


# Skeptics

#### **Culture Traits**

```
email overload
             verb sprawl
priority whiplash
meeting gridlock fluid
order taker exotic vocabulary
       chaos meeting minutes
             hyper-competition
               shiny new object
```

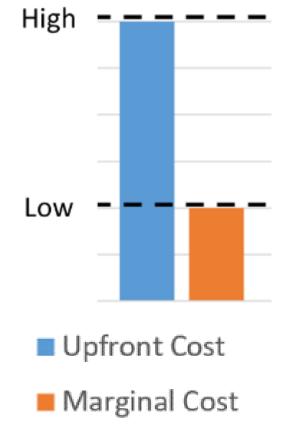
#### **Cost Profile**



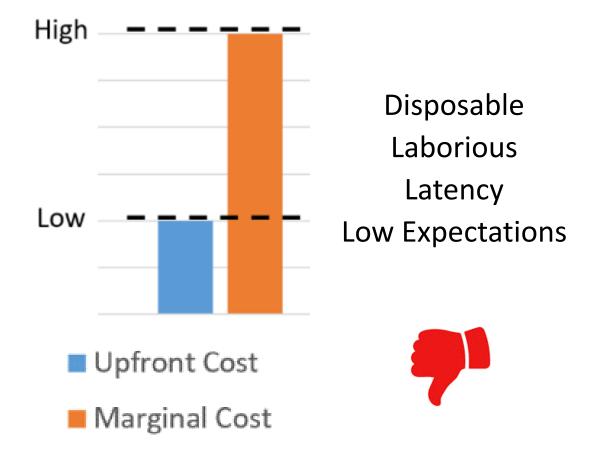
# Compare Cost Profiles

# Lead with documentation Follow with meetings & email

Durable
Muscle Memory
Low Latency
High Expectations



# Lead with meetings & email Follow with documentation

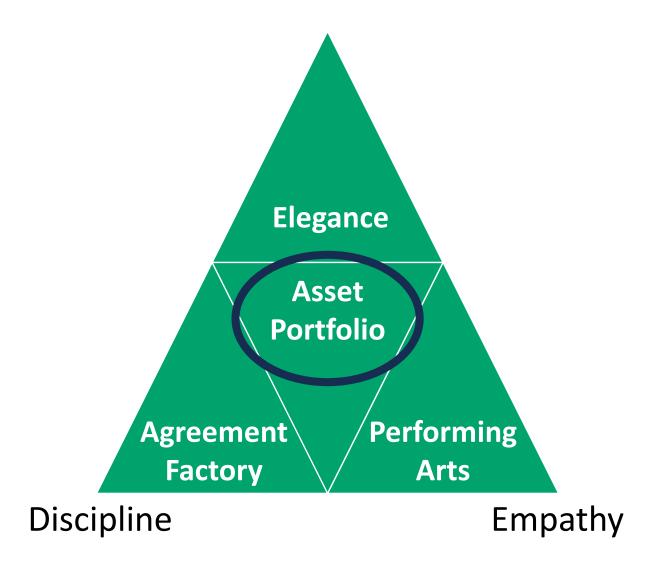


## Quotation Related To Cost Profile & Laboriousness

"Do what is easy and your life will become hard. Do what is hard and your life will become easy."

- Les Brown (b. 1945), American politician and motivational speaker

# Agenda



# Empathy Disguised As A Template

Individual Status Report
Workload Report
I Like I Wish I Hope I Wonder
Lessons Learned
Approachability Menu

## Individual Status Report

Workstream	Accomplishments and Highlights of Past Week	Plans and Goals for Next Week
Task A	<ul> <li>Completed W</li> </ul>	Start Z
Monthly	Continued X	• Complete V
Process B	• Continued X	Complete X
Project C	Started Y	Continue Y

Weekly
Accountability, Alignment, Momentum
"Manage up without kissing up"

## Workload Report

- 5 = Workload is too high and not sustainable
  I'm a bottleneck for a workstream
  Idle work exists
  I recommend reducing my workload
- 4 = Workload is full Increasing workload might create a bottleneck

- 3 = Workload feels healthy and sustainable Short burst of additional work is OK
- 2 = Workload can handle additional new workstream Idle worker
- 1 = Workload is very low Idle worker I am concerned about my job security

Weekly

Sustainability, Balance, Inclusivity
Keep levels of idle work and idle workers modest

## I Like I Wish I Hope I Wonder (For Individual)

```
"I like the enthusiasm I saw among the testers."
```

"I wish the webpage we designed wasn't so busy."

"I wish this code didn't feel throwaway knowing what's coming up on the Roadmap."

"I hope our Test Data is ready in time for the start of test execution."

"I hope training sessions will include all offices."

"I wonder if training sessions will be in-person, online-only, or hybrid."

"I wonder if we have to purge data related to the divestiture."

Weekly Stylish, Morale, Psychological Safety

Low footprint engagement survey

<sup>&</sup>quot;I like the thoroughness and tough decisions I see in the Project Charter."

## Approachability Menu

Communication Channel	More	Less	Color Commentary
Meeting Etiquette			
Punctuality	✓		
Participation	✓		
Multi-tasking		✓	
Email Etiquette & Usage			
Responsiveness	✓		
Overuse of "Reply All"		✓	
Belongs in doc		✓	
<b>Documentation Contribution</b>			
Draft		✓	
Review & Revise	✓		
Approve / Signoff			



Monthly

Two-way accountability
Psychological safety
Morale

Subtitled
"I know you hate me
but what do you
want me to do differently?"

Authored by Innovation Elegance, LLC

## Lessons Learned (For Team)



Area	I Like	I Wish   I Hope	I Wonder
Safety Inclusivity			
Belonging			
Transparency			
Simple and			
Straightforward			
Accountability			
Alignment			
Momentum			
Morale			
Sustainability			
Scalability			
Stylish			
Learning			
Emphasis			
Balance			
Success Is Inevitable			

Monthly

Self-awareness
Self-confidence
Humility

Anticipates
"Pattern in the Problems"

Authored by Innovation Elegance, LLC

### **Dream Team**



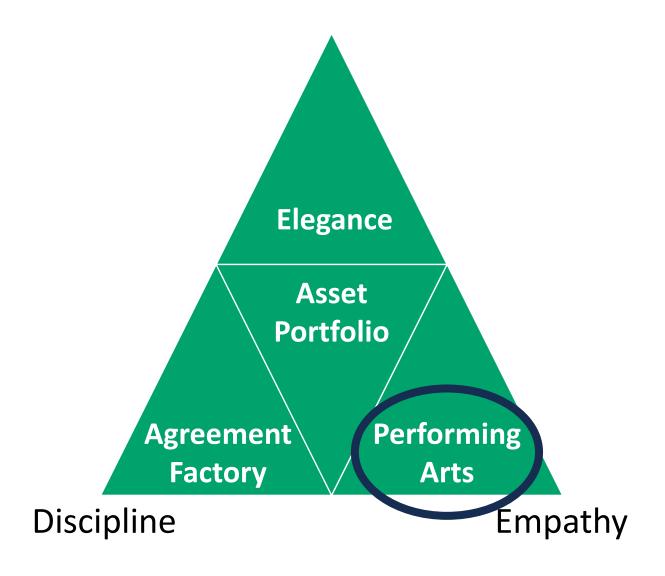
Area	I Like	
Safety Inclusivity Belonging	I like that no one is shy on this team. I like that the team seems comfortable around one another.  I like that my team has very different people eager to work together.	
Transparency	I like our frequent comment, "Our future team will appreciate this documentation!" I like that no one is surprised about their assignments.	
Simple and Straightforward	I like that we scrutinize processes when they're difficult to draw. I like that nothing about the project or operations feels convoluted or burdensome.	
Accountability	I like how visible and clean our Project Plan is. Everyone knows their lane.	
Alignment	I like that we minimize silent dissent. People speak up! I like that we use our tiebreakers to resolve task conflicts. Personality conflict is low.	
Momentum	I like that we rarely feel too fast or too slow.	
Morale	I like our combination of seriousness and playfulness. Feedback is constructive.	
Sustainability	I like that no one is working themselves toward burnout. We've had no crisis.	
Scalability	I like that we re-engineer and automate laborious work.	
Stylish	I like putting this work on my resume / LinkedIn profile.	
Learning	I like that none of this work feels old, and a lot of it feels new.	
Emphasis	I like that we emphasize customers & employees rather than technology or data. I like that we have attention to detail but not overboard.	
Balance	I like that the skills across the team feel like a good fit. I like our balance across meetings, email, and documentation outside email.	
Success Is Inevitable	I like that everyone's confidence and pride in the project are so high. I like that the team feels our project success rate from now on will be really high.	

## **Doomed Team**



Area	I Wish   I Hope
Safety Inclusivity Belonging	I wish I wasn't afraid of my boss. I wish I didn't despise my coworkers. I wish everything wasn't CYA. I wish I could reject their lunch invitation, but I'd have to be invited first.
Transparency	I wish I knew what was going on with the project. I wish I understood the bigger picture.
Simple and Straightforward	I wish every meeting didn't have a surprise. I wish the process wasn't so complicated and locked inside a few people's heads.
Accountability	I wish people knew their job, actually did their job, only their job, or just got another job.
Alignment	I hope my coworker isn't suppressing their concerns. I hope our other lines of business were consulted.
Momentum	I hope our work won't always seem too fast (siloed, frantic) or too slow (bureaucracy and interruptions).
Morale	I wish we didn't have so much nervousness around the team.
Sustainability	I wish my coworkers weren't always on the edge of burnout. I wish we didn't have so many fire drills.
Scalability	I wish we weren't so dependent on so few people.
Stylish	I hope this project will look good on my LinkedIn profile.
Learning	I hope this work feels applicable to other positions, teams, or companies. I wish I was learning something new.
Emphasis	I wish I wasn't always fixing data.
Balance	I wish I wasn't in meeting gridlock and email hell.
Success Is Inevitable	I wish I had some confidence in any of our projects, their true value propositions, or our methodology.  I hope this project wasn't doomed before it started.

# Agenda



## **Empathy In The Arts**

#### **Collaboration**

# listen safety authenticity bring out their best join a team practice trust

#### **Competition**

```
resilience
vigilance
receiving rejection
giving rejection
failure
balance
```

Enforced collaboration
Acknowledge competitive energy
Convert energy to ambition
Pursue collaborative advantage

# **Artist-Audience Intersection**

```
intimate or distant performance picky & forgiving positive & negative reactions audience experience pays the bills moments that matter getmo glamour celebration
```

## **Empathy In The Arts**

simulation not reinventing the wheel feedback transparency integration story context

**Theater** 

Music

sheet music tension diversity jam session synchronization. harmony pacing positivity tuning tempo

hackathon

**Improv** 

rotation
vulnerable
mechanics style
civility variability clarity

restlearning never stops
lead self-management
poser boundaries
retention self-awareness ease
poise elasticity steward
follow humility reset
mistakes
minimalism

#### **Partner Dance**

The New Hybrid

on-script
or
off-script?

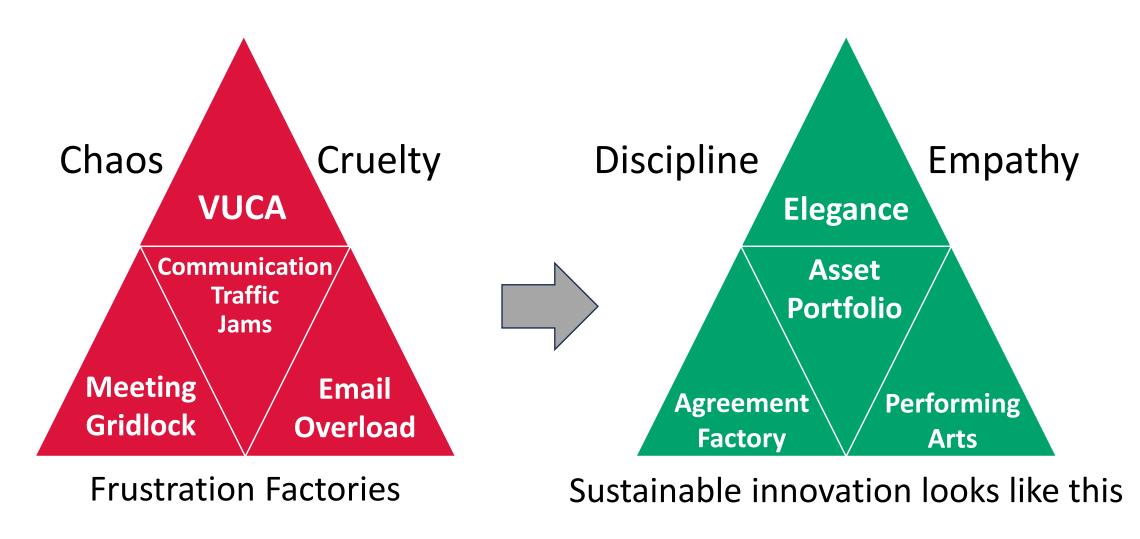
stageworthy got your back bloopers are fun authenticity self-consciousness thinking on your feet yes and thank you because no single point of failure bring a brick not a cathedral co-creation collaboration space momentum campfire of ideas no preparation theater for vuca world follow the follower

# "Nothing will change until the status quo is more painful than the transition."

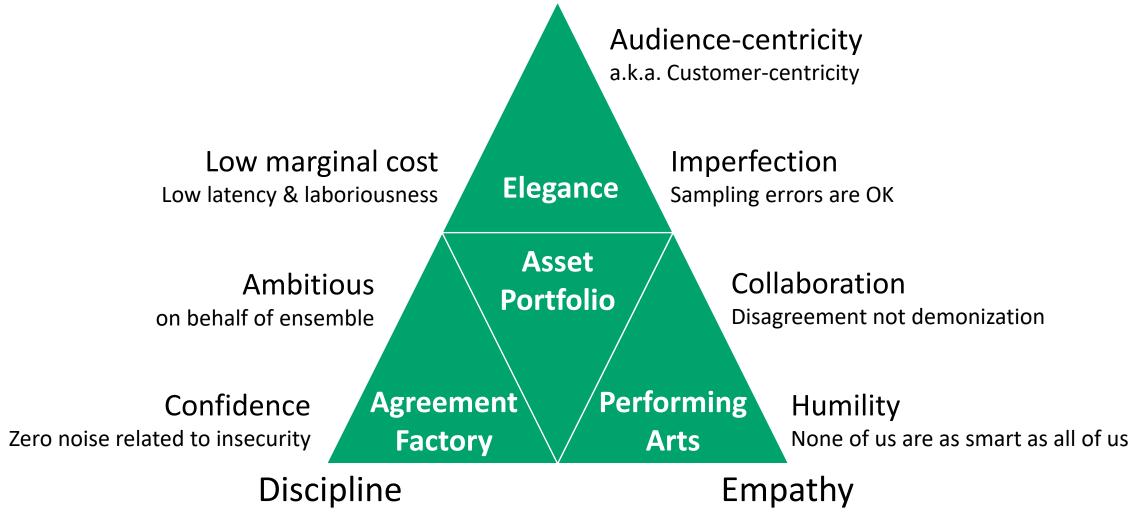
 Professor Laurence J. Peter,
 Professor of Education, University of Southern California

- Improving the RACI matrix to shape a rhythmic factory
- Good templates are small hinges that swing large doors
- The performing arts give you a collaborative advantage

### Summary 1 of 2



# Summary 2 of 2



# Call To Action

Crawl Walk Run

To a
PeopleCentric
methodology



Choose Five Verbs over Verb Sprawl
Choose Durability over Disposability
Choose Synchronization over Traffic Jams
Reduce laboriousness (cost) and latency
of information sharing

Disguise empathy through templates
Choose ambition over competition
Imitate the arts to build a collaborative advantage

Good documentation is a kind of love letter to your future team

### Thank You!

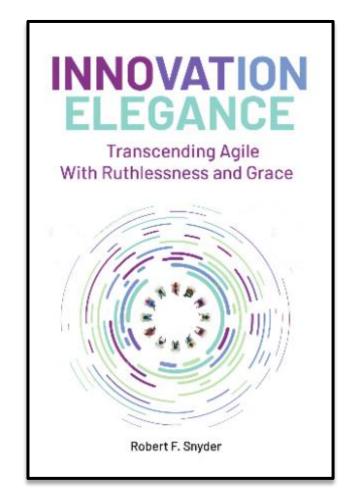


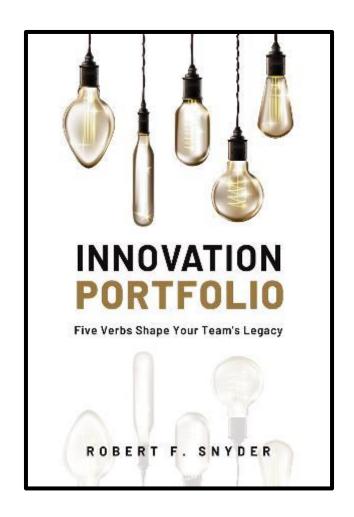


**Robert Snyder** 

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### **Books**





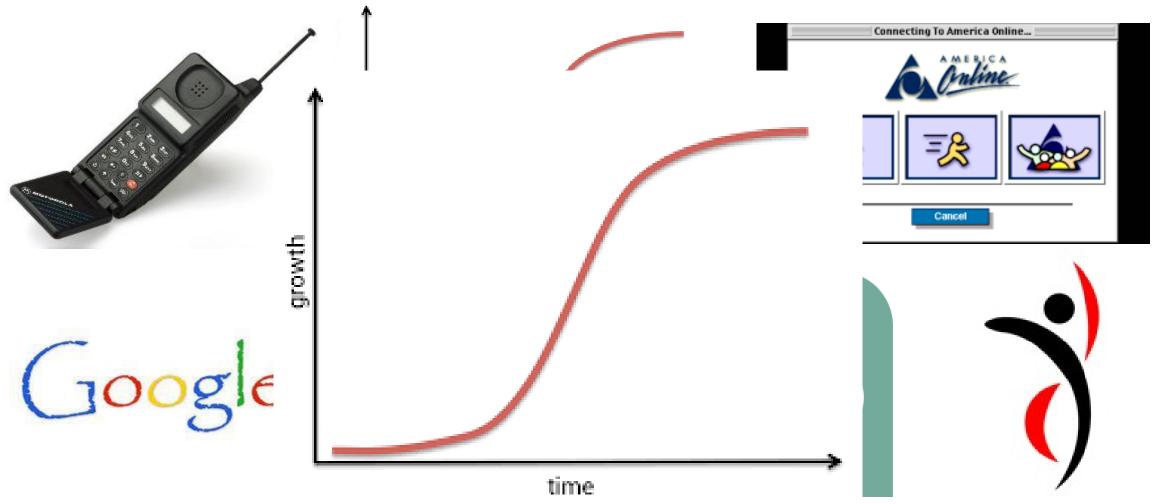
#### **Books**

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Elegant Leadership: Distinguishing the Good, the Bad, and the False 2025

### Who Would Transition: Target Audience & Early Adopters



"I came to cross the swamp, not fight all the alligators."

- Rosamund Zander

### Now Versus Next (1 of 3)

Origin & Focus

Emphasized
Communication
Channel

Time & Money

**Errors** 

**Approachability** 

**Pre-Agile** 

Software

Project-Specific Documentation

Low Frequency

Throw over wall

Unapproachable

Now

Software & Product

Meetings Email

High Frequency

Iterative

**Next** 

People

Project-Independent Documentation

Low Marginal Cost High Upfront Cost

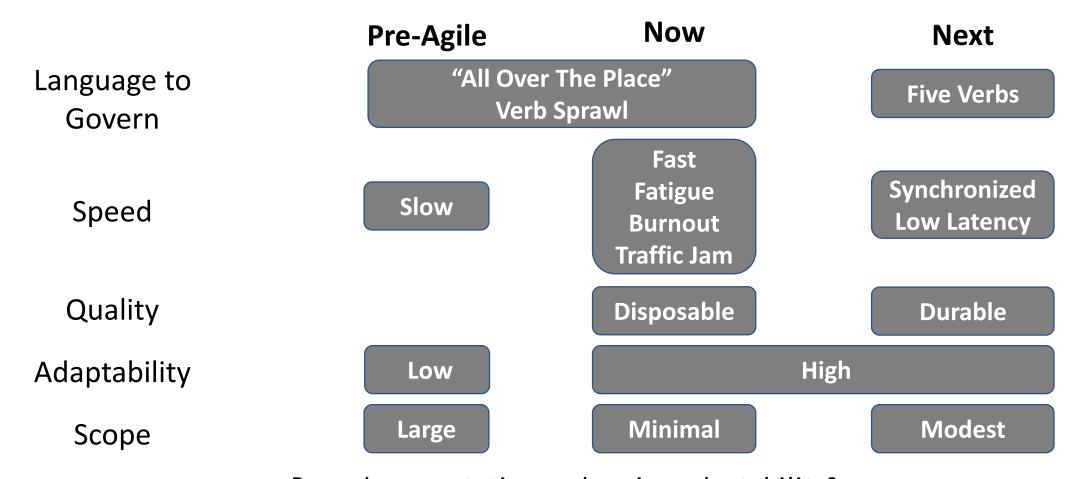
Minimize Systemic

Minimize Systematic

Sampling Errors are OK

Approachable

### Now Versus Next (2 of 3)



Does documentation undermine adaptability?

Does poor listening, prioritization, and courage undermine adaptability?

# Now Versus Next (3 of 3)

Now **Pre-Agile** Next Pay back Incur Incur Methodology Documentation Tech Debt Debt Debt Debt **Factory** Inspiration **Asset Portfolio** Learn From Arts **VUCA** Elegance Culture

### A New Manifesto (1 of 5)

#### **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.

#### **Manifesto for Elegant Innovation**

We are uncovering better ways of innovation teamwork by doing it and helping others do it.

#### Through this work we have come to value:

Expectation Setting over Flexibility
Low Marginal Cost over Frequency
Muscle memory over Creativity
Clarity over ambiguity

Sense of accomplishment over continuous delivery
Fixing institutional errors over fixing human errors
Succeed Fast, Succeed Small over Fail Fast, Fail Small
Ambition over Competition
Generosity over "Just Enough"

### A New Manifesto (2 of 5)

#### **Principles behind the Agile Manifesto**

We follow these principles.

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development.
Agile processes harness change

For the customer's competitive advantage.

#### **Principles behind the Elegance Manifesto**

We follow these principles.

Our highest priority is to satisfy the customer through synchronized and paced approvals of valuable assets.

Welcoming changing expectations,
even within days of setting or meeting them.
Elegant processes
harness change
For innovators' collaborative advantage.

### A New Manifesto (3 of 5)

Deliver working software

frequently

from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Businesspeople and developers must work together daily

throughout the project.

Build project around motivated individuals.

Give them the environment

and support they need,

and trust them to get the job done.

Approving expectations

rhythmically

from a couple of hours to a couple of days or weeks, optimizing the size of each batch of expectations.

Junior and senior employees

must work together

with schedule visibility and decision transparency

throughout the project.

Build projects around empathetic individuals.

Give them psychological safety,

a sense of belonging, and time away from the job and trust them to get the job done.

### A New Manifesto (4 of 5)

The most efficient and effective method

of conveying information

to and within a development team

is face-to-face communication.

Working software

Is the primary measure of progress

Agile processes promote sustainable development

The sponsors, developers, and users

Should be able to

Maintain a constant pace indefinitely

Continuous attention

To technical excellence

and good design

Enhances agility.

The most durable and scalable method

of setting and meeting expectations

among stakeholders

is executing five verbs wherever desks are located.

Go-live events

are the primary measure of progress

Elegant processes promote ambitious innovation

Junior and senior employees

Should be able to

Maintain a sustainable pace indefinitely

Continuous attention

To rhythmic excellence

and good balance

Enhances elegance.

### A New Manifesto (5 of 5)

Simplicity-

the art of maximizing the amount of work not done is essential.

The best architectures, requirements, and designs

Emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly. Simplicity—

the art of minimizing verb sprawl in formal planning is essential.

The best stories, experiences, and moments that matter

Emerge from disciplined and empathetic teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.