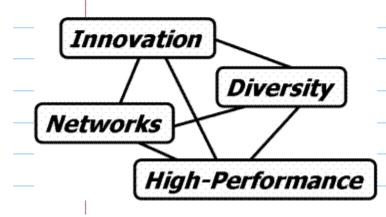


The Challenge of Leading Change



Aussin 💎

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Serious Games

GAMES

Business Simulations

Experiential Learning

Effective Management Education

- ► in Business Schools
- ► in Organizations





Note Titl About SmallWorld Simulations ...

Key difference from traditional simulations

Key difference from

traditional games

25/2007

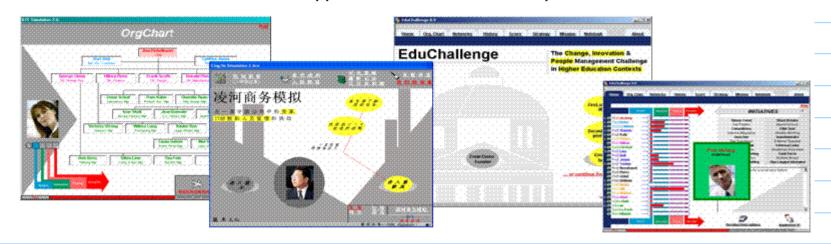
A realistic scenario

A challenging mgmt mission

A set of believable characters

A range of managerial actions

A realistic dynamic (reflecting different organizational dynamics, including psychological and motivational, organizational and cultural factors, knowledge integration dynamics and technological opportunities and constraints)



Changing how we address Change



Impact on:



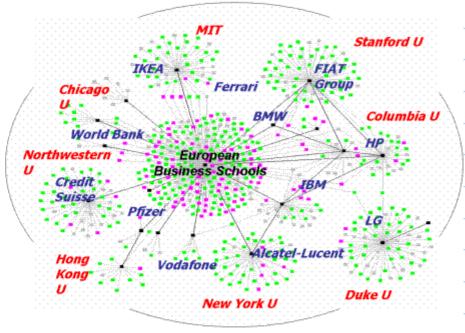
Individual

Change Competencies

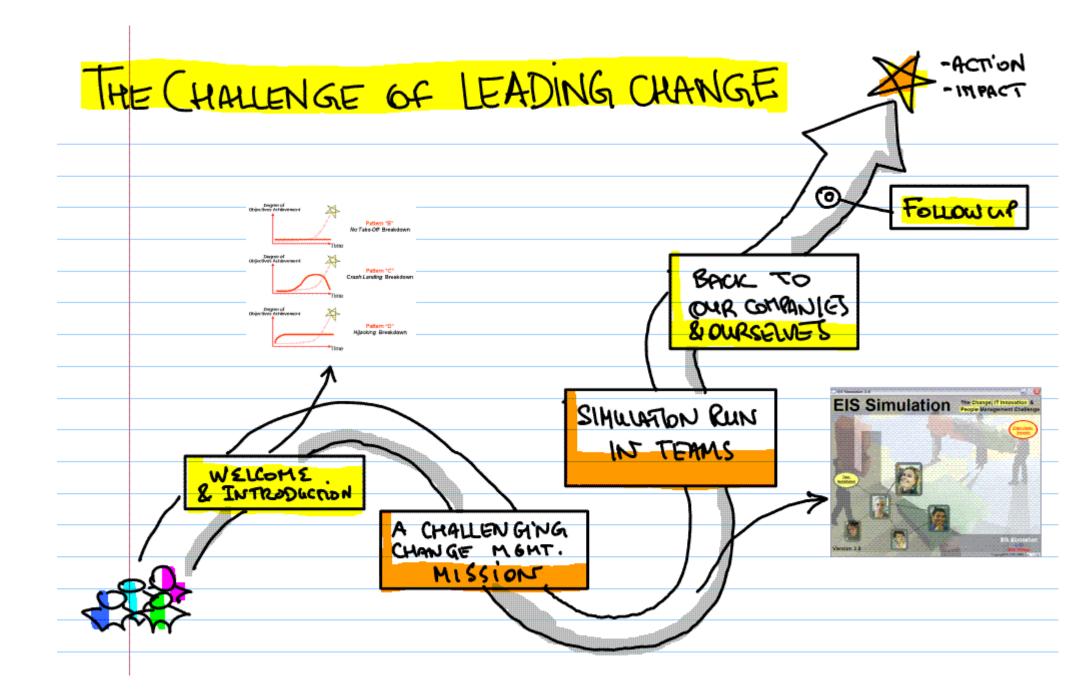


Serious Games

From Traditional to Experiential & Collaborative Learning



Evidence of IMPACT in management world



Striving for High-Performance

Business Process Reengineering

Empowerment

Activity-based Costing/Mgmt TQM

Benchmarking Time-based Competition

Matrix Structures Network Organisations

Project-based Organisation

Cross-functional Teams

Mergers & Acquisitions

e-Everything

... Customers/Suppliers Relationship Mgmt (CRM), Supply Chain Mgmt (SCM), Knowledge Mgmt (KM), ...

... and the "sad" **Evidence**

Change is Necessary!



75% of all transformation efforts fail

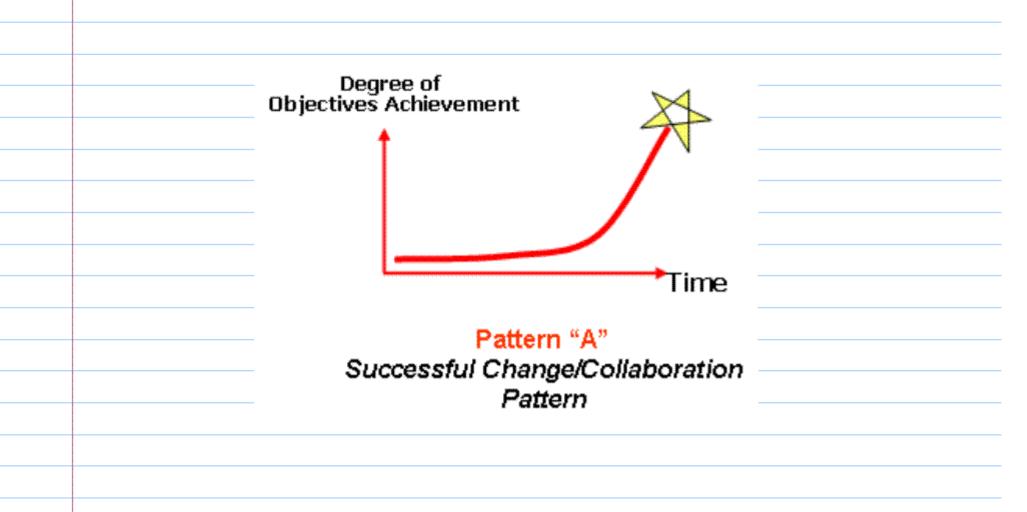
50-75% of "re-engineering" projects fail

Failure rates are higher (78%) when IT involved

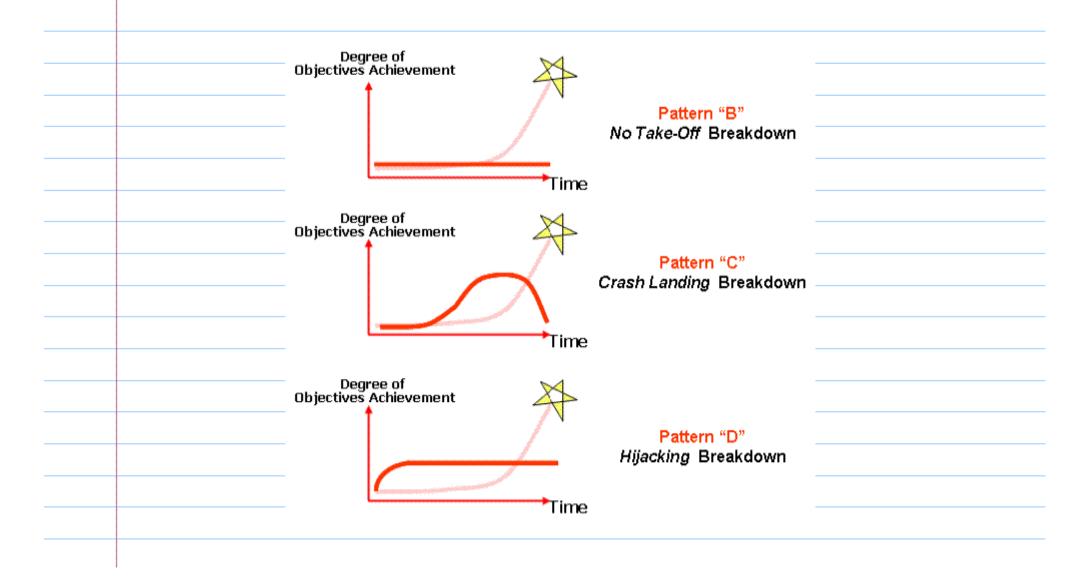
The Innovation Challenge



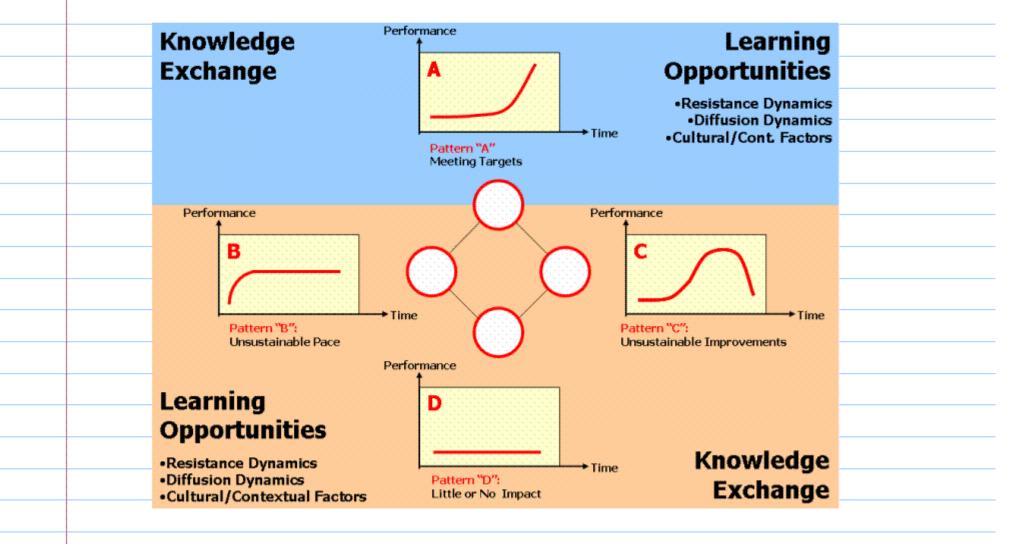
Our Expectations



... and what we typically get



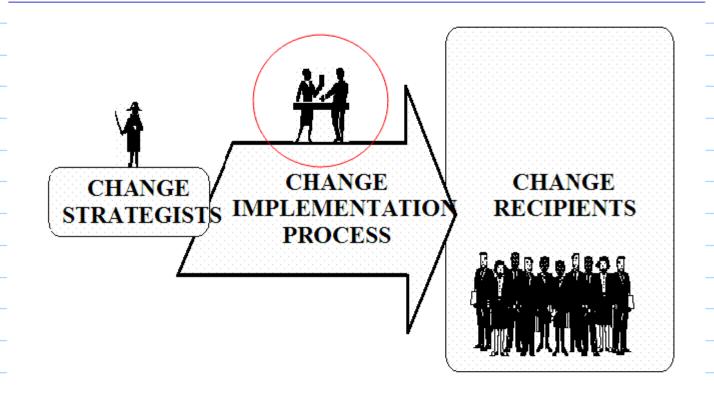
Taking Change Patterns seriously



... and what is **BEHIND**

l		
	Organizational resistance	82%
l	Insufficient exec. sponsoring	72%
l	Unrealistic expectations	65%
	Inadequate process mgmt	54%
	Unclear business case	46%
	Lack of qualified resources	44%
	Scope of expansion/uncertainty	44%

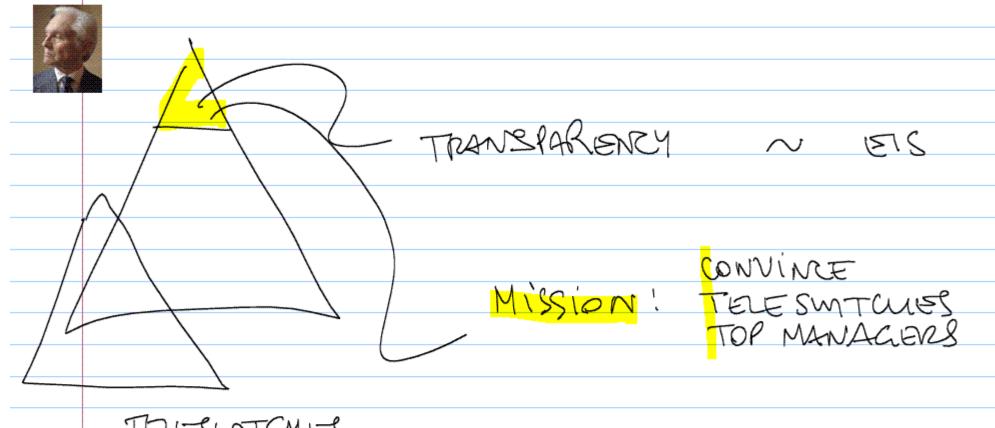
The challenge ...



Reflecting & understanding the dynamics of

<u>Diffusion, Change</u> & Resistance

ETS SIMULATION SCHNARIO & MISSION

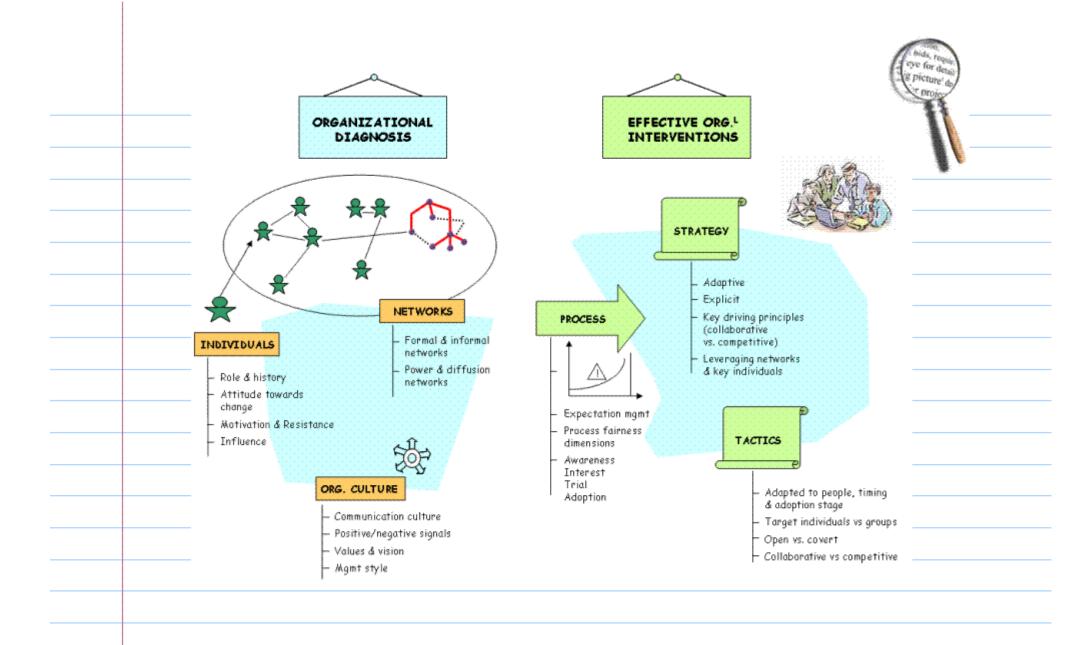


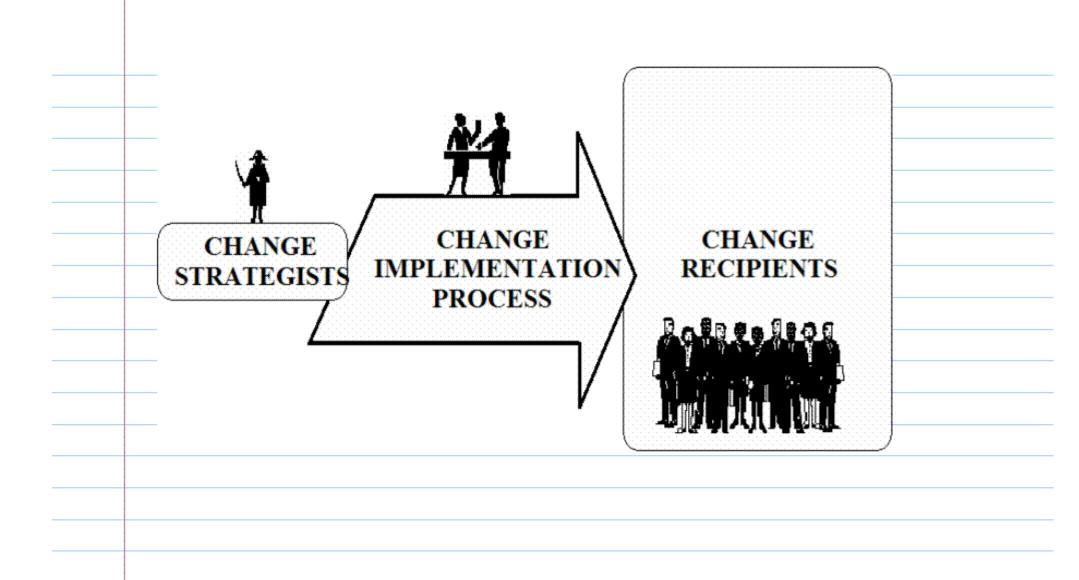


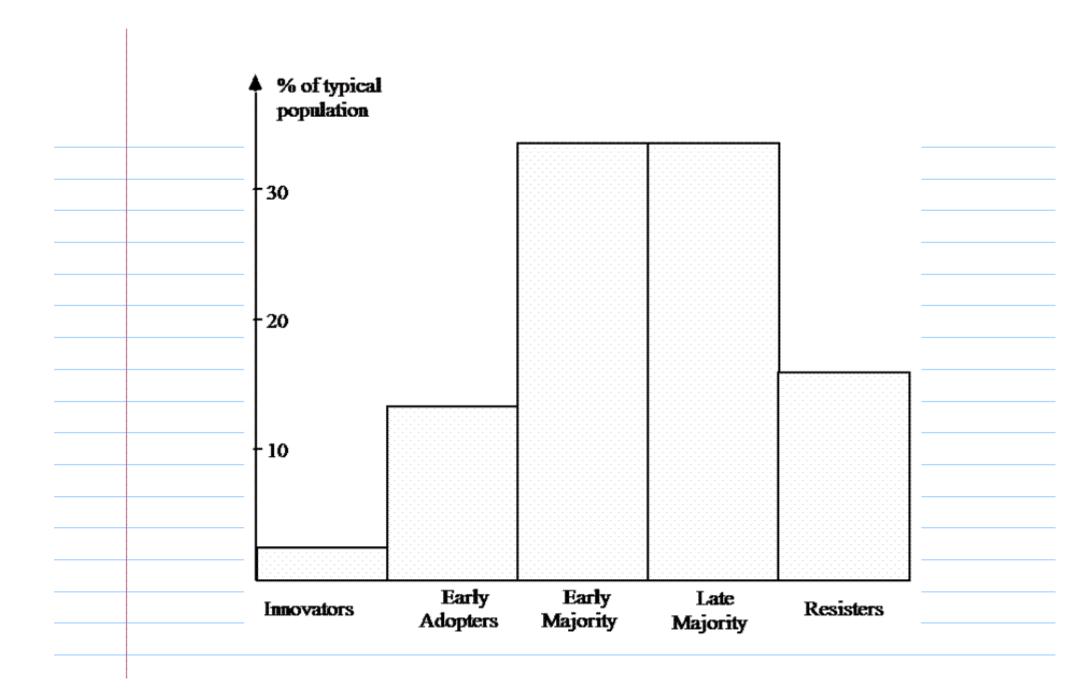
TELESWITCHES

WITHATIVES / TACTICS / ACTIONS

```
{ MEMORANDUM }
                { SEEK ADVICE } { QUESTIONNAIRE }
    { PERSONAL PROFILE }
                                         { COFFEE BREAK }
 { INTERNAL MAGAZINE }
                                          { EXTERNAL SPEAKER }
  { DIRECTIVE }
                                                 { PILOT TEST }
{ MANAGEMENT TRAINING }
                                            { STAFF MEETING }
       { TASK FORCES }
                                          { NETWORKS }
         { ELECTRONIC MAIL }
                                    { COVERT LOBBYING }
               { WORKSHOP } { DIRECTORS MEETING }
                    { FACE-TO-FACE MEETING }
```







ES Tactic	Diagnosis	A wareness	Interest	Trial
Personal profiles				
Task forces				
Coffee breaks				
Social networks	* * * * * * * * * * * * * * * * * * *			
Face-to-face meetings	* * * * * * * * * * * * * *			
Internal magazine				
Electronic mail				
Memorandum				
Seek advice			X	
Management training			× × × × × × × × × × × ×	
Workshop				
Staff meeting				
Questionnaire				
External speaker				
Directors' meeting				
Pilot test				
Directive				?
Covert lobbying				?

Understanding the role of Culture (as important source of breakdowns)

Knowledge Management Experiences in a global Consulting Company (1989)

"The corporate psychology makes the use of the KM System difficult. Particularly the consultants career path which creates a backstabbing and aggressive environment in which ... people maximize opportunities for themselves"

"I am trying to develop an area of expertise that makes me stand out. If I shared that with you, you would get the credit, not me. It's really a cut-throat environment."

Knowledge Management Experiences in a global Consulting Company (1989)

"Power in this firm is your client base and technical ability. Now if you put all this information in a shared knowledge base, you lose power. There will be nothing which is privy to you, so you lose power. It's important that I am selling something that no one else has. Sharing expertise in the firm is just a 'dream'."

Change Implementation Traps

