Explorations Series Claiming the Future Globalization

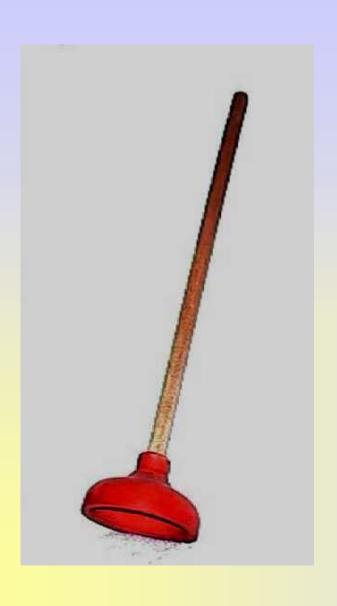
Series Purpose

To equip ourselves with the vision and skills required to take Huffman to the next level

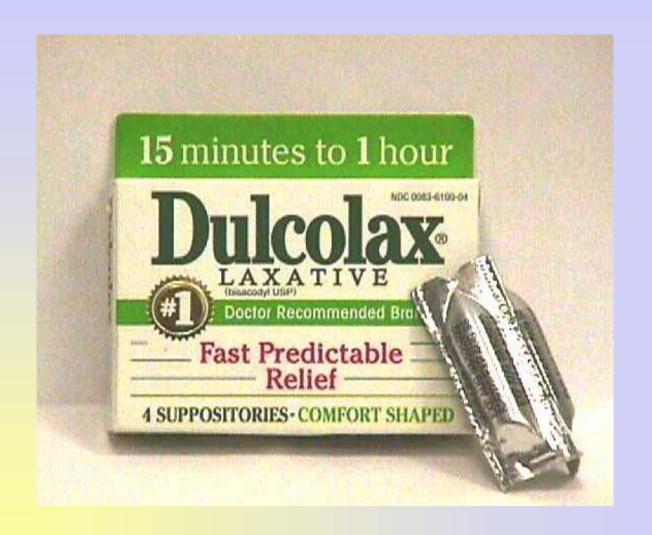
In a way that we will be able to always link learnings with delivering results So that we all reap the rewards of increased value.

Products:

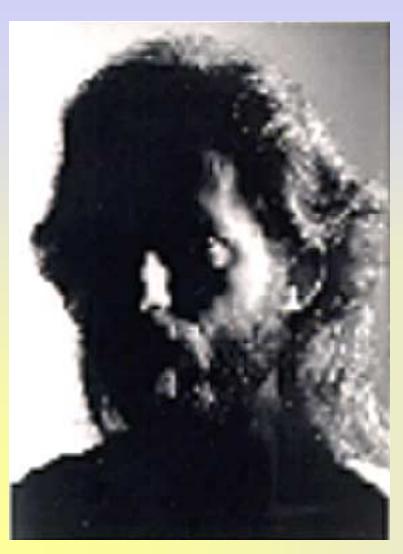
- 1. Choosing to excel in a new arena
- 2. Knowing value creators
- 3. Demonstrating knowledge through projects
- 4. Appreciating business financials
- 5. Understanding world class manufacturing concepts



Corporate Plumber



Organizational Enema



Terrorist?

- Value our labor system
- Share power and involve others
- Share data and situation
- Designed interventions vs. "winging it"
- One-step shy of "going-critical"
- Breaking through years of "can't do"
- Destabilizing the world as it is known
- Eliminating the comfort zone

Our Choice

- Poor standards deliver <u>Ugly</u> results/rewards
- Good standards deliver <u>Poor</u> results/rewards
- Excellent standards deliver <u>Good</u> results/rewards
- Outstanding standards Take all the rewards



Globalization... the new arena

Session 1

Purpose:

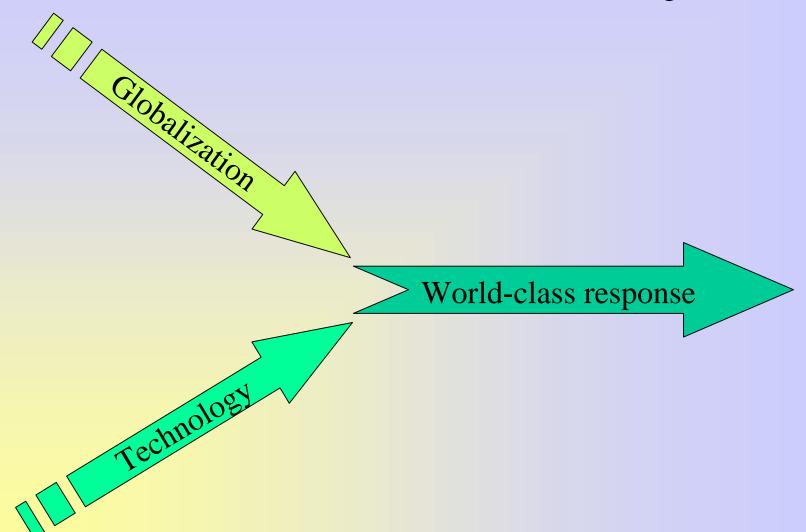
To recalibrate our perspective on the arena within which we do business
In a way that begins to appreciate the incredible changes taking place as we sit here today

So that we become willfull in seeing and seizing the opportunities available to us.

Products:

- 1. Awareness of world-shaping trends
- 2. Appreciation of customer expectations
- 3. Introduction to world-class concepts
- 4. Increased will

Agenda



"We are in an all out brawl and there are no rules."

Paul Allaire-Xerox

The World Stages

	Cold-War Era (1954- 1989)	Globalization Era (1995+)
Power	U.S./U.S.S.R. Balance	No-one
Economics	Partitioned	Boundryless
Culture	Regional	Global, homogenizing
Ideas	Communism vs. capitalism	Free-market capitalism
Perspective on Globe	Division	Integration
Demographic trends	East/WestSouth/North	Rural/Urban with global tastes
Defining technology	Nuclear	Computers, micro, internet
Defining measure	Throw-weight	Speed
Symbol	"The Wall"	WWW
Defining document	The treaty	The deal
Defining law	E=MC² (Einstein)	Computing power 2x/18- 24months (Moore)
Sport analogy	Sumo wrestling	Daily 100-meter dash
Enemy	Visible	Invisible
	Insular	Global

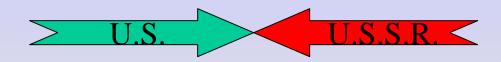
Ref. The Lexus and the Olive Tree, Friedman

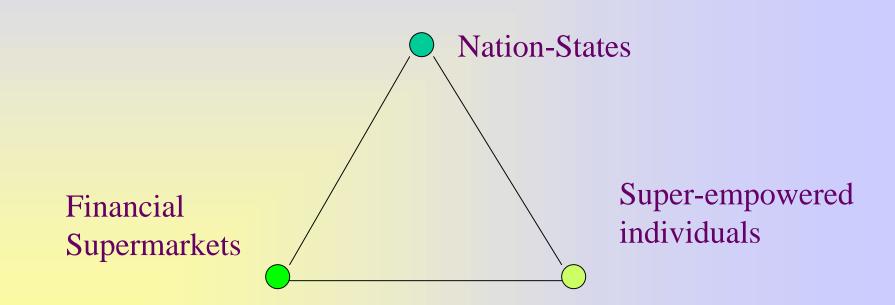
Key Flow: Globalized Problems

Developers believe Thai economy strong	Developers decide to build hotels, office bldg., luxury apartments, factories	Development plans established and investors sought	Thai banks believe Thai government will keep Baht at fixed rate to U.S. Dollar	Thai banks borrow heavily in U.S. dollars to finance building boom	World awareness that Thai economy not as strong as believed in Step 1
Global speculation against the Baht	Thai Baht crashes by 30% when government decouples from dollar to stabilize currency	Developers/ businesses can't repay the 30% increase in their loans on-time to local banks	Banks can't repay foreign lenders	12/8/97 Thai government closes 56 out of 58 financial houses	Money flows out of all southeast Asia markets
Asian currencies devalue immediately	Investors increase scrutiny of economies and move cash or increase lending rates	Asian economic slow-down decreased consumption of raw materials driving down prices of gold, copper, aluminum and oil	Problem transfers to Russia	Decrease in oil exports shrinks tax revenue for Russian Gov. causing them to default on loans & devalue currency	Problem transfers to hedge-funds and banks heavily leveraged in Russia (up to 50X) ref. LongTerm Capital Mgmt in CT; \$120B bet
Hedge-funds and banks liquidate assets in sound countries to cover losses	Sale of assets drives down/slows economies of emerging countries like Brazil	8-98 Investors flee emerging economies and move money into U.S. treasury bonds driving down interest	You and I enjoy getting over-xtended and feel poor when our stocks get whip-sawed		

Impact on Us

Structure of Power





Exciting Times

Stanford study of the timing and impact of new technology on society concluded that it takes 2 adult lifetimes (70-80yrs) for a new technology to be a part of daily life.

Phase I: economic maturation (25 years)

Phase II: Counter productive, unreliable (25 years)

Phase III: Hyper-productive, all-at-once, transformational (25 years)

If the pattern holds true for Computer History:

1946-1970 Phase I (eniac and the census bureau)

1971-1995 Phase II (wages fall 15-20%, double incomes the norm)

1996-2020+ Phase III (by 2010 we will be extremely prosperous)

we have climbed out of a twenty year wage

drought in 5 years.

The future

- Taylorism is dying as more information and decisions move to the worker
- Workforce distribution will create virtual teamwork
 - 35% with core competencies
 - 25% sub-contracted to support businesses
 - 25% contingency
 - 15% independent contractors









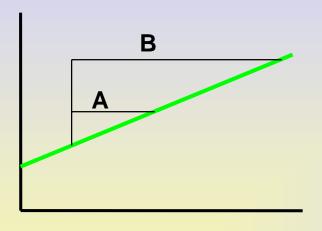


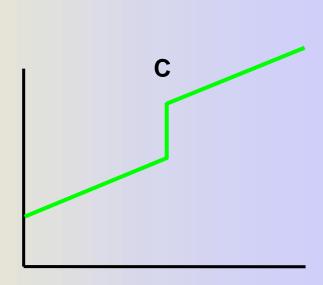




Response to the second second

Targeting



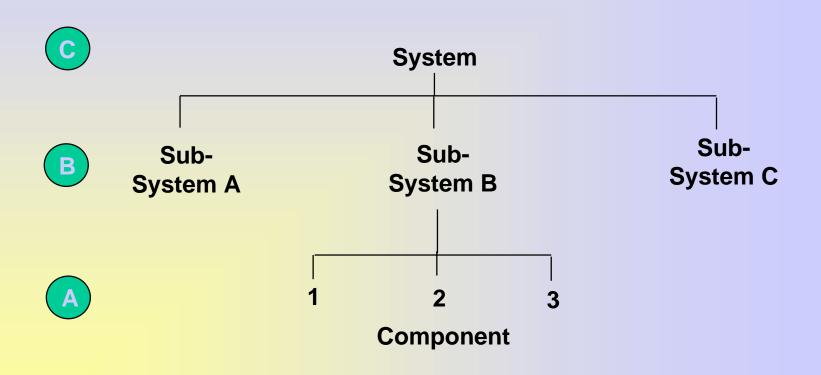


No Wiggle Room!

"Incrementalism is innovation's worst enemy."

Nicholas Negroponte MIT Media Lab

Levels of Innovation



"The e-conomy is one of re-intermation, where new technologies make it possible to radically increase complexity and efficiency with the introduction of new marketplaces. In these markets, value chains constantly reorganize as the demands of the consumer and business change."

Thomas Koulopoulos, Delphi Group

So what will be the *Basic Building Block* of the *New Org?*

You are the Rock Stars of the B2B Age!

Message: You are Re-invention Evangelists!

Enter ...

The WOW Project!*

*The Project50

"Reward excellent failures. Punish mediocre successes."

Phil Daniels, Sydney exec

"Every project we take on starts with a question: *How can we do what's never been done before?*"

Stuart Hornery, CEO, Lend Lease

The greatest danger for most of us is not that our aim is too high and we miss it, but that it is too low and we reach it.

Michelangelo

DISTINCT ... OR EXTINCT!

"If there is nothing very special about your work, no matter how hard you apply yourself, you won't get noticed and that increasingly means you won't get paid much, either."

Michael Goldhaber, Wired

"The 'surplus society' has a surplus of *similar* companies, employing *similar* people, with *similar* educational backgrounds, coming up with *similar* ideas, producing *similar* things, with *similar* prices and *similar* quality."

Kjell Nordstrom and Jonas Ridderstrale, Funky Business "You do not merely want to be the best of the best. You want to be considered the only ones who do what you do."

Jerry Garcia

"The customer is a **rear View mirror**, not a guide to the future."

George Colony, Forrester Research

"If you worship at the throne of the voice of the customer, you'll get only incremental advances."

Joseph Morone, President, Bentley College

Good = Bad/1 of 30,000

"We are crazy. We should do something when people say it is 'crazy.' If people say something is 'good', it means someone else is already doing it."

Hajime Mitari, Canon

"Car designers need to create a *story*. Every car provides an opportunity to create an *adventure*. ... "The Prowler makes you *smile*. Why? Because it's *focused*. It has a *plot*, a reason for being, a *passion*."

Freeman Thomas, co-designer VW Beetle; designer Audi TT

Brand = You Must Care!

"Success means never letting the competition define you. Instead you have to define yourself based on a point of view you care deeply about."

Tom Chappell, Tom's of Maine

"If things seem under control, you're just not going fast enough."

Mario Andretti

