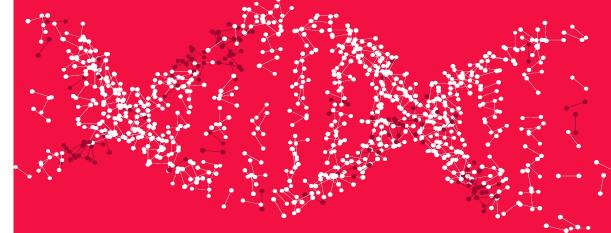




## Giuliano Sposito

Data and digital innovation Computer engineer Strategic management of innovation Data Scientist 19 year of CI&T





## The Lean Digital & Agile Transformation



"This is not how we work here...

"People don't think like that here....

" It doesn't work here...

ROAD

AHEAD

CLOSED



"Our culture doesn't allow it...

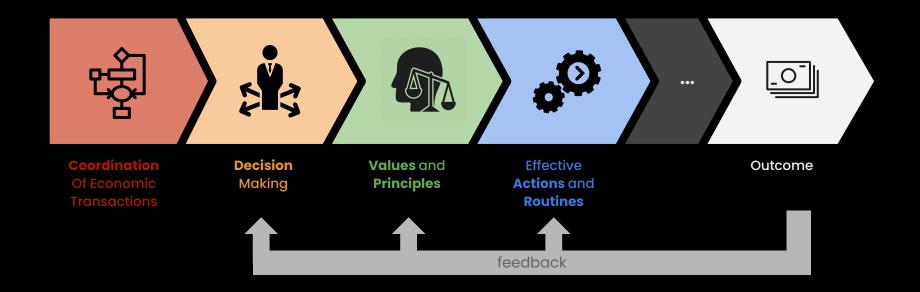
" Must change the **culture** before...





If the company is not a living being, how can it have **culture**? And how does a company **learn**?

### What is a company?



<sup>\*</sup> Christensen, Clayton M., and Kristin Shu. "What Is an Organization's Culture?" Harvard Business School Background Note 399-104, February 1999. (Revised August 2006.)

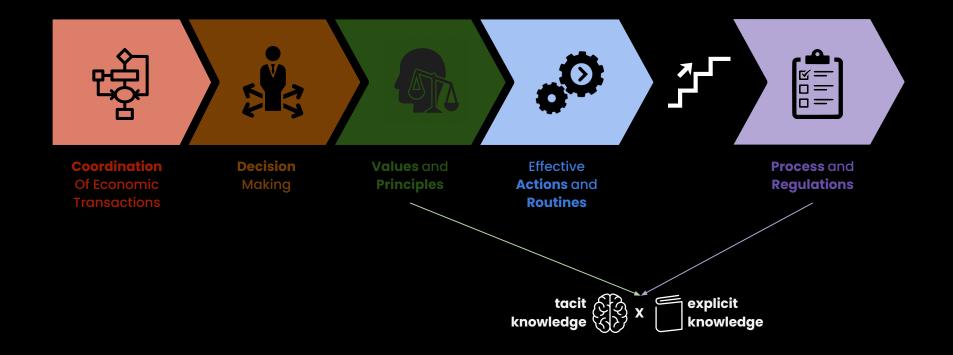


"a pattern of shared basic assumptions that the group learned as it solved its problems of external adaptation and internal integration, that has worked well enough to be considered valid and, therefore, to be taught to new members as the correct way to perceive, think, and feel in relation to those problems"

Edgar Schein



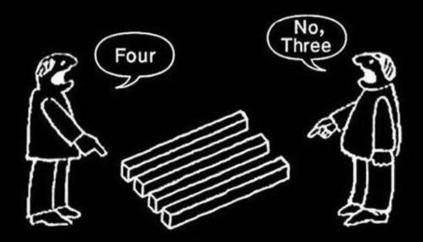
### The problem with SCALE...



<sup>\*</sup> Christensen, Clayton M., and Kristin Shu. "What Is an Organization's Culture?" Harvard Business School Background Note 399-104, February 1999. (Revised August 2006.)

#### Paradigm

A paradigm is a standard, perspective, or set of ideas. **A paradigm is a way of looking at something.** The word paradigm comes up a lot in the academic, scientific, and business worlds. When you change paradigms, you're changing how you think about something.







# Why is it every time I ask for a pair of hands, they come with a brain attached?



Change can be hard because learners may have deeply ingrained patterns they have to unlearn, and you need to expect that as part of the change process

<sup>\*</sup> Dirksen, Julie. "Design for How People Learn". Berkeley, CA: New Riders, 2012.

#### ... and the 'environment' will fight you back!



<sup>\*</sup> Dirksen, Julie. "Design for How People Learn". Berkeley, CA: New Riders, 2012.

### Multidimensional Challenge



all hierarchical levels





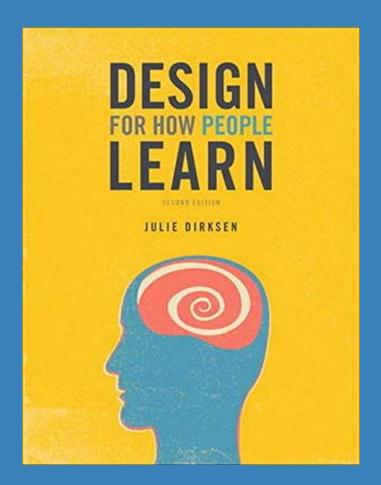
a pattern of shared basic assumptions

that **the group** 

as it solved its problems

worked well enough to be considered valid

to be taught to new members correct way to perceive, think, and feel



"Change is a learning experience and you have to design it"





## Paradigm

#### inspirational/emotional

a pattern of shared basic assumptions

correct way to perceive, think, and feel

Real People

**Real Story** 

Concrete Impact

Their vocabulary

New goals

#### Para a comunidade de

Riscos e Capital

Que almeja entregar valor com mais

agilidade aprimorando os controles de qualidade

O Acelera Camp3 Riscos e Capital É uma jornada que proporciona uma parceria para auxiliar na busca da maestría com as melhores práticas e experiência Lean/ágil Que diferentemente de uma consultoria tradicional

Traz atuação assistida através da evolução das práticas ágeis e mudança de mindset.

Maestria na Execução

Métricas e Melhoria

Automação de Testes

Entrega contínua (DevOps)

Envolvimento do Negócio

"Para a comunidade de Integração Digital que almeja habilitar o banco digital através de aceleradores, entregando a melhor experiência no desenvolvimento de produtos das comunidades, o Acelera Camp3 é uma jornada em busca da maestria que promove autonomia e agilidade nas entregas de negócio e traz evolução das práticas ágeis e implantação de mindset empreendedor por meio da atuação assistida."

AC3 | Integração Digital



Values and Principles a pattern of shared basic assumptions



Restate the new values and goals

make them explicit

(make all explicit)

#### Do not start from the end

Learning path ⇒







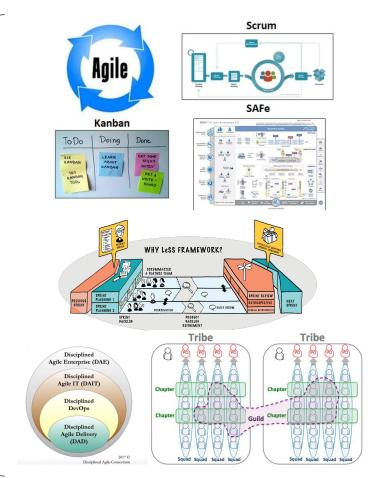




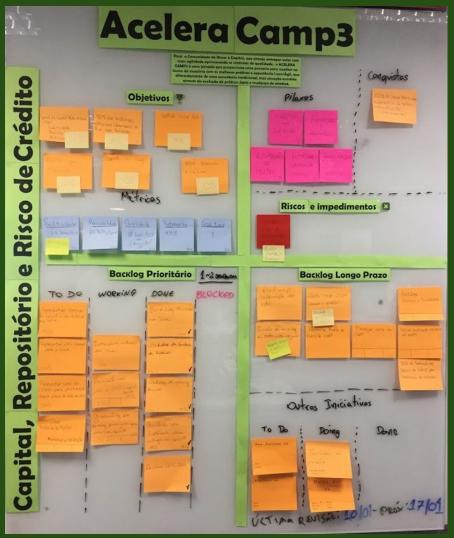
"Instead of trying to put all the knowledge into the learners' heads, try to figure out if some of the knowledge can be put into the environment instead."

as it solved its problems

worked well enough to be considered valid



<sup>\*</sup> Dirksen, Julie. "Design for How People Learn". Berkeley, CA: New Riders, 2012.









**Decision**Making



Effective Actions and Routines

a pattern of shared basic assumptions

that **the group learned** 

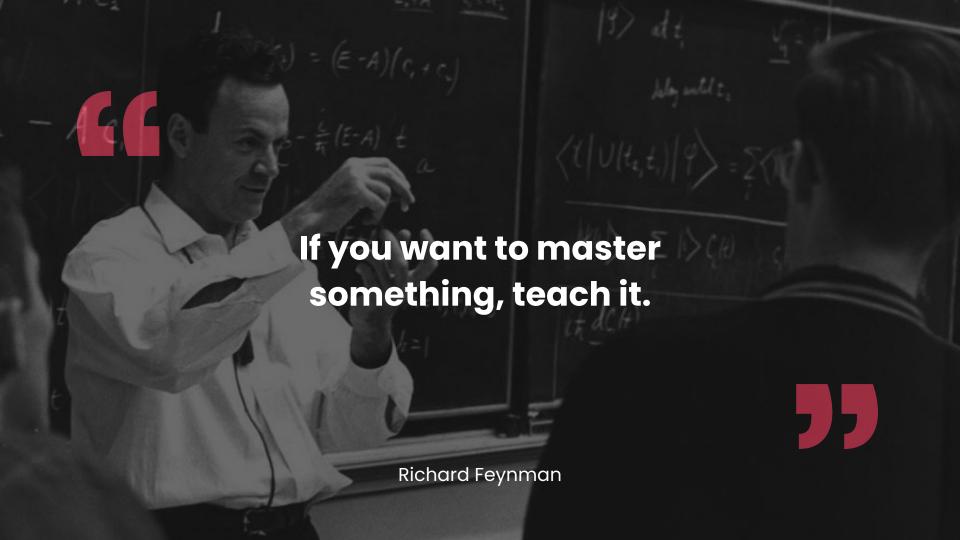
OKR

Weekly reviewed

As a group

**Progress Exposed** 

Decision ⇒ Goal ⇒ Action ⇒ Impact ⇒
Learning





Effective Actions and Routines



**Process** and **Regulations** 

worked well enough

to be considered valid

to be taught to new members Forces the learner to link action to goal to be able to explain "why to use"

Organize the learner's mind about "how to use"

Makes the new skill/knowledge be considered trustful to other people

Sediments the actions in a new "Processes and Tools"







## THANK YOU



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