Information Flow

The Secret to Studio Structure

Jesse Schell

TSP Symposium 2014





Common Studio Problems

- I don't know how to structure management!
- I don't know how to manage this project!
- Another miscommunication with a client!
- We have too many meetings!
- Our team has low morale!
- Our game is LATE!
- Our game SUCKS!

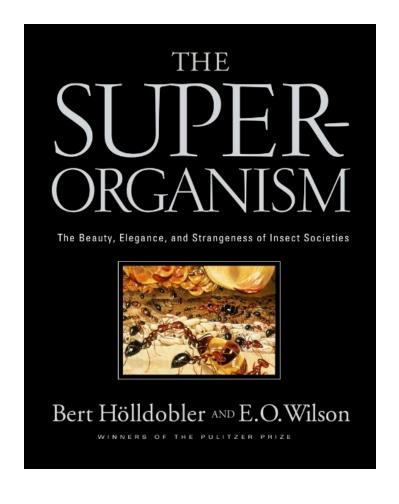






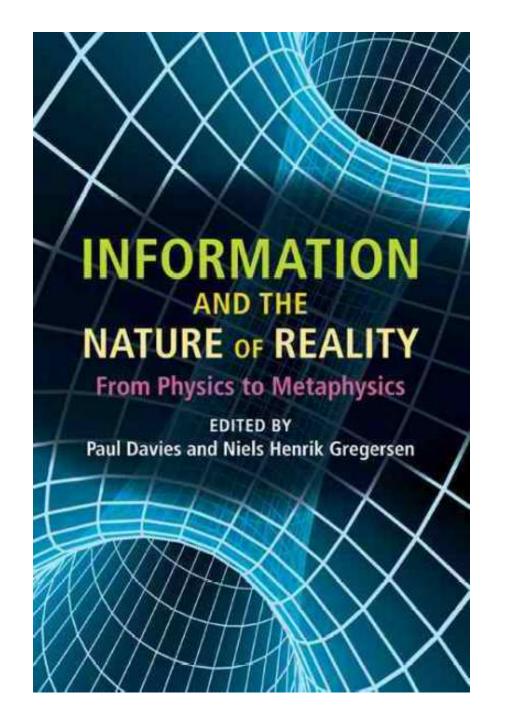


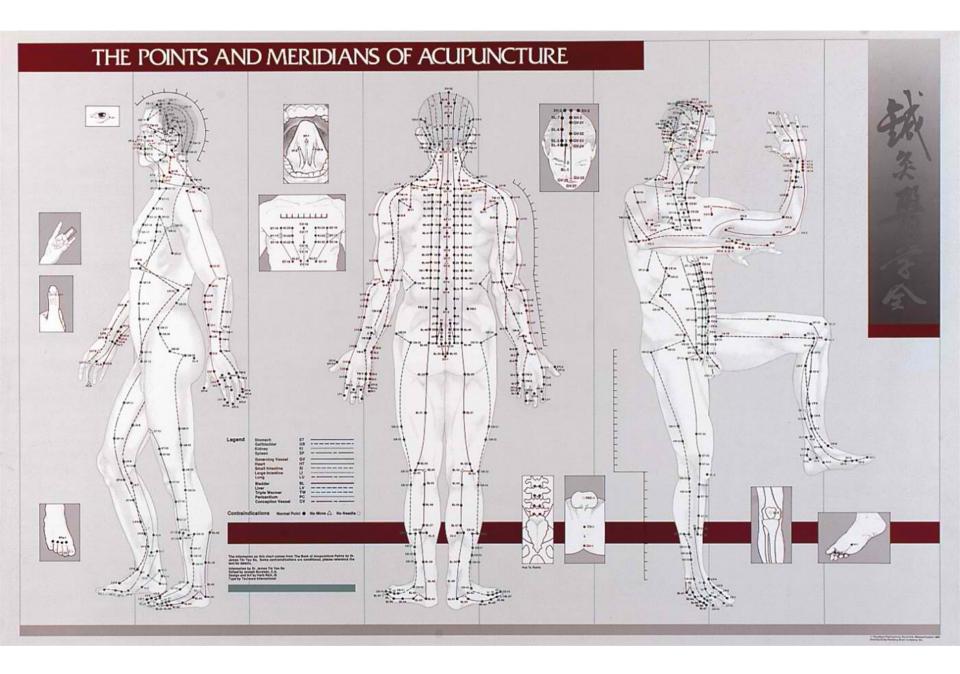




The formation of a higher-level unit by integrating lower-level units will succeed only if the emerging organization acquires the appropriate "technologies" for passing information among its members.

-Thomas Seeley, The Wisdom of the Hive





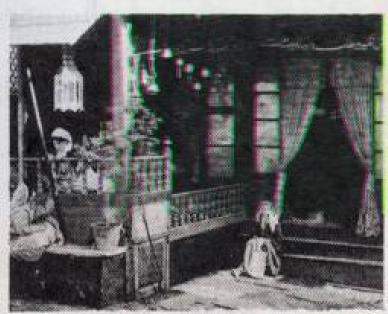
A Pattern Language

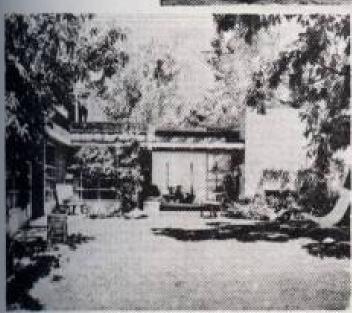
Towns · Buildings · Construction

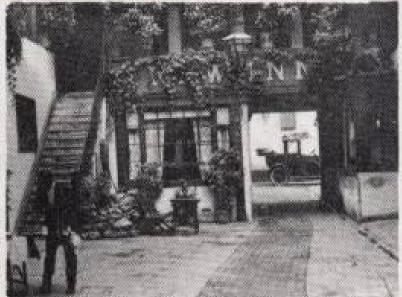


Christopher Alexander Sara Ishikawa - Murray Silverstein

Max Jacobson · Ingrid Fiksdahl-King Shlomo Angel



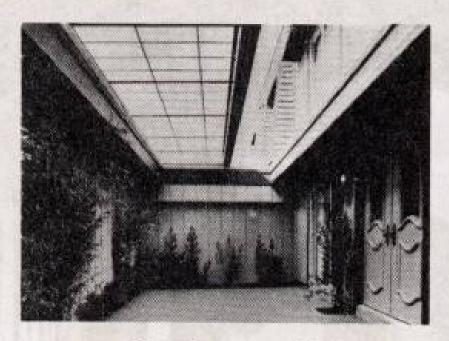




Courtyards which live.

र्श्व भी भी

The courtyards built in modern buildings are very often dead. They are intended to be private open spaces for people to use—but they end up unused, full of gravel and abstract sculptures.



Dead courtyard.

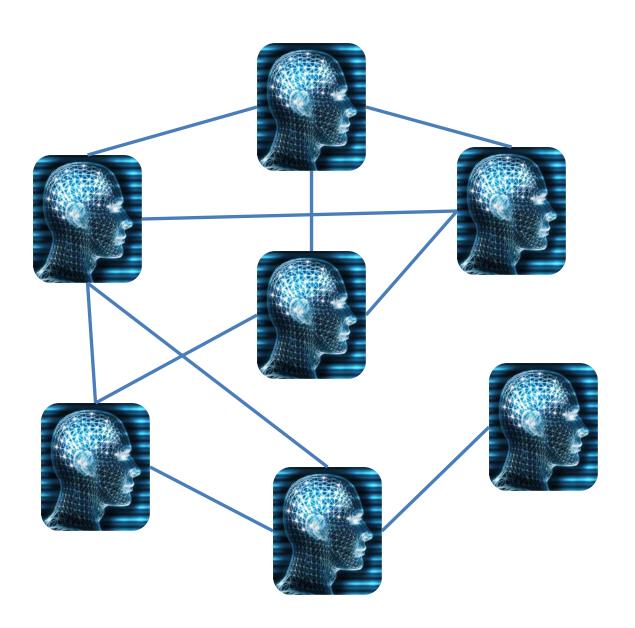
The Lens of Information Flow?



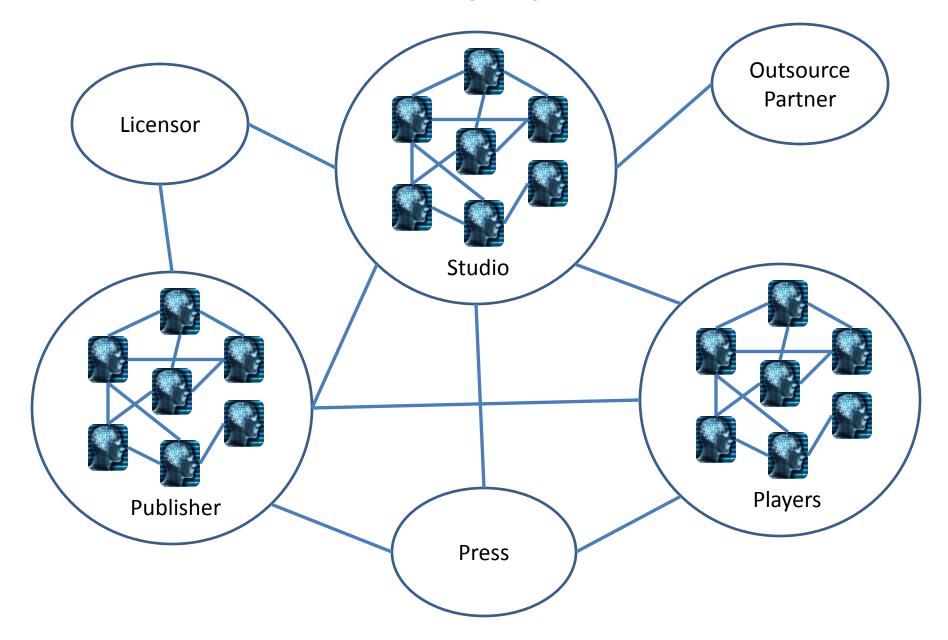
Individual



Studio



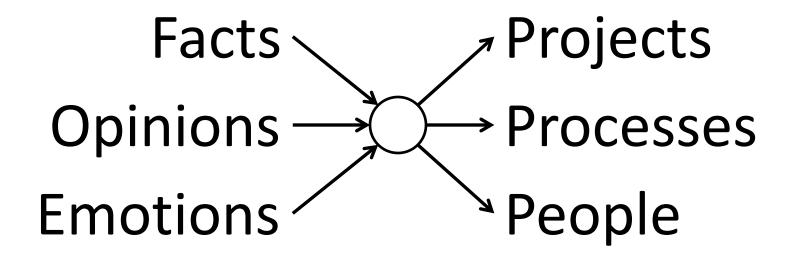
World



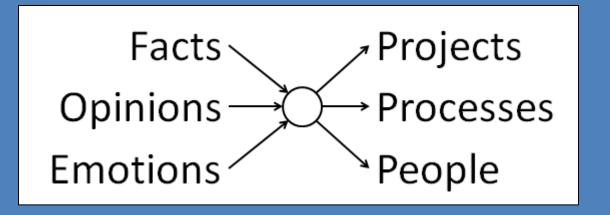


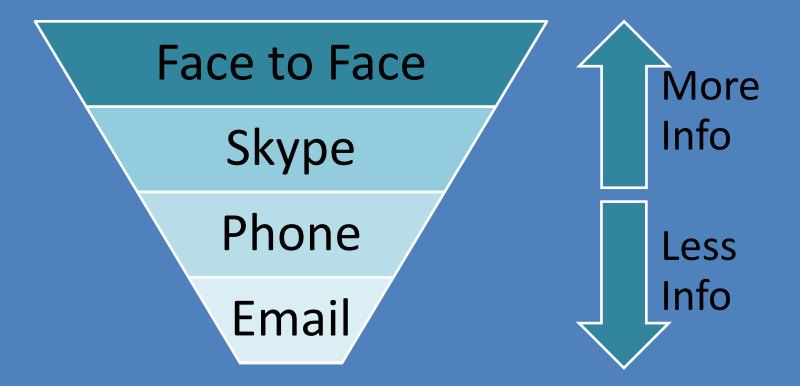
1	Information
2	Project Changes
3	New Projects
4	Studio Policy
5	Best Practices
6	Events
7	Project Status
8	Emotional
9	I'm uneasy
10	I'm super confident!
11	Red Flag!
12	I need help!
13	I don't trust Benson
14	Info to and from clients
15	Who is good at what?
16	A problem is blocking me
17	I am blocked
18	I have an idea!

19	We're out of paper towels
20	I'm out of office today
21	Let's get coffee!
22	I need advice
23	Benson is an idiot
24	This company is in trouble
25	Resource X is not available
26	The long term plan is
27	The studio mission is
28	Here's how the client feels
29	I'm from Idaho
30	We're going to lunch now
31	I'm sorry
32	This info is secret!
33	You're doing very well!
34	I'm very upset
35	I'm disappointed
36	Here's how others do this
37	I'm about to start coding this module



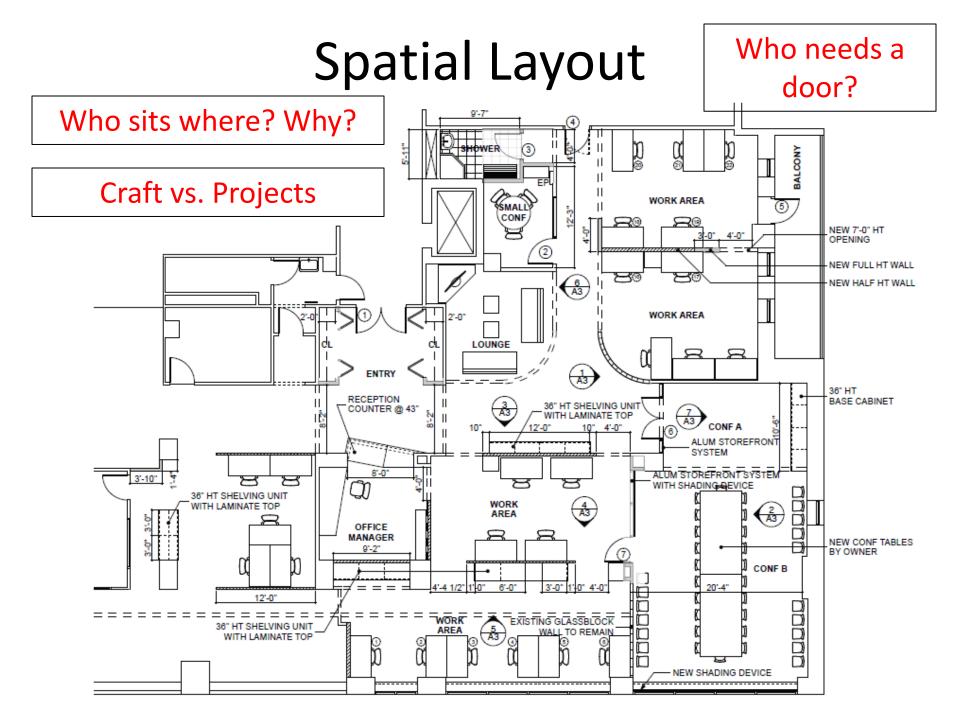
1	Information	Fact	Opinon	Emotion	Project	Process	Person
2	Project Changes	X			X		
3	New Projects	X			X		
4	Studio Policy	X				X	
5	Best Practices		X			X	
6	Events	X				X	
7 Project Status		X			X		
8	Emotional			X			
9	I'm uneasy	X		X			
10	I'm super confident!	X		X			
11	Red Flag!		X		X		
12	I need help!		X				X
13	I don't trust Benson		X				X
14	Info to and from clients				X	X	
15	Who is good at what?	X					X
16	A problem is blocking me	X			X		X
17	I am blocked	X			X		X
18	I have an idea!	X					
19	We're out of paper towels	X				X	
20	I'm out of office today	X					X
21	Let's get coffee!		X			X	
22	I need advice		X		X		
23	Benson is an idiot		X	X			X
24	This company is in trouble		X	X		X	
25	Resource X is not available	х				Х	



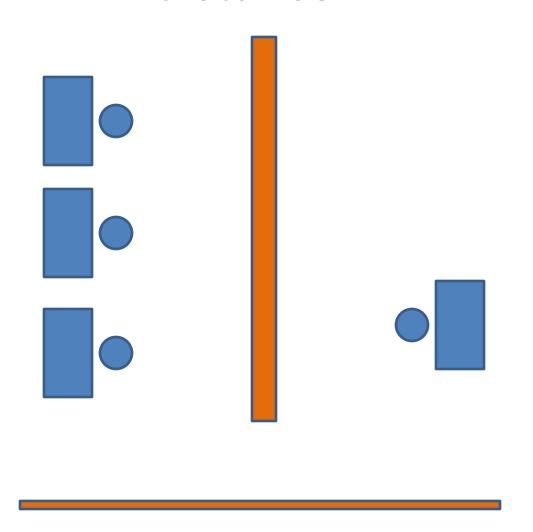


Email Conventions

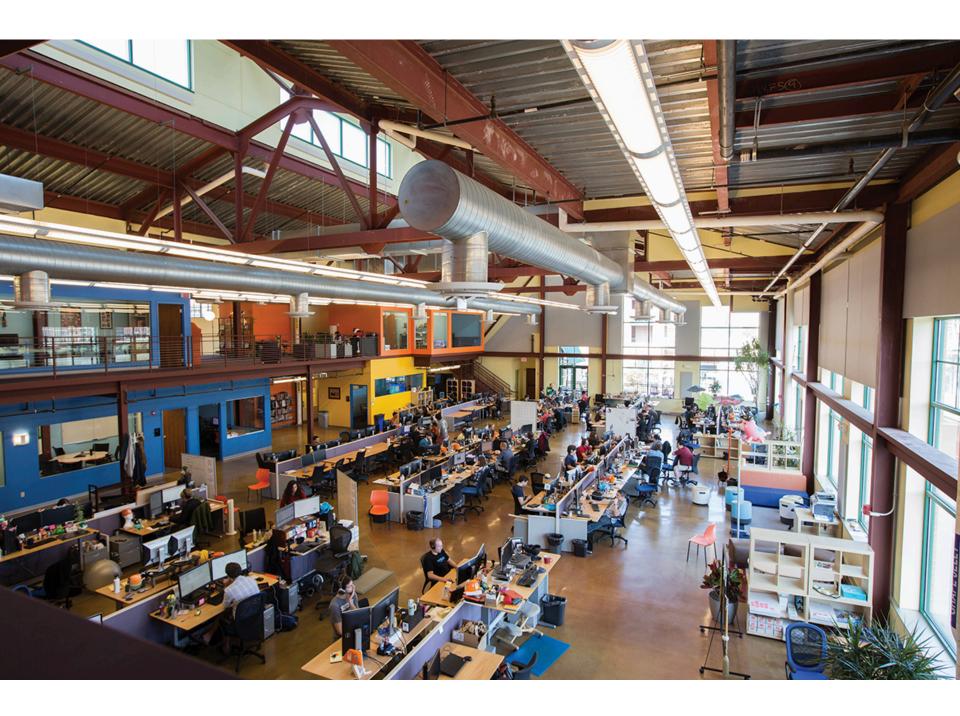




A little distance can be a LOT of distance







=Are you lonely?=

Tired of working on your own?

Do you hate making decisions?

HOLD A MEETING!

You can -

- See people
- Show charts
- Feel important
- Point with a stick
- Eat donuts
- · Impress your colleagues

All on company time!

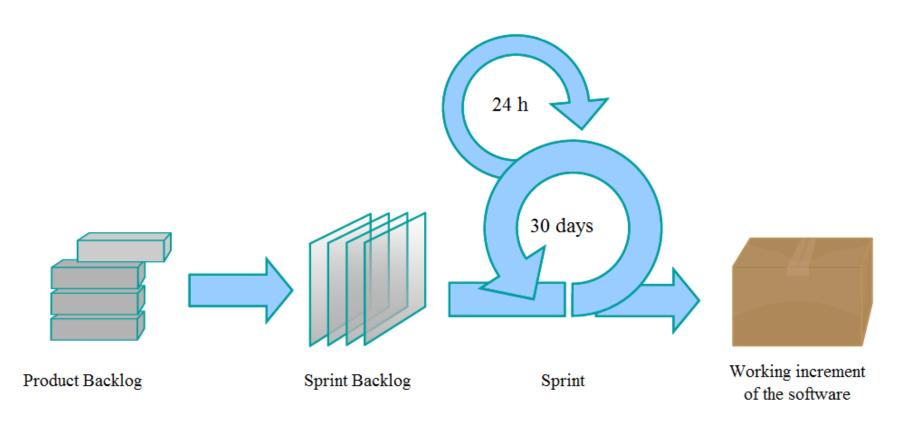


MEETINGS

THE PRACTICAL ALTERNATIVE TO WORK:



Agile Development

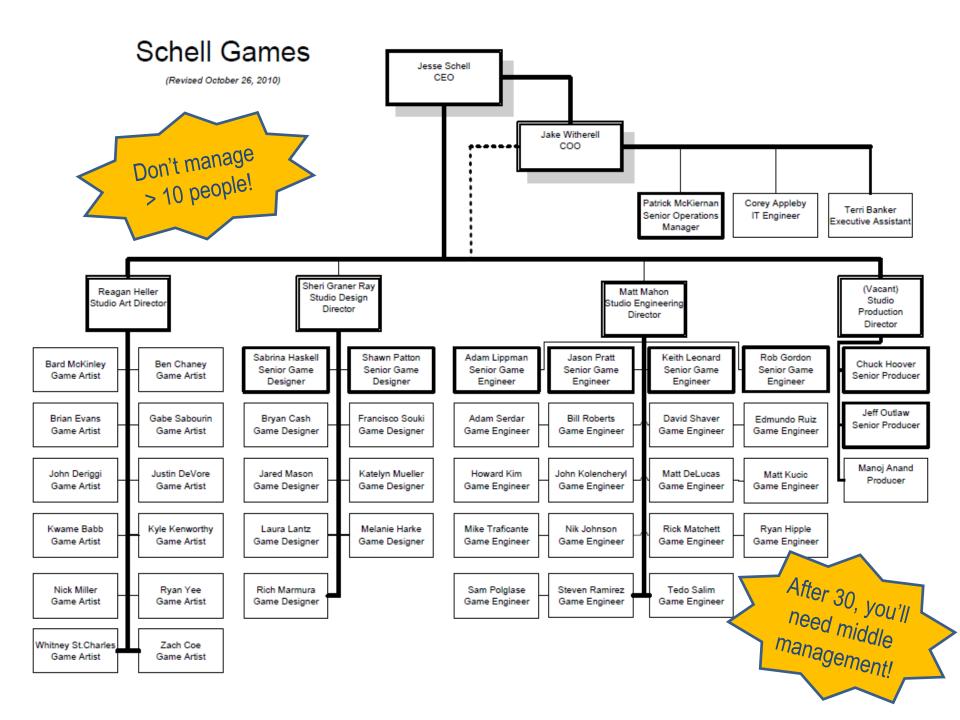


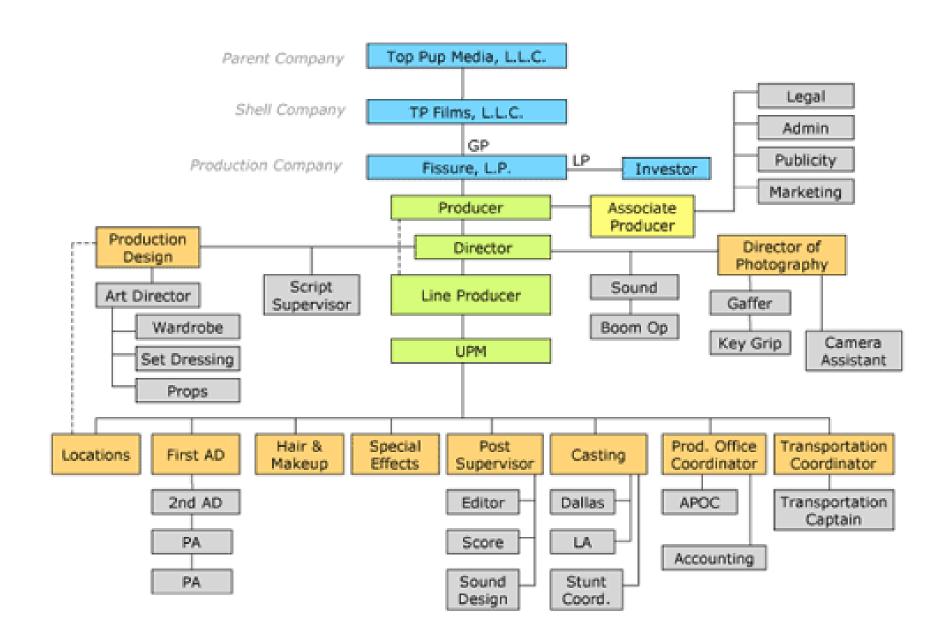
Other Rituals



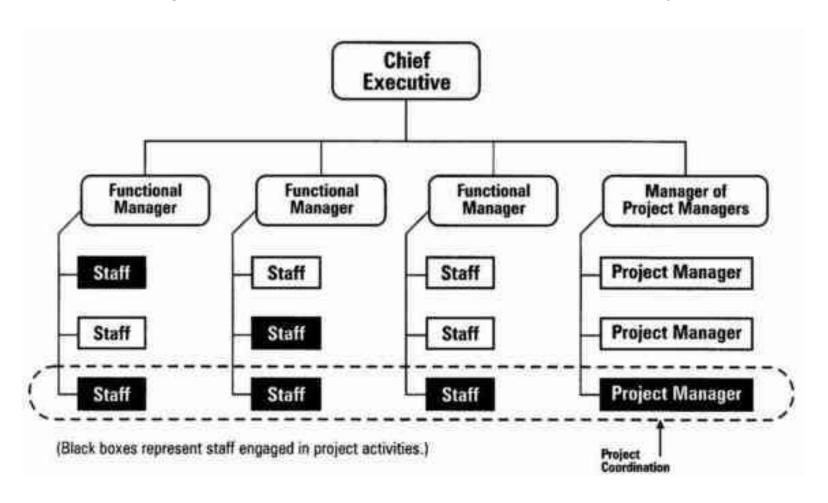
Free Food Blocks Info!



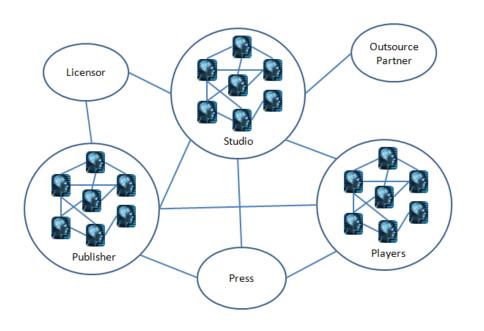


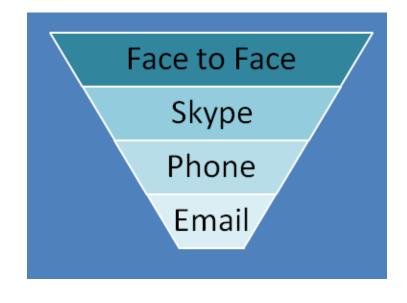


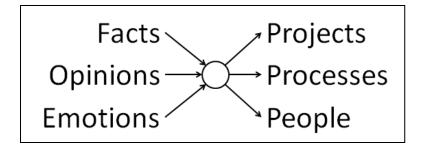
Matrix Management: Projects, Process, and People



Info Flow So Far







Four Persistent Structures

- 1. Email Conventions
- 2. Spatial Layout
- 3. Regular Meetings
- 4. Org Charts

What blocks info flow?







I didn't know!



NOISE!

So many kinds of noise!

- 1) Noise in my head!
- 2) Noise in the office!
 - a) Interruptions!
 - b) Lying!
- 3) Noise from the publisher!

Beeman's Meddling Matrix

Success	Fail	
My meddling worked!	I did all I could.	Meddling
Gulp! I'm useless!	I should have meddled!	No Meddling
		'

What blocks info flow?



Too much trouble



I didn't know!



NOISE!



Mental ruts



It's a secret!



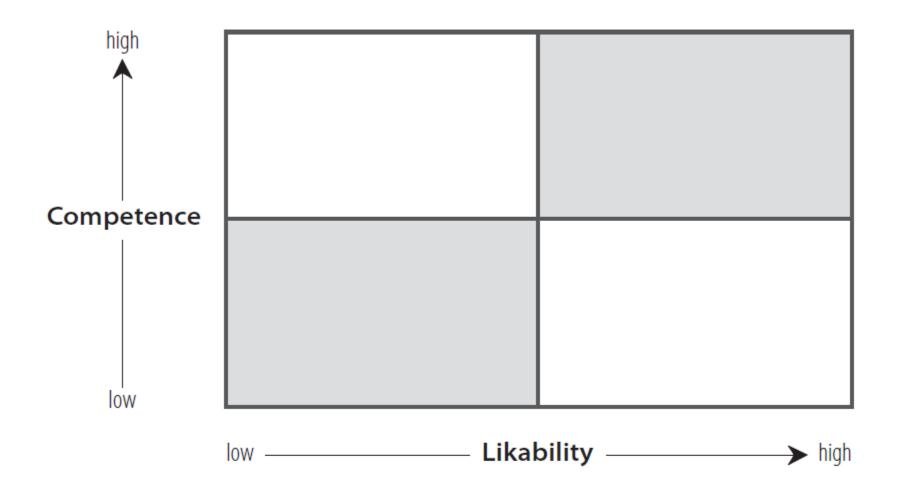
Fear

So Many Kinds of Fear!

- The boss will be mad!
- Sue's feelings will be hurt.
- Everyone will laugh at me.
- I might make a mistake.
- The client will be disappointed.
- I could lose the respect of the team.
- Everyone will know I'm really a fraud.



Casciaro & Lobo's Matrix

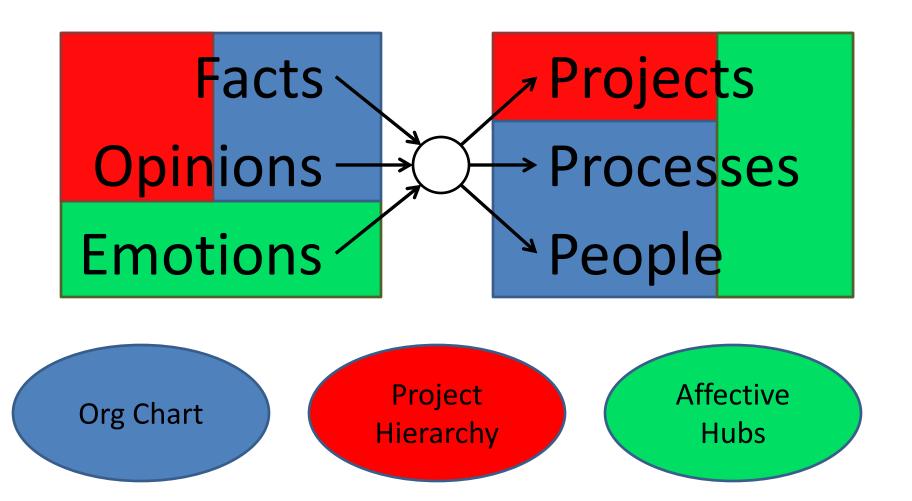


Collective Intelligence Dr. Anita Wooley

- Three factors
 - 1. Social Sensitivity (the "eyes" test)
 - 2. Conversational turn-taking
 - 3. The number of women in the group



Three charts!





Constitution Williams

JULIE MORGENSTERN

Author of the New York Times bestseller Organizing from the Inside Out

NEVER CHECK E-MAIL IN THE MORNING



AND OTHER UNEXPECTED STRATEGIES FOR MAKING YOUR WORK LIFE WORK

Originally published as Moling Work Work

Six Kinds of Jerks

- 1. The Inaccessible Jerk
 - I can't get the info I need!
- 2. The Unreliable Jerk
 - I can't trust your info!
- 3. The Rigid Jerk
- You are ignoring important info!
- 4. The Disrespectful Jerk
 - You'll spread bad info about me!
- 5. The Vague Jerk
 - Was that even information?
- 6. The Unfair Jerk
 - If I give you info, you'll use it against me!



Studios with good info flow say...

- I know how to structure management!
- I know how to manage this project!
- No miscommunication with clients!
- We have the right meetings!
- Our team has great morale!
- Our game is ON TIME!
- Our game ROCKS!



if the energy is really flowing freely, the brush paints by itself, the camera photographs, the sculpture forms, the words write, the dance dances. The creator of the art, the subject of the art, and the expression itself merge into a single process in which there is no reflection or evaluation, just the art manifesting itself.

- Zen Master John Daído Loorí

Thanks!

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