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## MAKING INNOVATION A HABIT

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 **APPEL** | KNOWLEDGE  
SERVICES



Develop **wise,**  
**decisive** leaders  
who better the  
world through  
business

Empower  
forward-  
thinking leaders  
to navigate  
**disruptive change**  
and own the  
future



**WHICH IMAGE DO  
YOU ASSOCIATE  
WITH TODAY'S  
OPERATING  
ENVIRONMENT?**



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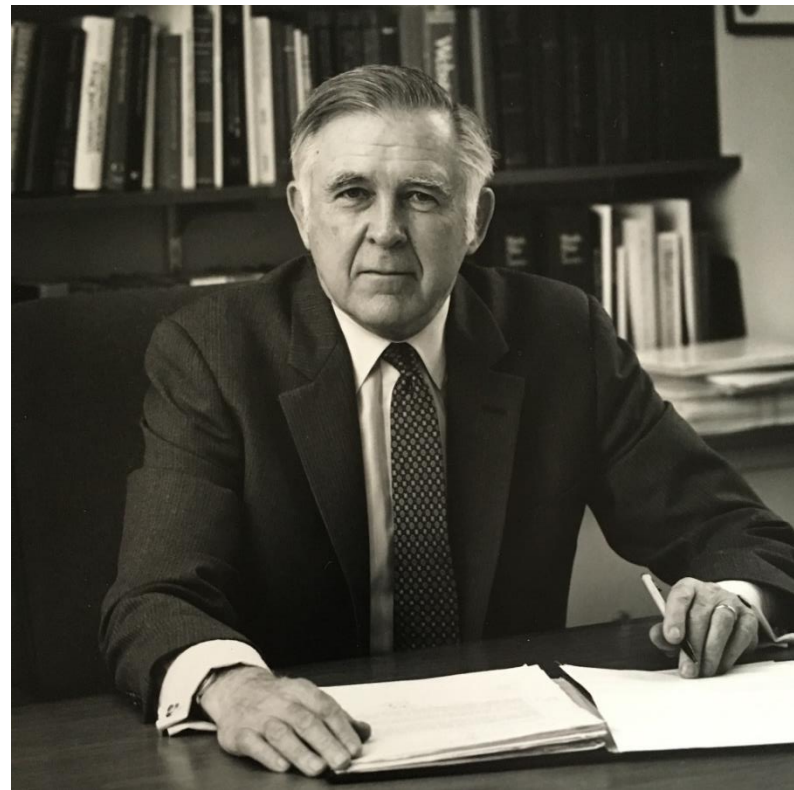
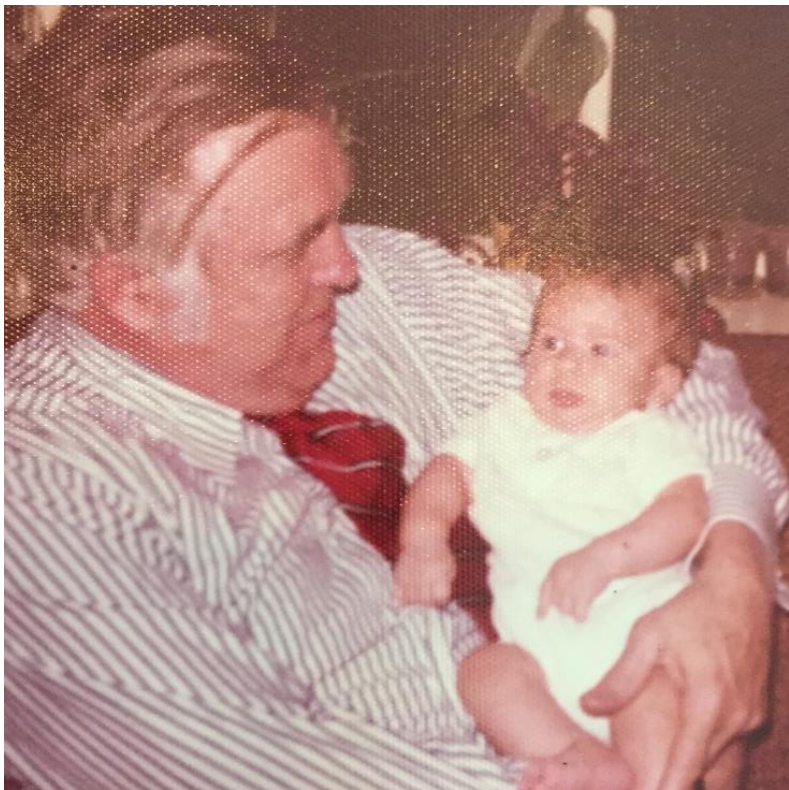
## What **innovation** is, and what it is not

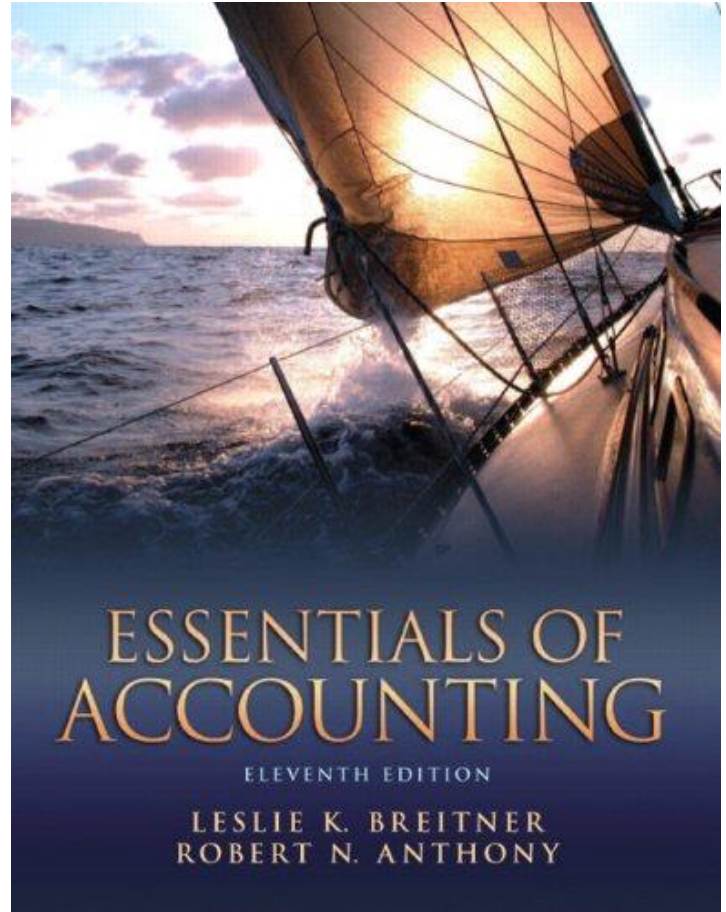
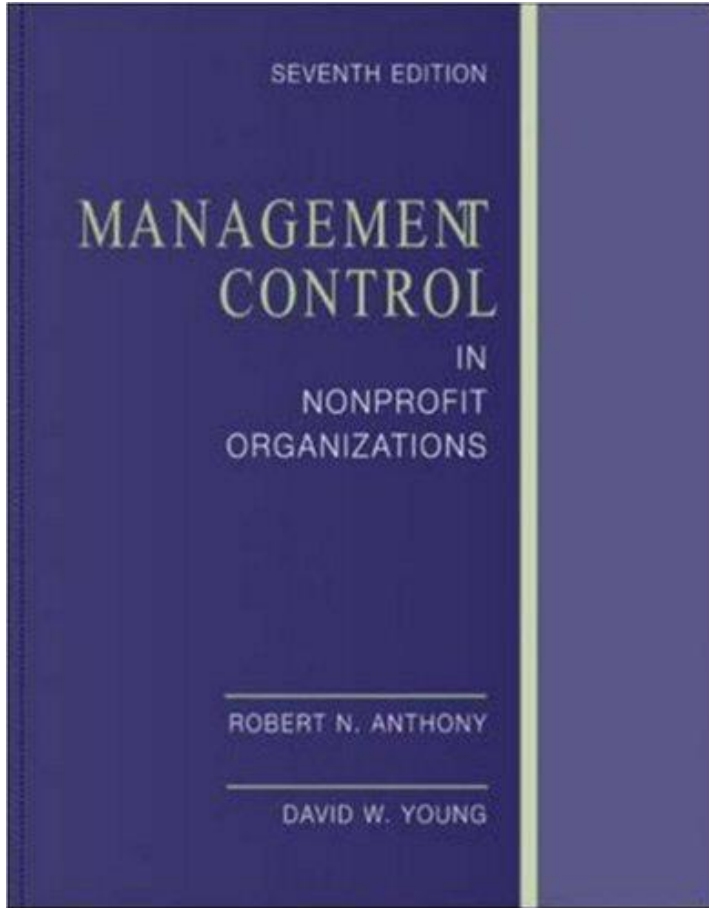


## Five **behaviors** to encourage to drive innovation



## How to fight the **hidden barrier** to innovation

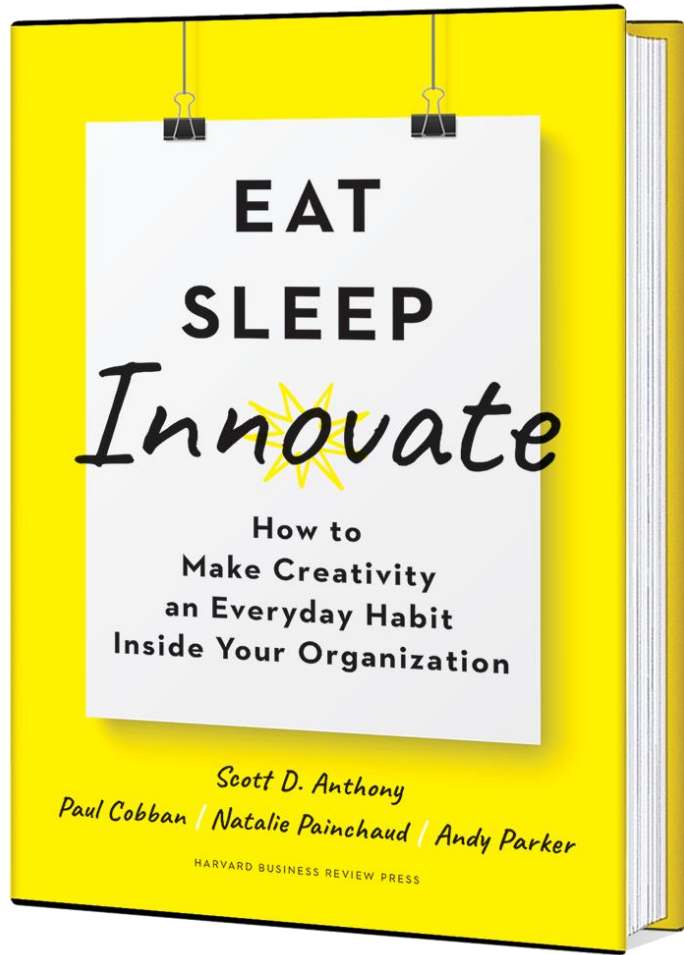




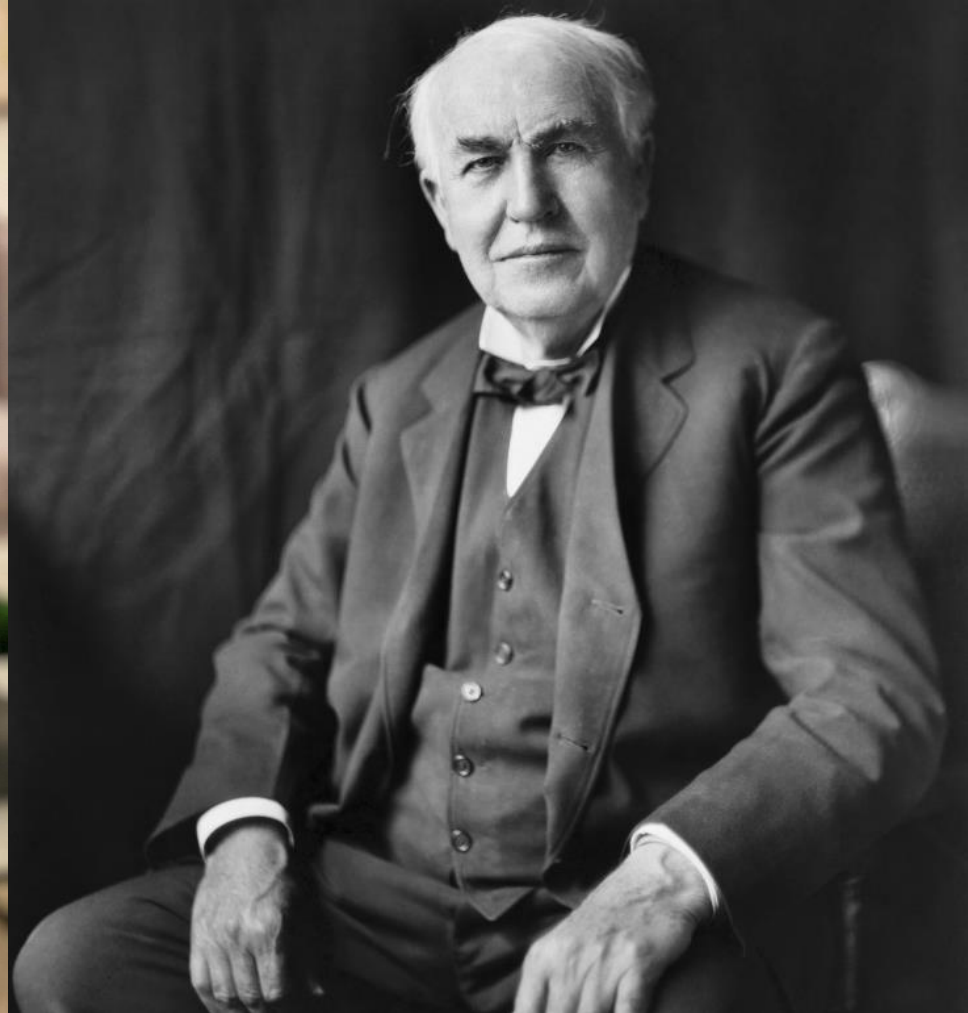
# Innovation



SOMETHING  
DIFFERENT THAT  
CREATES VALUE







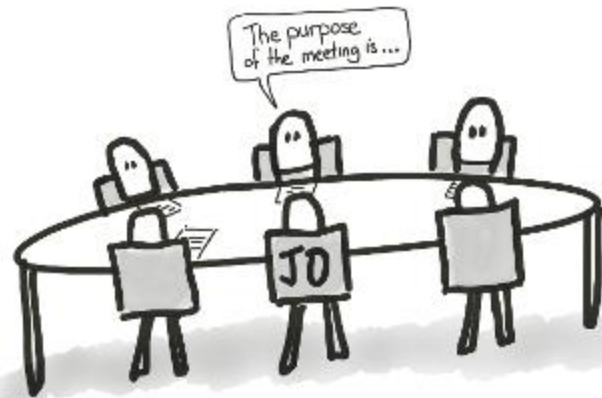
# MEETING



To run  
purposeful,  
efficient  
meetings



MOJO has **saved >500,000 employee hours** to date and increased the percentage of people who **think meetings encourage collaboration from 40% to 90%**



## MEETING MOJO



Remote site monitoring

Organic development of "stuff-sharing areas" for employees

Office design to promote interaction

Extending breakfast hours until 9:30 so you don't miss breakfast if you have an 8-9

Visual scorecard to track KPIs

Follow-me printing

Initiative meeting to drive visibility, help with prioritization and eliminate conflicts

Using standing meetings to increase efficiency

# WHAT ARE EVERYDAY EXAMPLES OF NASA DOING SOMETHING DIFFERENT THAT CREATED VALUE?



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# Myth

Innovation is a  
*mystery* mastered  
by the *rare few*



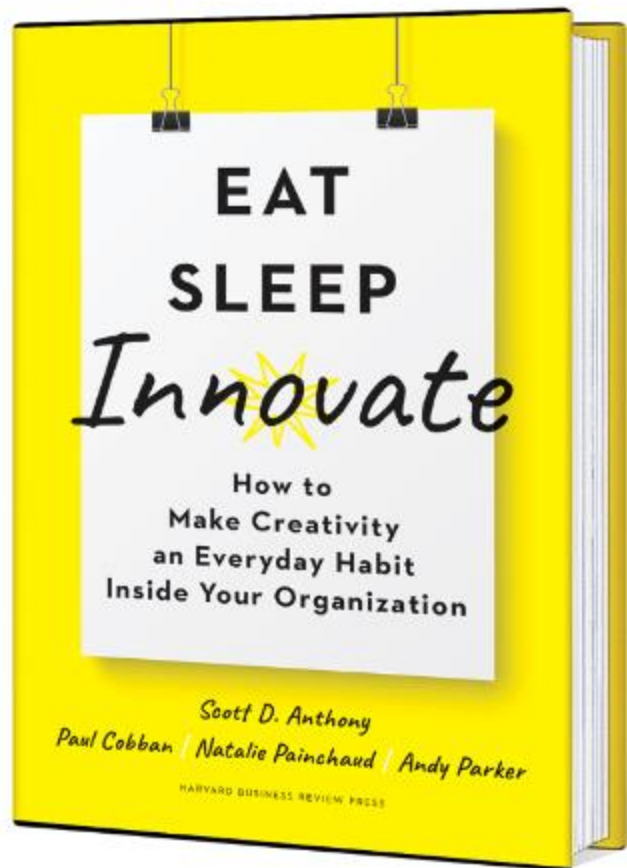
## Myth

Innovation is a  
*mystery* mastered  
by the *rare few*

## Reality

Innovation is a  
*discipline* that  
*anyone* can  
master

# Innovation



## Poll question

Which of the five behaviors is the biggest gap for NASA (select one)?

1. Curiosity
2. Customer obsession
3. Collaboration
4. Adeptness with ambiguity
5. Empowerment



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***“The future has  
already arrived. It is  
just not very evenly  
distributed.”***





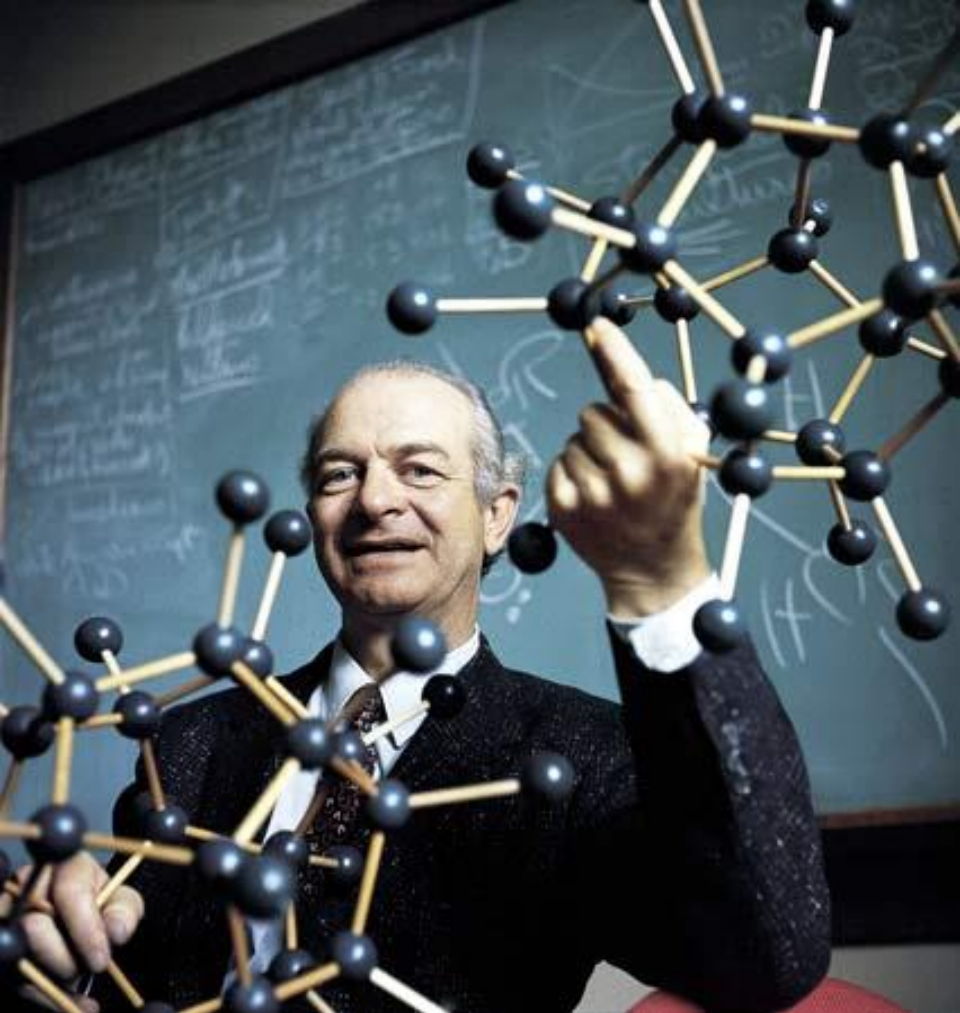




# Be an Anthropologist

**NEGATIVE CAPABILITY**

**Press Pause**



The best way  
to have a  
**good idea** is  
to have **lots**  
**of ideas.**



## Lunch Roulette

**Lunch Roulette** is a simple web-based process to meet new people, be exposed to new areas of your organization, and new ideas. The concept transfers across industries, and definitions of organization.

*A lot of times, a CEO only talks with someone who has been prescribed for them. With Lunch Roulette, he doesn't know who he'll be paired with and neither does the other person. Both can learn something from the other. After all, if we don't have people who can learn both up and down, then we have the wrong people in both levels.*

*David Thompson*

**Business-As-Usual**

**Something New**



**Knowledge**

**Assumptions**

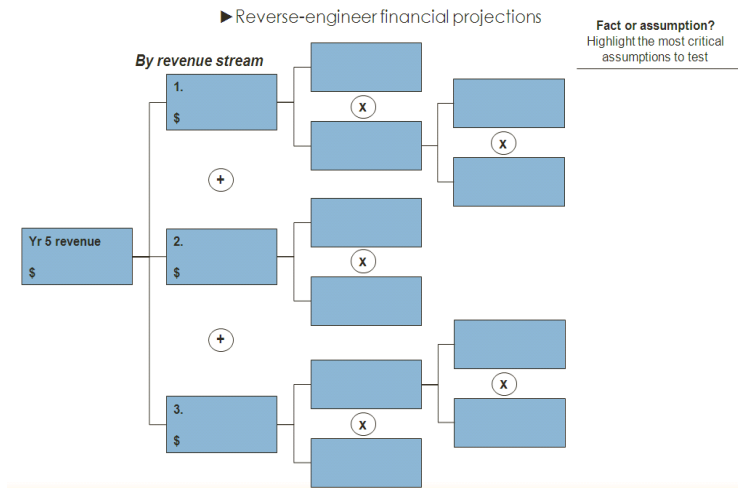


## 'Truths' are Often Assumptions

*Continuously question  
the status quo*



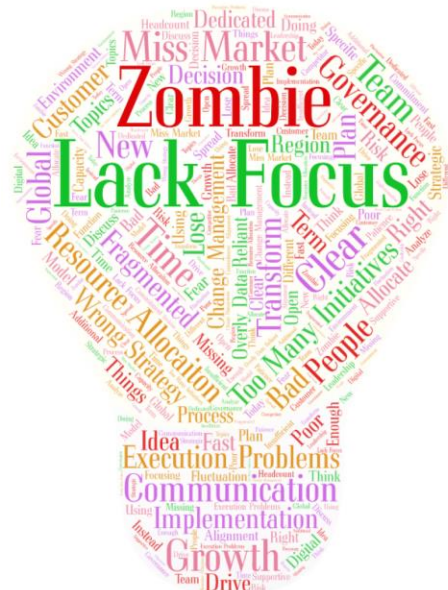
**A Reverse Income Statement (RIS)** surfaces key **operational uncertainties** and pinpoints the most **critical financial assumptions**. It is a good discipline to map out the relationship between key variables, and to identify **weaknesses** and key **strategic uncertainties**.





# Premortem

Imagine all the reasons your effort could fail, perhaps even spectacularly fail. Think of what caused similar efforts to struggle in the past. Visualizing key risks early helps you to prevent them, while there is still time.

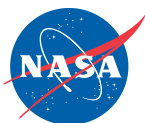


1. We try to do too much and lack appropriate focus
2. We don't execute at the right pace and miss key shifts
3. We fail to align as a group about our strategic priorities
4. We are too internally focused vs. focusing on the market and the customers
5. We analyze things to death
6. We refuse to kill zombies and spread ourselves too thin
7. We think too narrowly and miss big growth opportunities
8. We fail to clearly communicate the strategy and move in discordant directions
9. We underestimate the speed and timing of industry disruptions
10. We play it too safe because we worry about the impact on our big customers





# *Questions?*

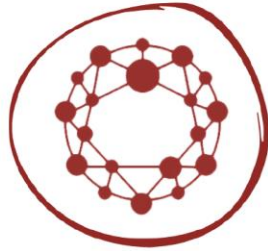


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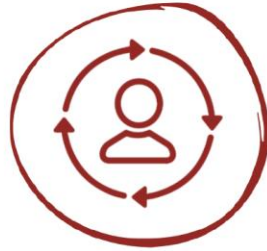


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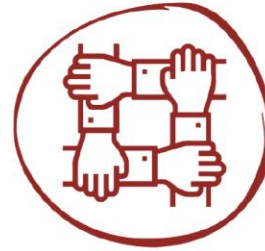




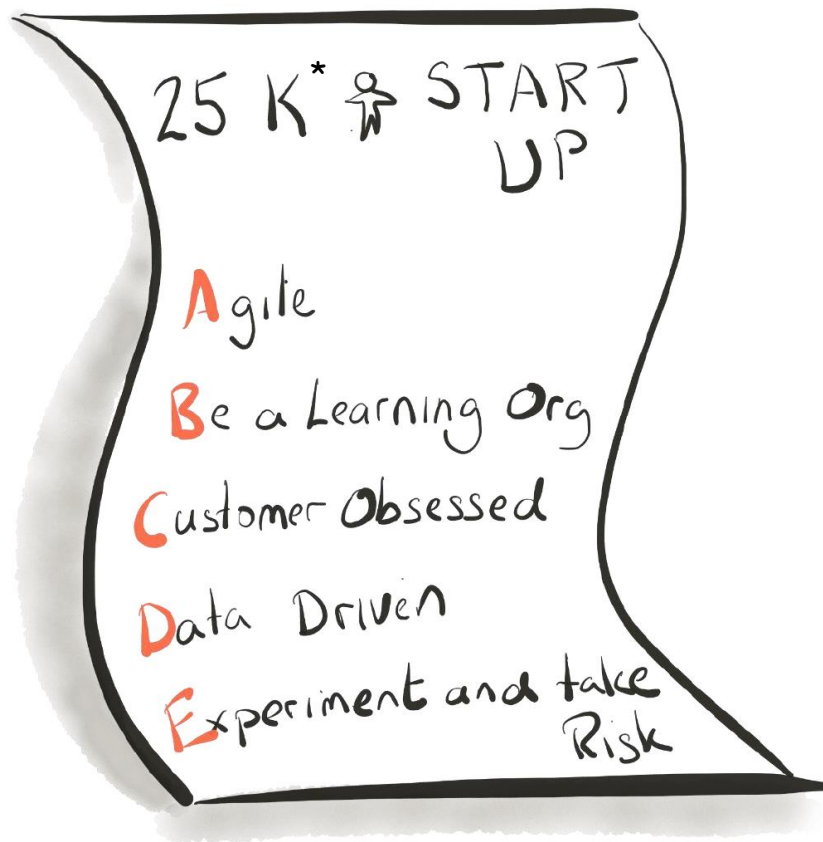
*Become Digital  
to the Core*



*Embed Ourselves  
in the Customer  
Journey*

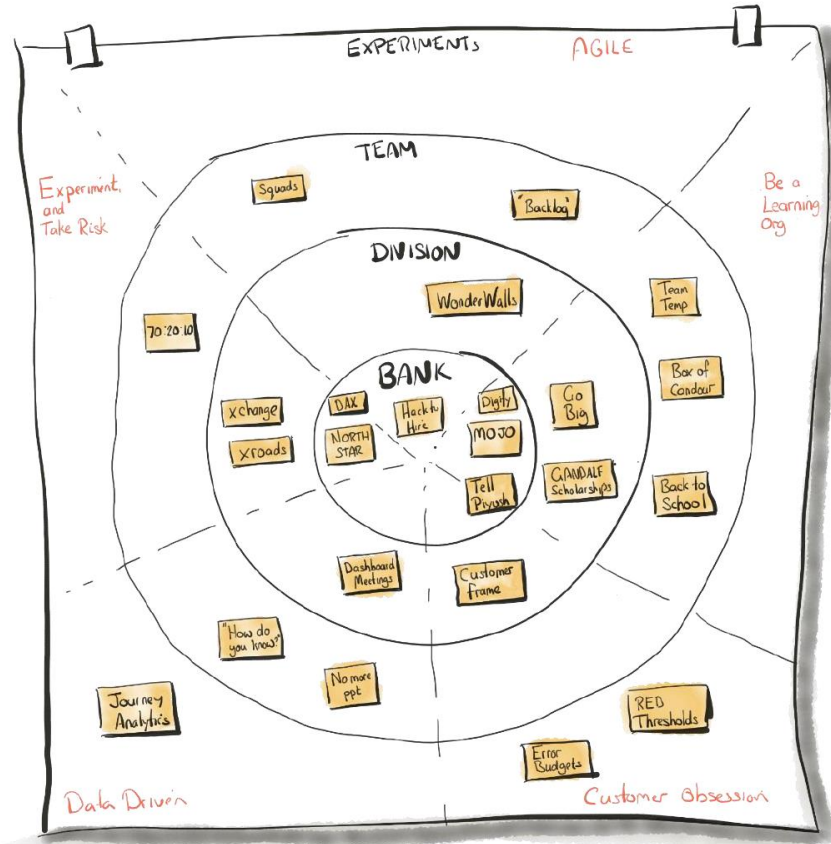


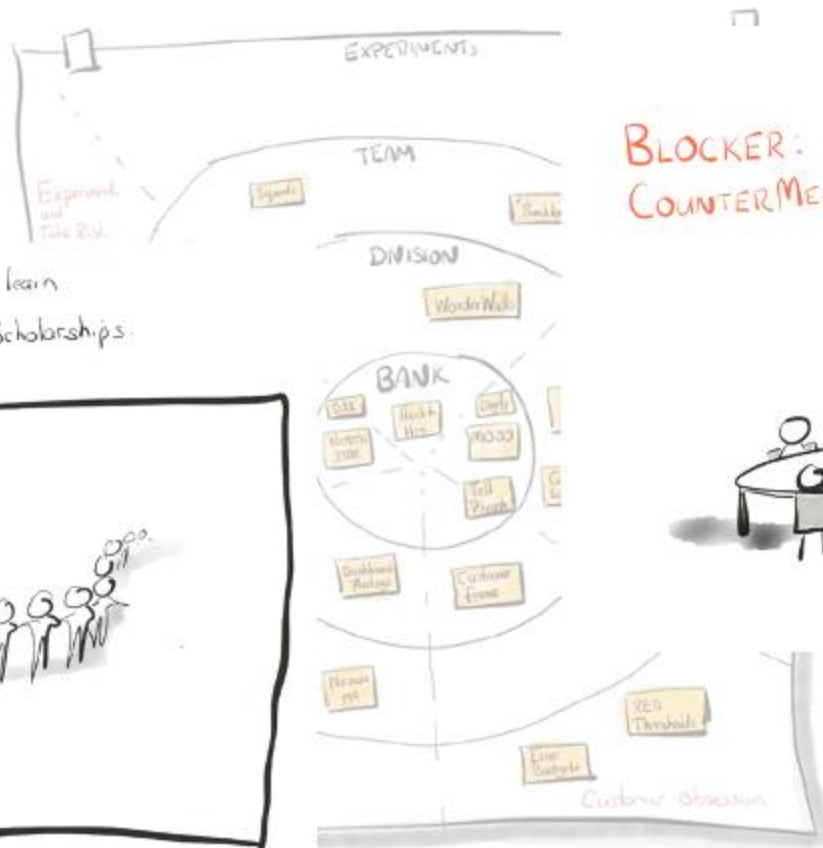
*Create a  
Start-up  
Culture*



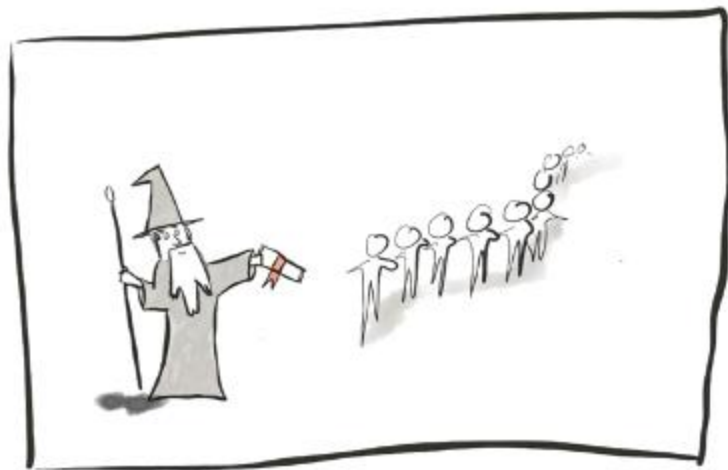
\* This doodle is from 2018; it is 28K now





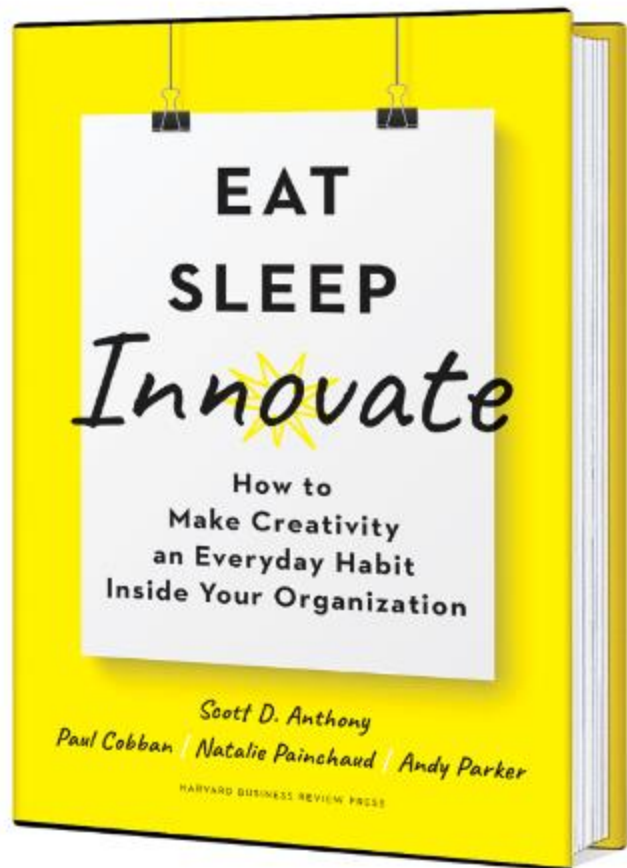


**BLOCKER:** An enormous amount to learn  
**COUNTERMEASURE:** Gandalf Scholarships



**BLOCKER:** Our meetings are ineffective  
**COUNTERMEASURE:** Meeting Mojo



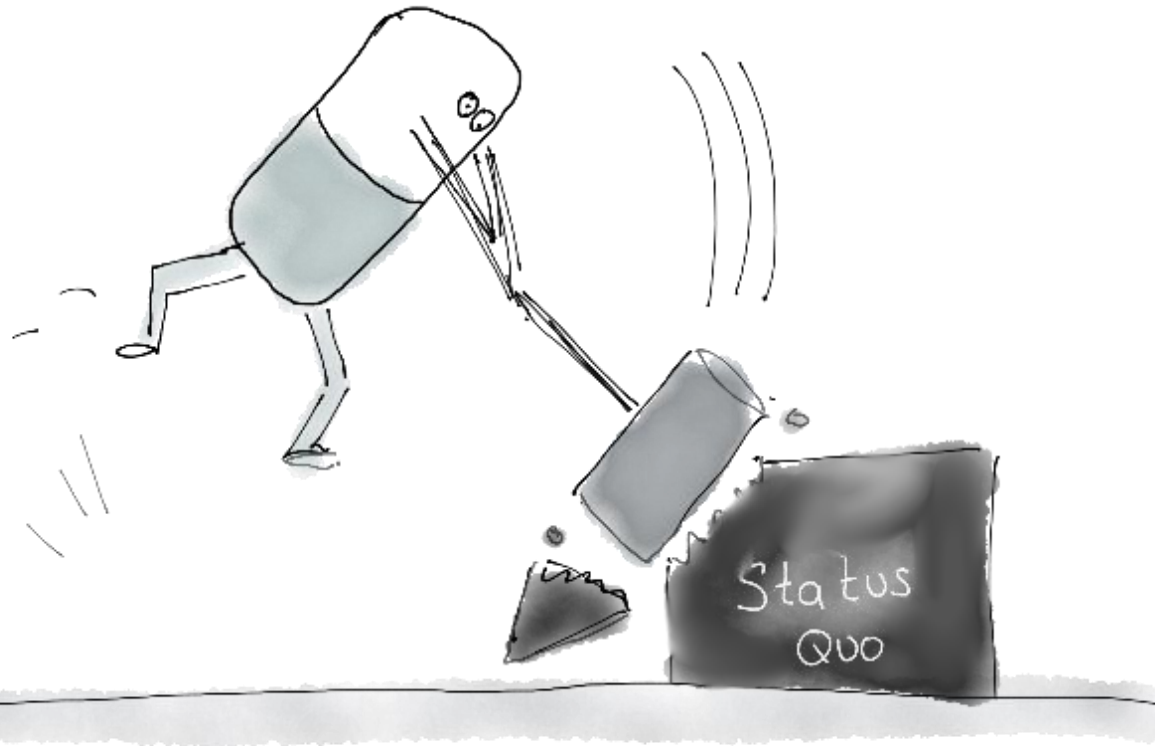


Nothing will  
change unless the  
behavior of your  
people changes.



- **Paul Cobban**, Chief Data and Transformation Officer, DBS

**#eatsleepinnovate**



# BEAN

## BEHAVIOR ENABLERS

*Direct* ways to encourage and enable behavior change

Rituals

Coaching

Checklists

Community

APP

## ARTIFACTS & NUDGES

*Indirect* ways to encourage, enable and reinforce behavior change

Visual reminders

Office design

Desktop objects

Prizes

Leaderboards

# Six Tips to Build a BEAN

BE

## BEHAVIOR ENABLERS

*Direct* ways to encourage and enable behavior change

## ARTIFACTS & NUDGES

*Indirect* ways to encourage, enable and reinforce behavior change

AN

1

**Be as specific as possible about the problem**

- Key prompts: "We aspire to ..." "But instead we..."

2

**Borrow ideas from others (if you get stuck)**

- It doesn't have to be original, it just has to work

3

**Look to connect the BEAN to existing rituals / routines**

- The less people need to change, the better

4

**Keep it simple, fun and memorable**

- Consider using a catchy acronym or a metaphor

5

**Test and track with specific metrics**

- Even a rough proxy helps to keep you focused

6

**Fight systems with systems**

- Shape the environment to support BEANs



# INNOGANDA

If you want ...

Make sure you ...

Ideas

Create ways to process them

Answers

Ask great questions

Experiments

Build and stock your labs

Risk taking

Celebrate *intelligent* failure



## What **innovation** is, and what it is not



## **Five behaviors** to encourage to drive innovation



## How to fight the **hidden barrier** to innovation



# *Questions?*



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“If you want to unleash more creativity in your organization, you can’t simply tell people what you want; rather, **you need to create a culture that emboldens them to behave like innovators.** And you need to trust that this is what they want to do.”

- Ed Catmull, Co-founder of Pixar





Go do something different  
that creates value!



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