

Industrial Revolution

Environment

Medieval-
Feudal

Very stable

Industrial
Revolution

Relatively stable

System

Simple

Complicated

**Basis of
Competition**

Access to
Capital

Efficiency

Leadership

Paternalistic
Autocratic

Command &
control

Structure

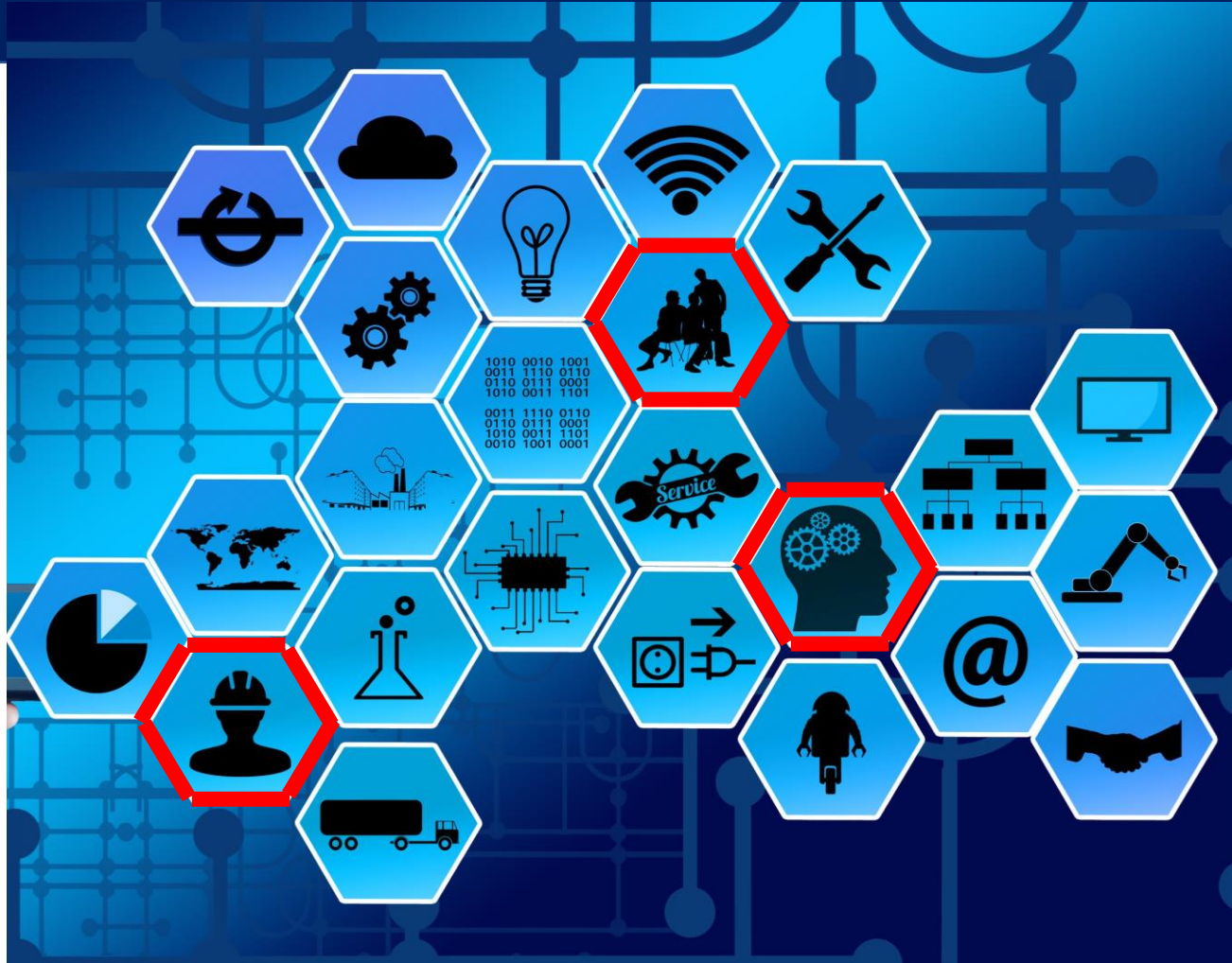
One-to-One



One to many



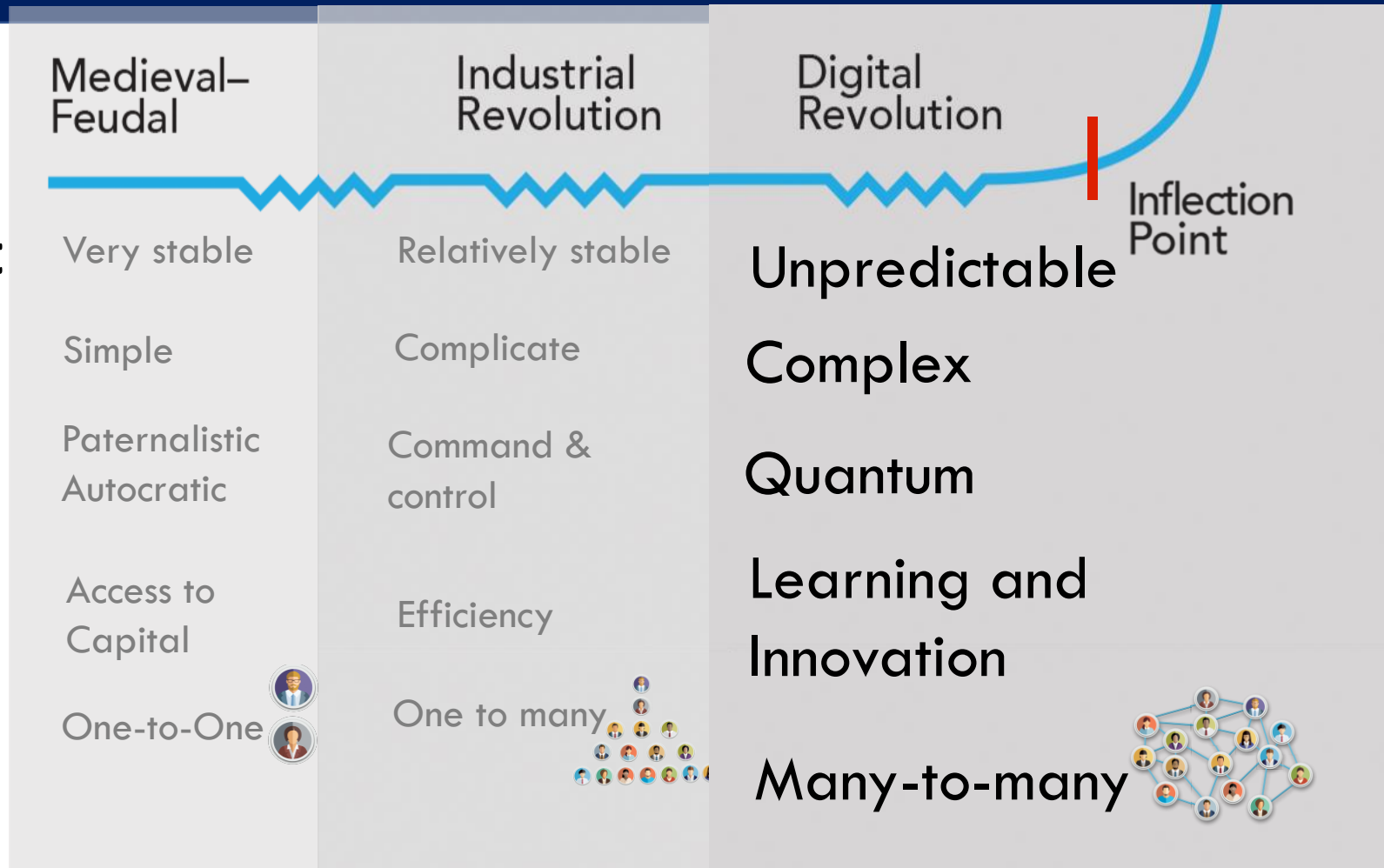
Industrial Era Resources



- Capital
- Land & Equipment
- Raw Materials
- People (HR)

The Big Picture - Three Major Revolutions

Environment
System
Leadership
Basis of Competition
Structure



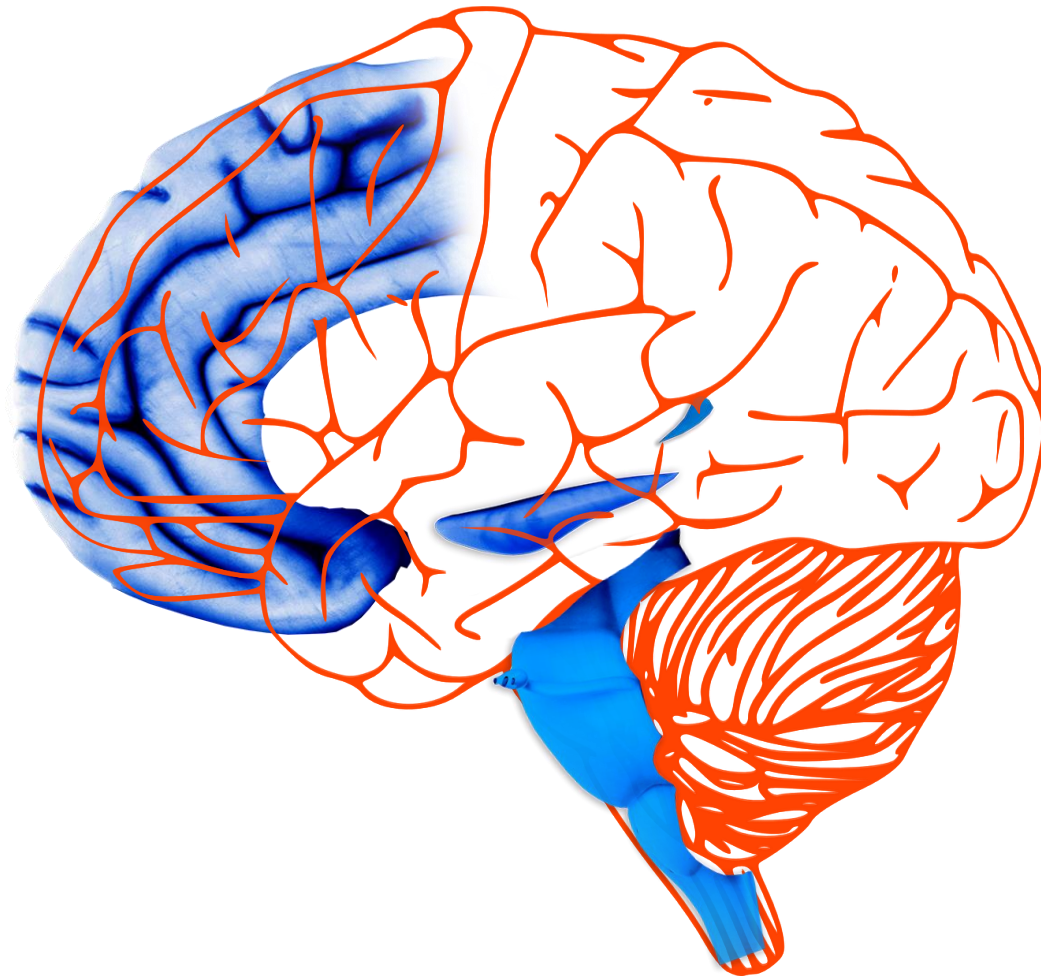
We have moved beyond the Industrial Revolution beyond a new inflection point



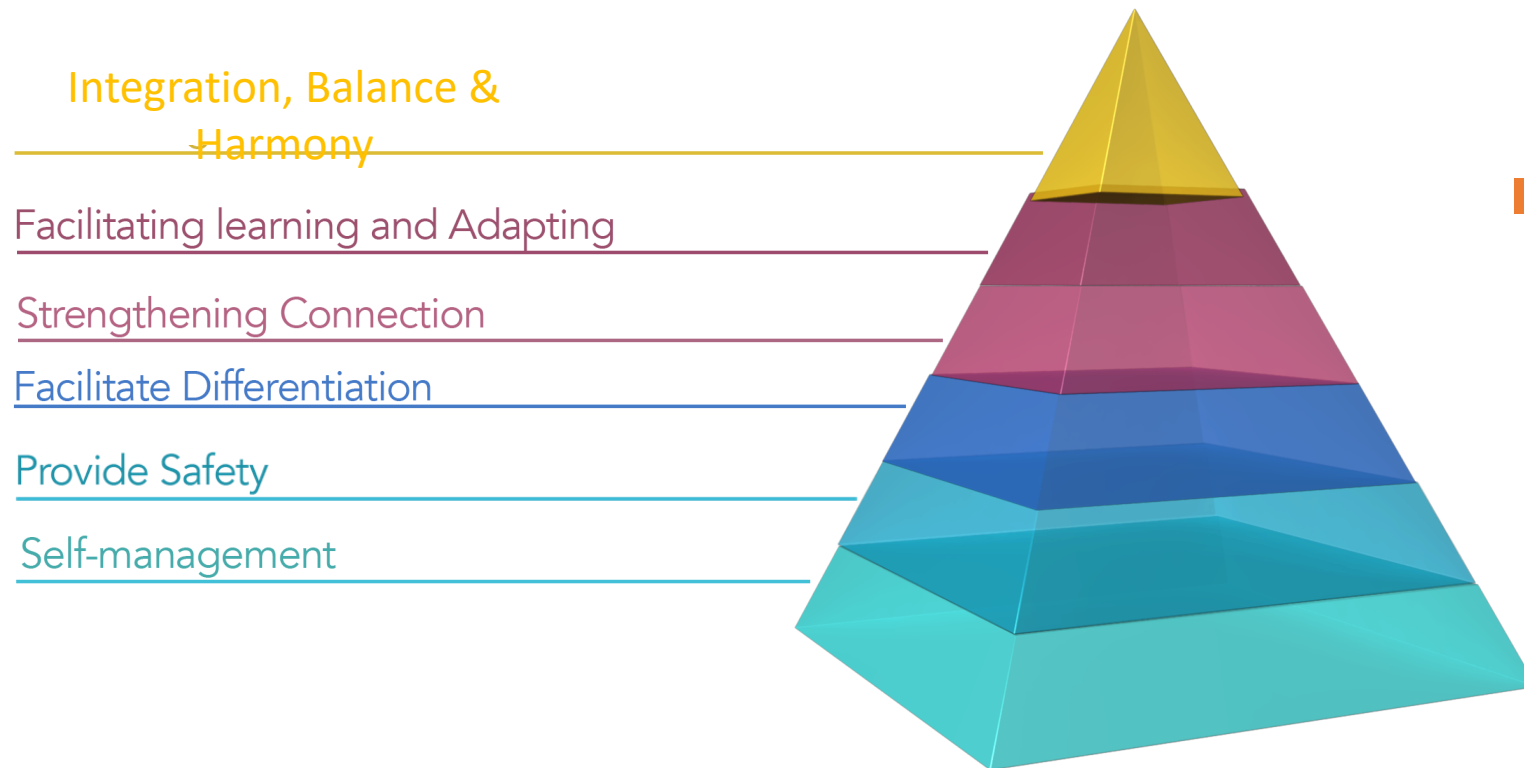
In the innovation era, trying to predict, control, and eliminate variances is a losing game.

A new approach is necessary to deal with this complex world.

How Learning Happens: After Safety & Connection



How to Harness VUCA through the 6 competencies



- Six Competencies for Radical Innovation