

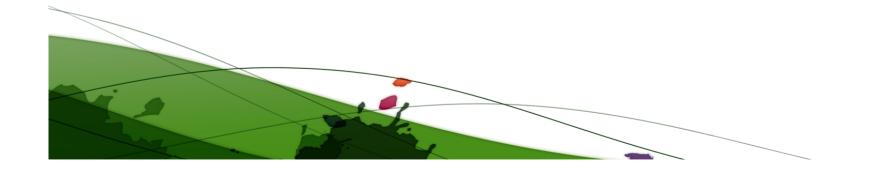
Decision Making in Futurice

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Principles

- Everybody has the decision making power
- Everybody has the obligation to make good, transparent, and fair decisions
- Decisions to be evaluated having 3x2 in mind

Decision Making HOWTO



Bigger decision with a DL that affects about everyone

- Draft a proposal, notice in Yammer+email+chats
 - «Anything that could be improved in the proposed way?»
 - Description of the decision making process
 - > DL, after which decision

Smaller decision with a DL, affecting a definite group of people

e.g. Event sponsoring Investing in trainings

- Have a decision proposal, send it to the right forum
 - > Sponsorings: marketing, ...
 - > No good forum? Fallback: CEO
- Unless no one opposes before the given DL, the proposal turns into a decision



Personal decisions affecting mainly yourself

e.g. Buying SW/HW Going to a conference

- Check existing policy if available
- Talk to the relevant persons to give opinions and reflect
- Share your decision with other relevant people
 - Maybe it would be a good idea for others, too



Development of complicated things, no definite DL

e.g. Marketing things Choosing an IT system Futu employee NDAs Futubonus

- Choose a benevolent dictator or a small group
 - > Responsibility
 - Has the final world, but listens to opinions
- Possible tools: «Round table» or Open Space for hearing opinions
 - You didn't show up? Ok, but then don't complain



Improvement themes: may not necessarily have an end

e.g. "Reference" stacks, models etc. Strategy work This one ©

- Depends on a definite owner to maintain development
 - Otherwise the theme, if important, will die out just to rise repeatedly from the dead again later, ad infinitum
- No owner? => Maybe theme not important enough



Internal service development with a biz need

e.g. IRMA Job fair Yammer

- Needs a product owner
 - Mapping internal biz needs to a service
 - Otherwise the system may fall into oblivion later and should probably not have been set up in the first place

