



TECHNOLOGY@WORK IN THE 21ST CENTURY

LEIDEN, 5 - 7 SEPTEMBER 2018

WHY ARE WE HERE?



GOAL

To stay viable as organizations and as STS designers in the era of digital technology, we need to

- Understand the possibilities and limitations of these technologies in (the process of) organization and ecosystem design.
- Gain insight in how these new technologies might be incorporated in the (process of) organization and ecosystem design.

MAIN QUESTION

What are the possibilities and limitations of new digital technologies and how might these be most effectively incorporated in the (process of) organization and ecosystem design?

WHO ARE WE?

- Design Team
- www.menti.com
- Getting acquainted

PROGRAMME

LEARNING JOURNEY





GROUND RULES

TODAY

MORNING

- KEYNOTE: DISRUPTIVE (DIGITAL) TECHNOLOGIES -

MARTIJN VAN GLABBEEK

- OPEN FORUM: Q&A
- THEORETICAL FOUNDATION

BERT, PIERRE, MATTHIJS AND MARK

- TECHNOLOGY CARROUSEL INTRODUCTION

AFTERNOON

- TECHNOLOGY CARROUSEL
- CARROUSEL DEBRIEF AND DELIBERATIONS
- INTRODUCTION TO SITE VISIT ECT

HENK-JAN BAX


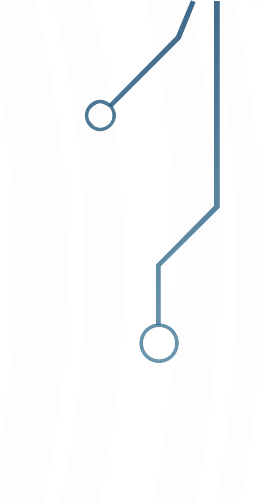
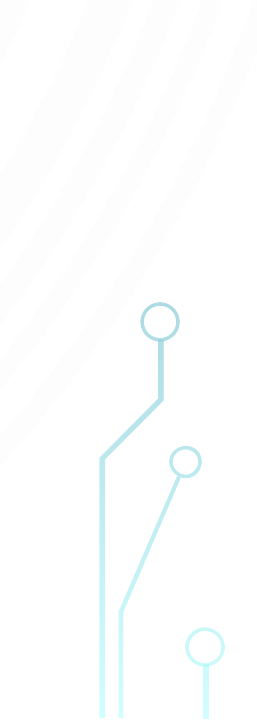
TO GET FAMILIAR WITH DIGITAL TECHNOLOGIES, THEIR POSSIBILITIES AND LIMITATIONS FOR ORGANISATION DESIGN.

The background features a series of concentric, light gray circles centered on the page. Overlaid on these are stylized circuit board traces in dark blue and teal. These traces enter from the top and bottom edges, with some terminating in small open circles. The overall aesthetic is clean, modern, and tech-oriented.

MARTIJN VAN GLABBEEK



OPEN FORUM

- Teamwork: ('10)
 - What surprised you?
 - What burning questions do you have already?
 - Select two question for the plenary Q&A.
 - Q&A ('20)
- 
- 
- 



The background features a series of concentric circles in a light gray color, centered on the page. In the four corners, there are decorative line art elements in a dark blue color, resembling circuit board traces or neural network connections, with small circles at the end of the lines.

THEORETICAL FOUNDATION

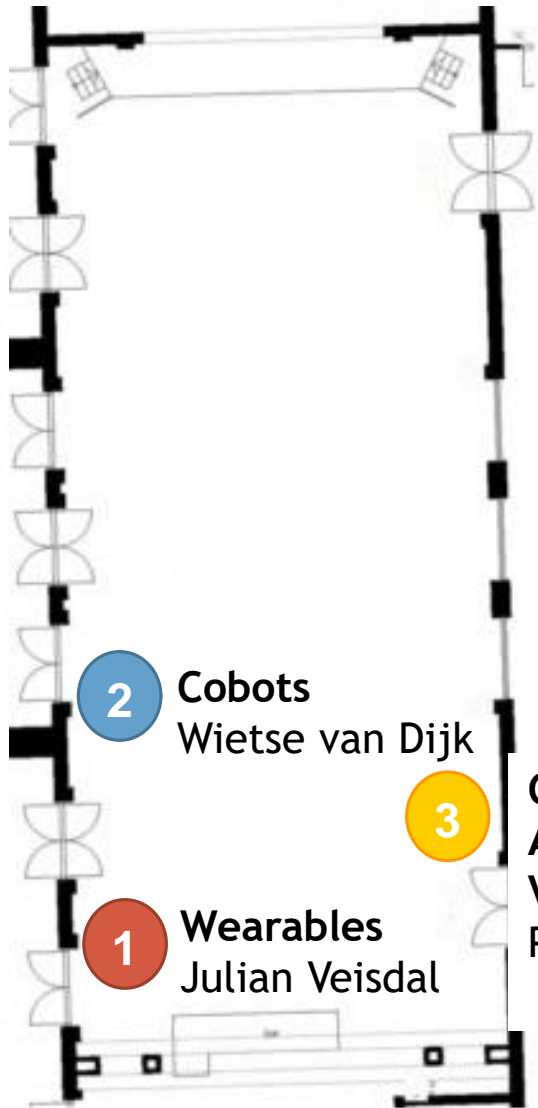


TECHNOLOGY CARROUSEL

INTRODUCTION

TECHNOLOGY CARROUSEL

BREEZAAL:

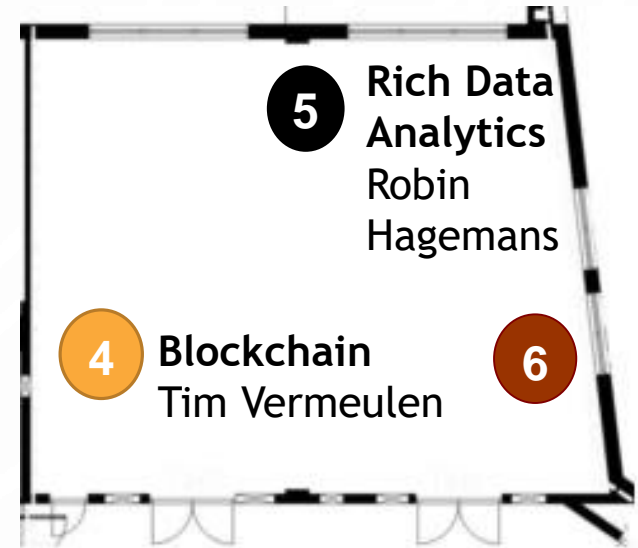


2 Cobots
Wietse van Dijk

1 Wearables
Julian Veisdal

3 Collaborating
Autonomous
Vehicles
Peter van Heusden

JAN WILLEM SCHAAPFOYER:



5 Rich Data
Analytics
Robin
Hagemans

4 Blockchain
Tim Vermeulen

6 Machine
Learning,
AI
Ruud
Nijhuis

TECHNOLOGY CARROUSEL

- The carousel consist of three 30' rounds that elaborate on the 6 technologies in parallel. Music signals change.
- Each team is provided with 6 different tickets per round. Make sure every team member has a different ticket for each round.
- Write down (on post-its) what new possibilities and limitations these digital technologies bring to the organisation and ecosystems (design) table.
- Make a distinction in your answers between the three levels explained by Mark: Micro, Meso and Macro level.
- After the three carousel rounds, we have a short break, please be in the Breezaal back at 15:00.



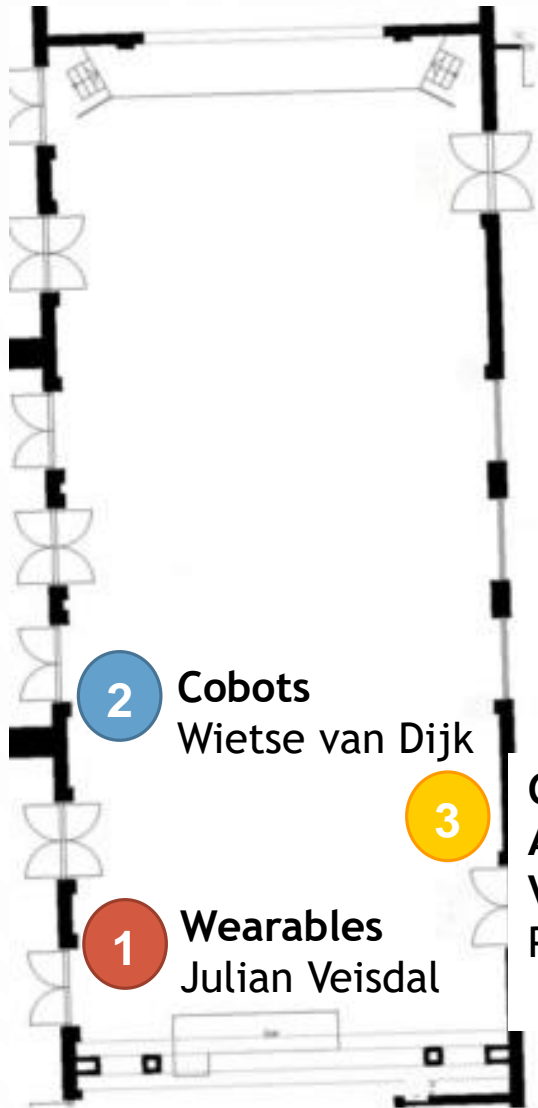
LUNCH

TECHNOLOGY CARROUSEL

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TECHNOLOGY CARROUSEL

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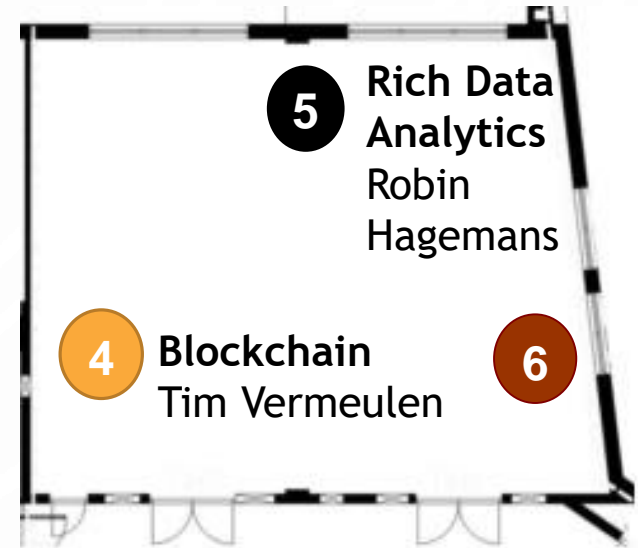


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A man with a beard and glasses, wearing a white t-shirt, is reclining in a black office chair with his hands behind his head, taking a break. He is positioned in front of a desk. On the desk, there is a computer monitor, a keyboard, and a mouse. To the right of the desk, there is a small trash can, a power outlet with a cord plugged in, and a small wooden cabinet with drawers. The background is a textured, light-colored wall. A semi-transparent white rectangular box with rounded corners is overlaid on the image, containing the word 'BREAK' in bold, black, sans-serif capital letters. Blue circuit-like lines with circular nodes are drawn over the man's head and the desk area.

BREAK

TECHNOLOGY CARROUSEL DEBRIEF



STEP 1

COLLECT LESSONS LEARNED
WITHIN EACH TEAM (30')



STEP 2

CONSOLIDATE THE LESSONS
LEARNED AT EACH LEVEL OF
INTERACTION (30')



STEP 3

REPORT OUT OF KEY INSIGHTS
(30')

STEP 1 (30')

COLLECT LESSONS LEARNED WITHIN EACH TEAM (30')



SHARE YOUR LEARNINGS AND
DELIBERATE ON NEW
POSSIBILITIES AND LIMITATIONS.



CLUSTER LEARNINGS ON POST-
ITS AT EACH 'LEVEL OF
INTERACTION'.

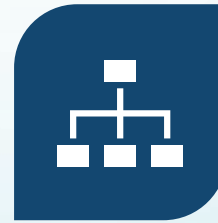
USE FOR EACH LEVEL OF INTERACTION A SEPARATE SHEET.

STEP 2 (30')

CONSOLIDATE THE LESSONS LEARNED AT EACH LEVEL OF INTERACTION



EACH TEAM APPOINTS TWO MEMBERS TO A 'LEVEL OF INTERACTION CONSOLIDATION TEAM' (LOICT: MICRO, MESO, MACRO (5'))



EACH LOICT CLUSTERS THE POST-ITS AND HIGHLIGHTS THE MOST IMPORTANT INSIGHTS ON THEIR BROWNPAPER. (24')



APPOINT ONE OR TWO PRESENTER(S) THAT STICK WITH THE OUTCOME OF THE GROUP AND REPORT OUT TO THE OTHER TWO GROUPS. (1')

STEP 3 (30')

REPORT OUT OF KEY INSIGHTS (30')

The appointed presenter(s) present their outcomes in two rotations (15') to the members of the other 2 groups.



MICRO	→	MESO
MESO	→	MACRO
MARCO	→	MICRO



MICRO	→	MARCO
MESO	→	MICRO
MARCO	→	MESO



ECT ROTTERDAM SITE VISIT



TECHNOLOGY@WORK IN THE 21ST CENTURY

LEIDEN, 5 - 7 SEPTEMBER 2018

THURSDAY: ECT ROTTERDAM

MORNING

- BUSTRIP TO ECT ROTTERDAM (INCLUDING BREAKFAST)
- PRESENTATION ECT

HENK-JAN BAX

- GUIDED TOUR

HENK-JAN BAX

AFTERNOON

- TEAMWORK AND DELIBERATION
- OPEN FORUM (Q&A)
- BUSTRIP TO LEIDEN
- SOCIAL EVENT AND DINNER WITH IWOT

*TO GET FAMILIAR WITH DIGITAL TECHNOLOGIES, THEIR POSSIBILITIES AND LIMITATIONS
FOR ORGANISATION DESIGN WITHIN A REAL-LIFE CONTEXT (BROWNFIELD)*

The background features a series of concentric circles in a light gray color, centered on the page. In the four corners, there are decorative elements resembling circuit boards or digital lines. The top-left and top-right corners have dark blue lines, while the bottom-left and bottom-right corners have light teal lines. These lines form various geometric shapes and end in small circles, creating a modern, tech-inspired aesthetic.

ASSIGNMENT



TECHNOLOGY@WORK IN THE 21ST CENTURY

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WELCOME BACK

MORNING

- OPENING
- DEBRIEF SITE VISIT
- ETHICS SESSION

CAROLYN AND DOUGLAS

AFTERNOON

- ANNUAL STS-RT MEETING (DURING LUNCH)
- DESIGN LAB: IMPACT ON ORGANISATION DESIGN (PROCESS) AND DESIGNERS

BERT, BETSY AND DOUGLAS

- WAY FORWARD & LA DESIGN TEAM UPDATE
- 2020 CONFERENCE
- OUTRO: GLOBAL NETWORK FOR SMART ORGANISATION DESIGN

PIERRE AND BERT

*TO GET INSIGHT IN HOW NEW DIGITAL TECHNOLOGIES MIGHT BE INCORPORATED
IN THE (PROCESS OF) ORGANIZATION AND ECOSYSTEM DESIGN*