STS RT
SOCIOTECHNICAL SYSTEMS ROUNDTABLE INC.

GLOBAL Network

ULBO DE SITTER
kennisinstituut

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.

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)

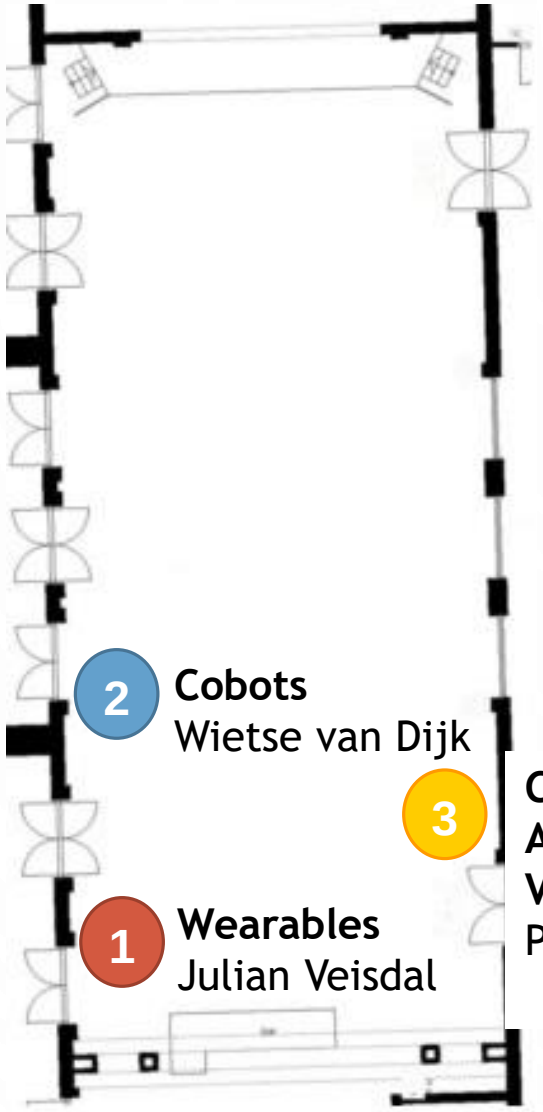
THEORETICAL FOUNDATION

TECHNOLOGY CARROUSEL

INTRODUCTION

TECHNOLOGY CARROUSEL

BREEZAAL:

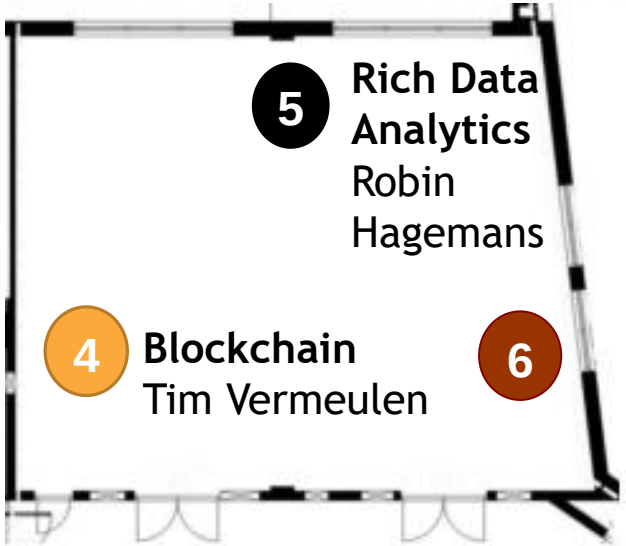


2 **Cobots**
Wietse van Dijk

3 **Collaborating Autonomous Vehicles**
Peter van Heusden

1 **Wearables**
Julian Veisdal

JAN WILLEM SCHAAPFOYER:



5 **Rich Data Analytics**
Robin Hagemans

4 **Blockchain**
Tim Vermeulen

6 **Machine Learning, AI**
Ruud Nijhuis

TECHNOLOGY CARROUSEL

- The carrousel 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 carrousel rounds, we have a short break, please be in the Breezaal back at 15:00.

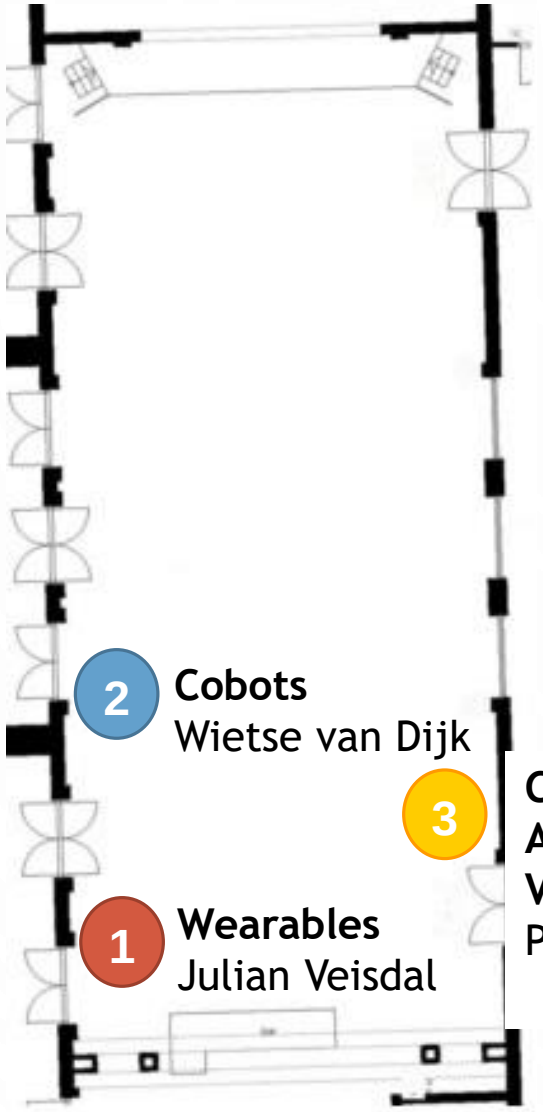
LUNCH

TECHNOLOGY CARROUSEL

- The carrousel 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 carrousel rounds, we have a short break, please be in the Breezaal back at 15:00.

TECHNOLOGY CARROUSEL

BREEZAAL:

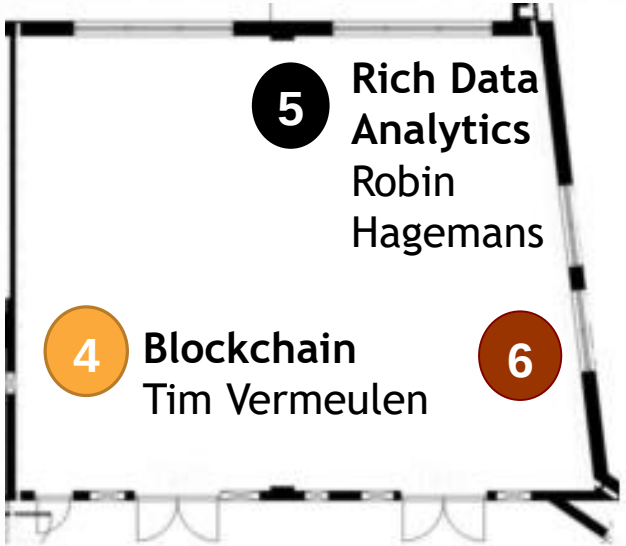


2 **Cobots**
Wietse van Dijk

3 **Collaborating Autonomous Vehicles**
Peter van Heusden

1 **Wearables**
Julian Veisdal

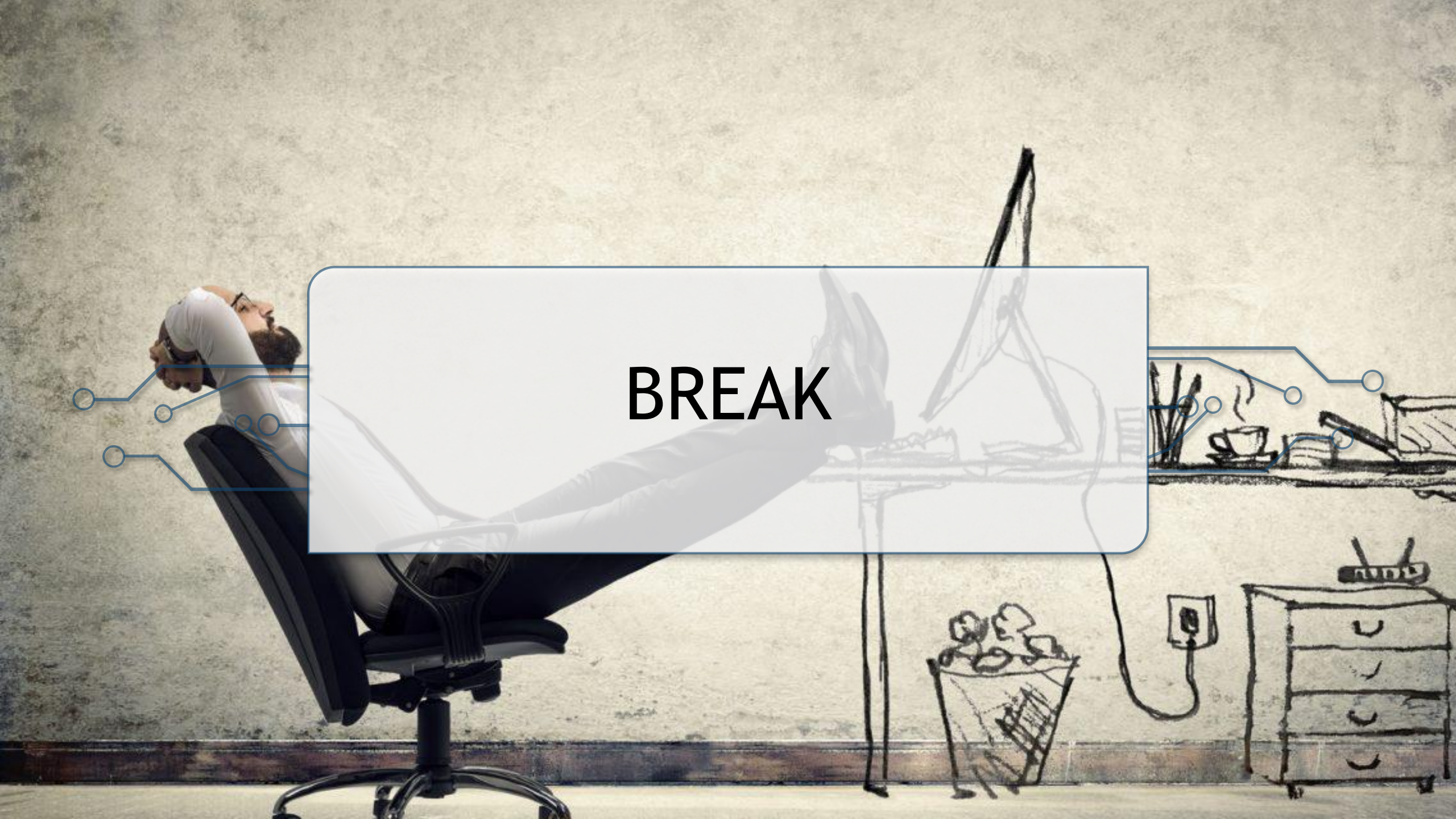
JAN WILLEM SCHAAPFOYER:



5 **Rich Data Analytics**
Robin Hagemans

4 **Blockchain**
Tim Vermeulen

6 **Machine Learning, AI**
Ruud Nijhuis


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’)

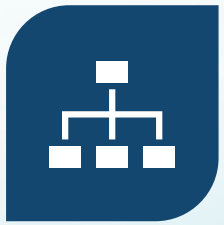
SHARE YOUR LEARNINGS AND DELIBERATE ON NEW POSSIBILITIES AND LIMITATIONS.

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

STS RT
SOCIOTECHNICAL SYSTEMS ROUNDTABLE INC.

GLOBAL Network

ULBO DE SITTER
kennisinstituut

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)

ASSIGNMENT

STS RT
SOCIOTECHNICAL SYSTEMS ROUNDTABLE INC.

GLOBAL Network

ULBO DE SITTER
kennisinstituut

TECHNOLOGY@WORK IN THE 21ST CENTURY

LEIDEN, 5 – 7 SEPTEMBER 2018

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