# QRC Make disruption work

Based on Make disruption work, QRC by Henny Portman, Aug'2019



- Act (let go of the old way, take tough decisions, possibly disrupt your own business, experiment
- And tell the story (what-who-when, the bigger picture, why, be honest, be yourself)



### Forge a winning organization

- 1. Conversion equation and 5 capabilities: marketing, IT development, category/product management, logistics and operations, data analytics and business intelligence
- 2. Teams: be multidisciplinary and co-located
- 3. Location: centralize skills, localize for local knowledge

## Forge a winning team

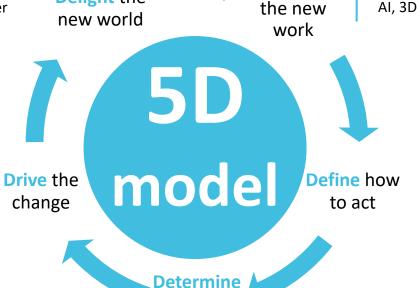
- 1. Leaders: business builders not guru geeks. Characteristics: adaptable, self-learning, bias to action, analytically strong
- 2. Staff: 1 per €1m
- 3. Insource/outsource: own everything

#### Drive the transformation

- 1. All wheel drive
- 2. Give direction
- 3. Keep driving
- 4. And looking up



- Look up (Disruption curve)
- How it works (Customer needs, market share, remove barriers > exponential growth)
- It's only just the beginning (Robotics and automation, self-driving vehicles, AI, 3D printers, VR and AR, IoT)



**Discover** 





### The new rules of the game

- 1. End customers are the real assets
- 2. Fat margins get stolen
- 3. Winner takes all
- 4. Digital is a new channel
- 5. People search for needs not brands
- 6. Customer expect the best, period

## The winning strategy

- 1. Be customer-first
- 2. Be early
- 3. Be bold
- 4. Be active
- 5. Be acquisitive
- 6. Be strong
- 7. Rethink your KPIs

# Organization-wise, you'll need:

what you

need

1. Purpose

**Delight** the

- 2. Talent
- 3. A customer-first culture

#### and to

- 1. Test-and-learn
- 2. Start small and stay close
- 3. Organize according to horizon

#### Technology-wise, you'll need to:

- 1. See tech as a business driver
- 2. Test-and-learn
- 3. Future-proof: 4 principles: go modular, prioritize, connect, manage
- 4. Evolve out of the past

