

# *Leading Innovation in a Disruptive Environment*



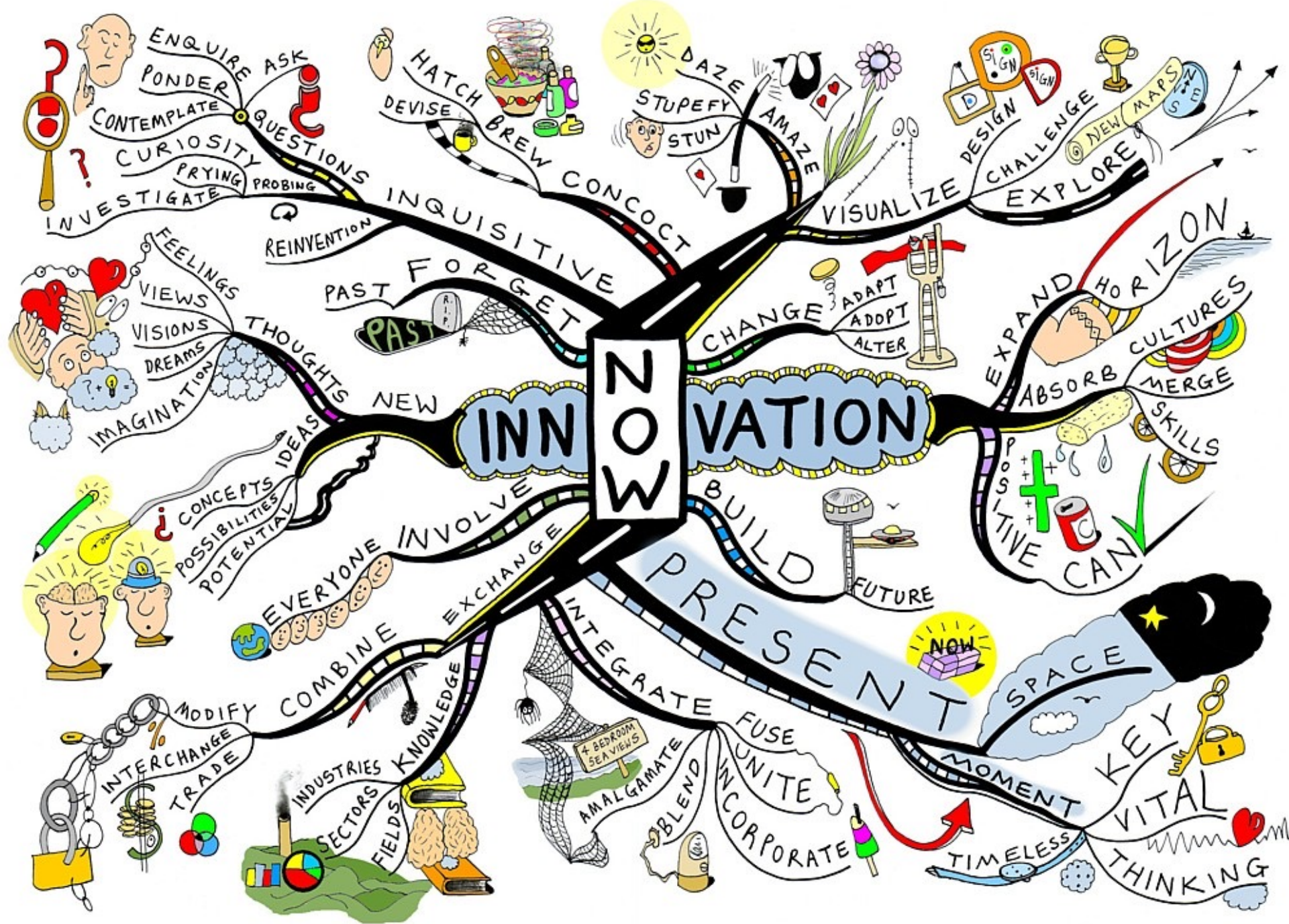
Aaron Proietti



**TODAY'S  
INNOVATOR**





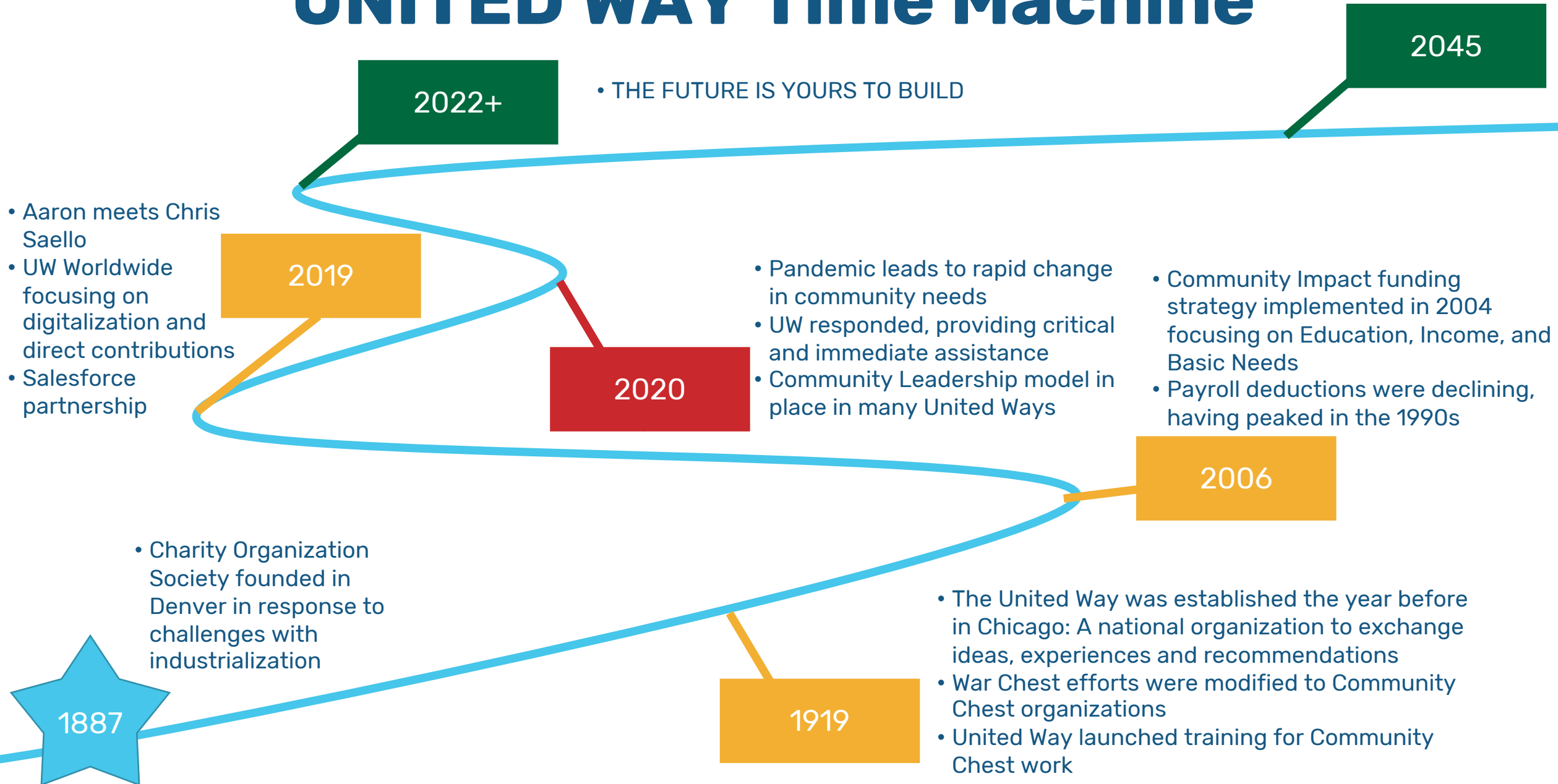








# UNITED WAY Time Machine



# 2019

**The Era of Technological Disruption**



# The World Was Changing Fast



## BLOCKCHAIN

New distributed ledger technology giving rise to **CRYPTO-CURRENCIES**



## ARTIFICIAL INTELLIGENCE

**EXPONENTIALLY IMPROVING** set of technologies exceeding human intellect in many applications



## AUTONOMOUS VEHICLES

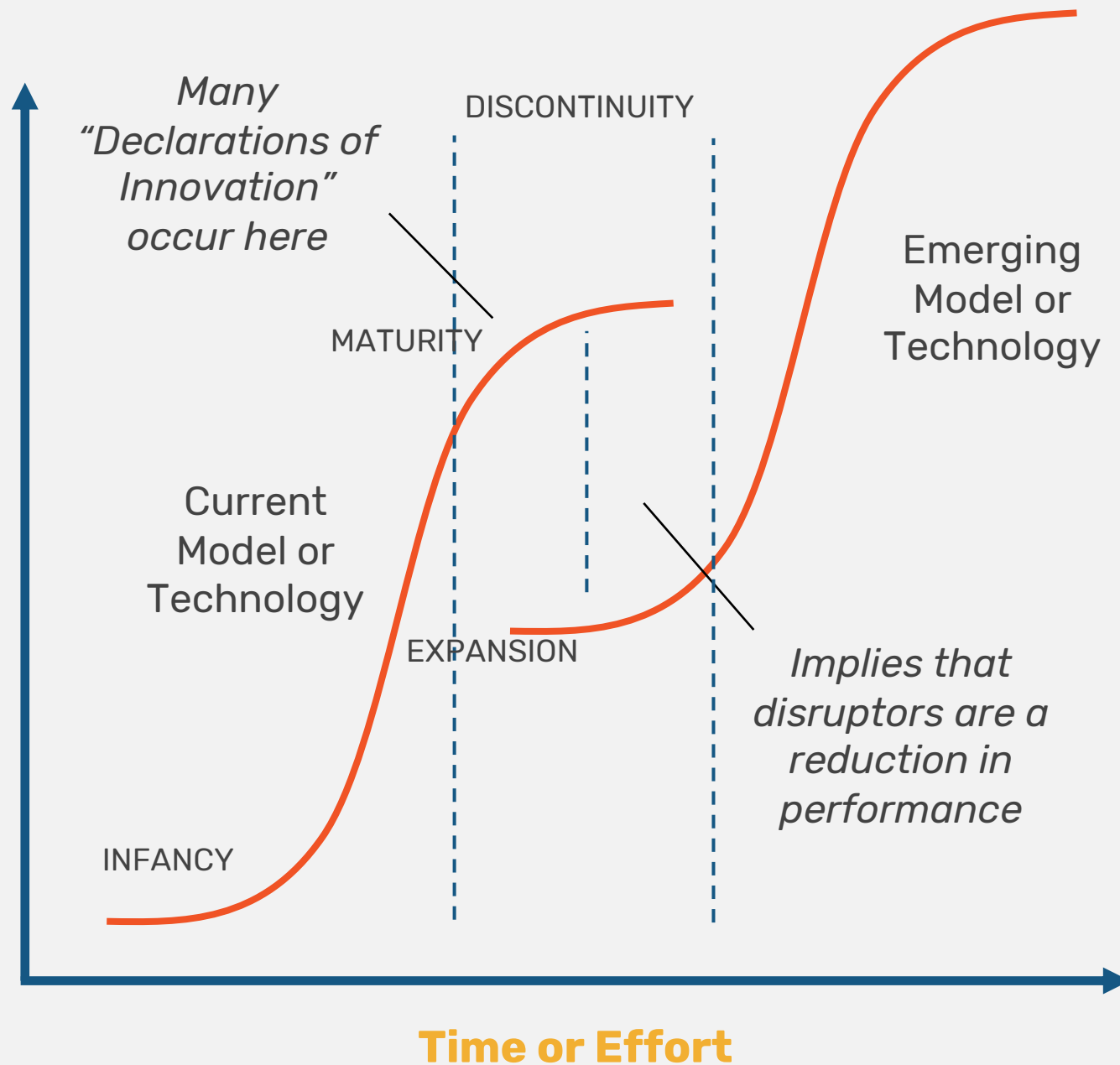
Driverless technology improving rapidly as **PROCESSORS, SENSORS** and **TELECOM** networks improve



## RENEWABLES

Marginal cost of renewable energy (solar, wind, battery, etc.) decreasing at an **EXPONENTIAL RATE**

Performance



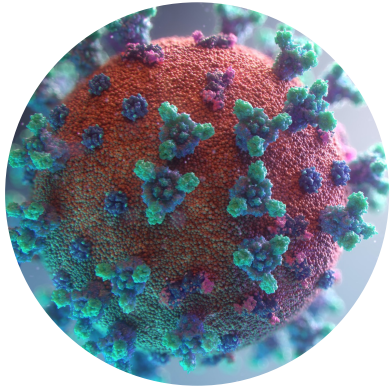
The **S-CURVE** of **BUSINESS MODELS** or **TECHNOLOGIES** was popularized by Harvard Professor Clayton Christensen in *The Innovator's Dilemma*. It illustrates what **DISRUPTION** looks like.



# 2020

**Beyond Disruption**

# The World Keeps Changing In Remarkable Ways



**GLOBAL PANDEMIC**



**ECONOMIC TURMOIL**



**CIVIL UNREST**



**POWER SHIFT**



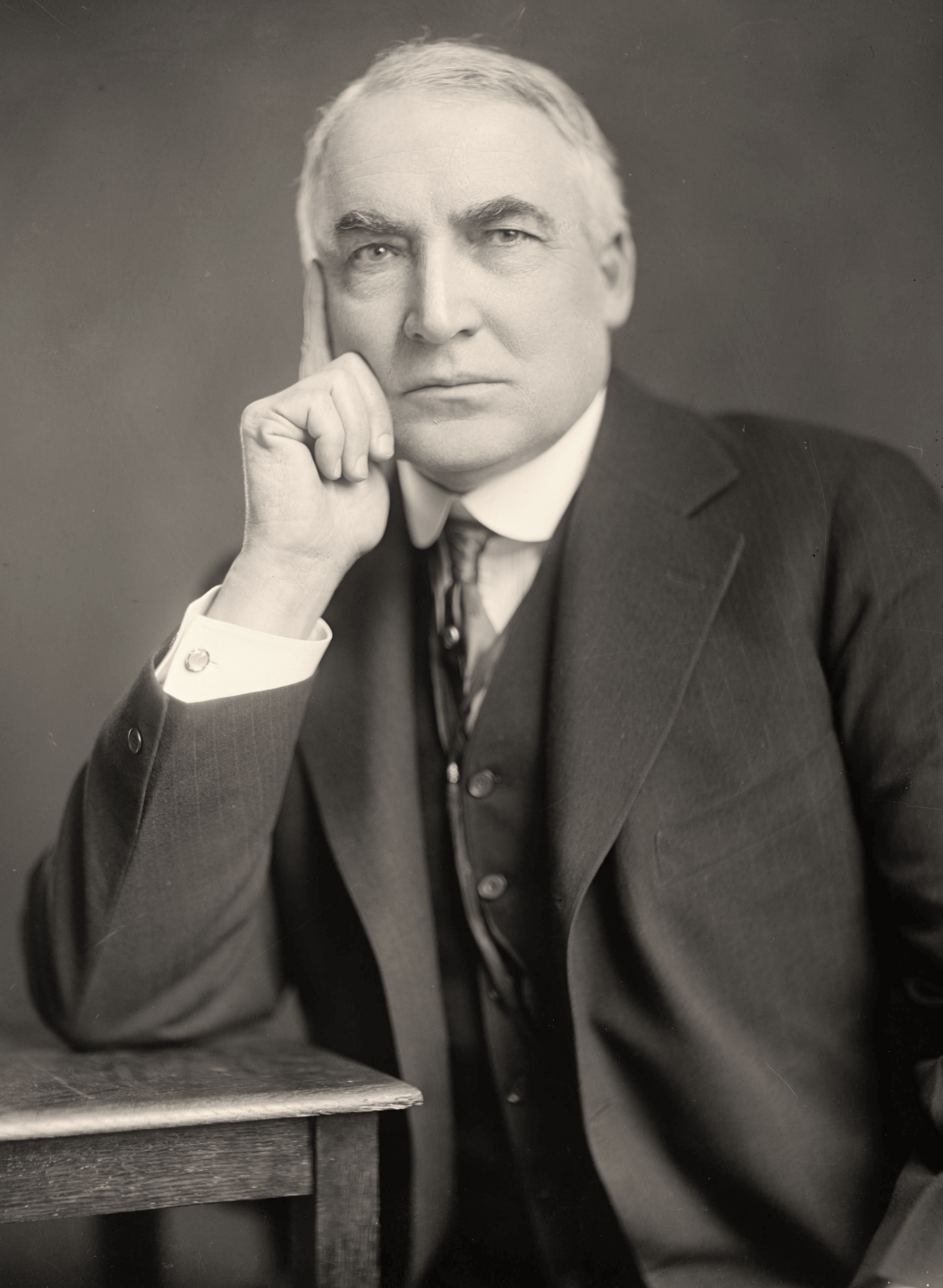
# *1919*

**Post-WWI America**













# *The Roaring Twenties*



# Transformation of the Roaring '20s



**AGRICULTURAL OUTPUT**  
soared with improvements  
in the **COMBUSTION**  
**ENGINE**



**ELECTRIC MACHINERY**  
accelerated  
**INDUSTRIALIZATION**



**STANDARDS OF LIVING**  
improved with  
**ELECTRICITY, PLUMBING**  
and **TELEPHONES**  
becoming more ubiquitous

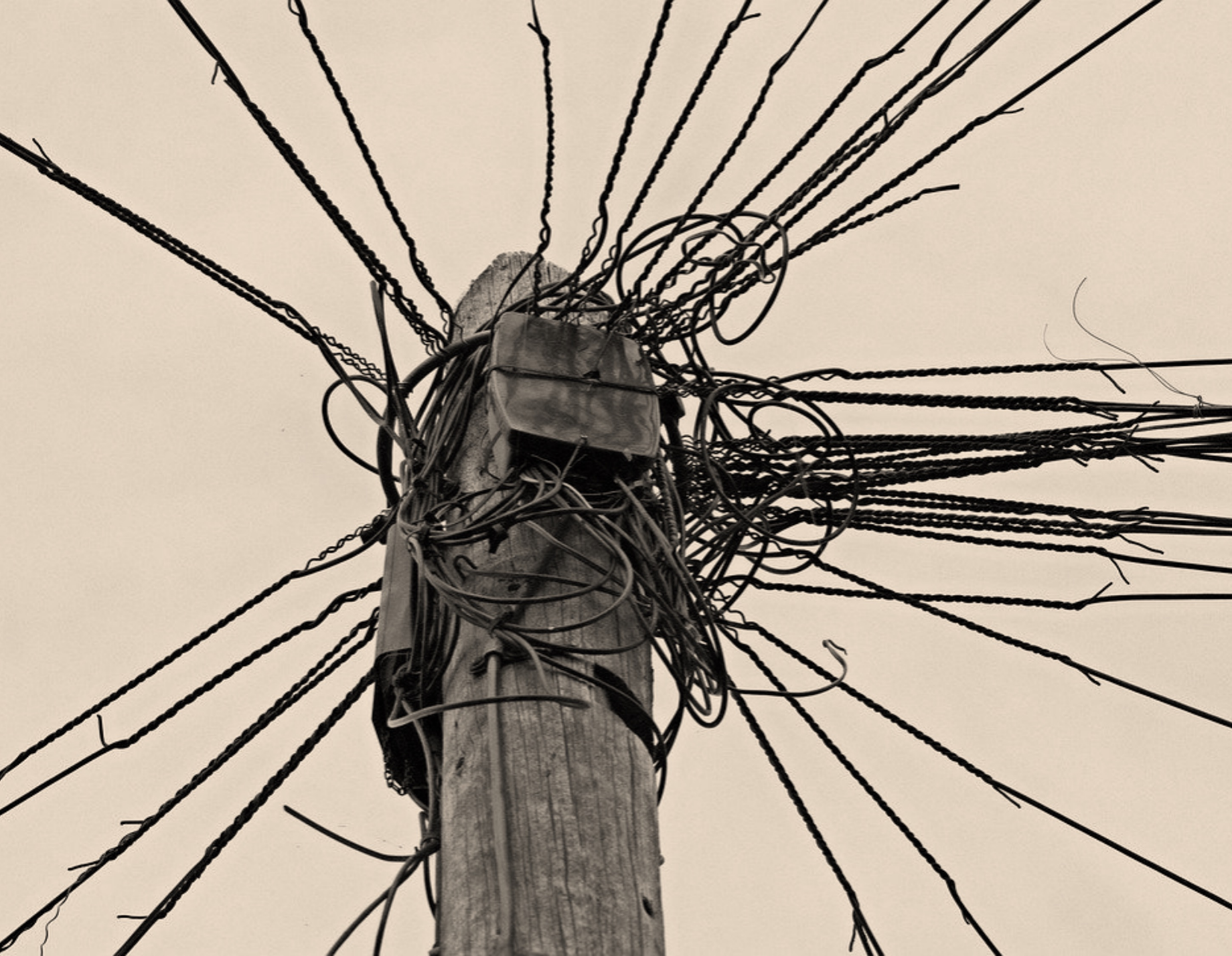


**TRANSPORTATION**  
and **TRAVEL** landscape  
changed, changing the  
countryside along with it

# US Route 20







**COMPLEXITY**  
in a **SYSTEM**  
arises when  
various  
components  
interact in  
multiple, often  
**UNPREDICTABLE**  
and **NONLINEAR**  
ways.





AN UNRESTRAINED DEMON.

# *Societal Dislocation*



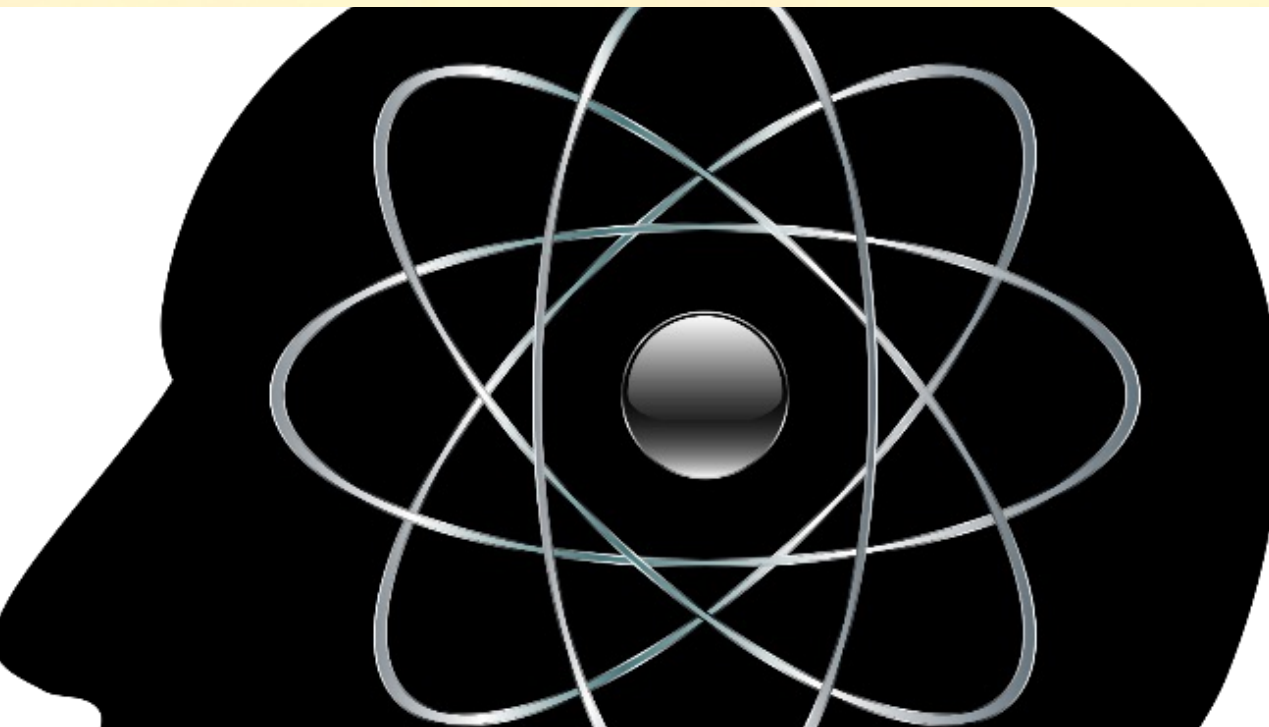


# *The Great Depression*

# 2006

**A Technological Inflection Point**



















# THE WORLD IS CHANGING



## World Bank's stock at all-time high

World Bank's stock price reached a new all-time high today, reflecting the bank's strong performance and the confidence of investors in its leadership.

The bank's stock price has been on a steady climb since its initial public offering, and is now at a level that has not been seen since its first days of trading.

This success is a testament to the bank's commitment to transparency and its dedication to providing the best possible service to its shareholders.

## 1.5 rate also chosen records as jobs grow

The 1.5 rate was chosen as the best option for the economy, as it provides a balance between growth and stability.

This decision was made after a thorough review of the current economic conditions and the potential impact of different rates.

The 1.5 rate is expected to help stimulate the economy and create more jobs, while also maintaining a level of financial stability.

*Societal  
Dislocation  
Again?*

# 2020

**Making Sense of a New World**









**CRISIS  
INNOVATION**

is innovation  
required by a  
sudden change in  
conditions,  
norms, or  
constraints.

**INNOVATE OR  
DIE.**





**RESILIENCE** is the practice of designing to endure **SHOCKS** or **STRESSES**, physical or otherwise



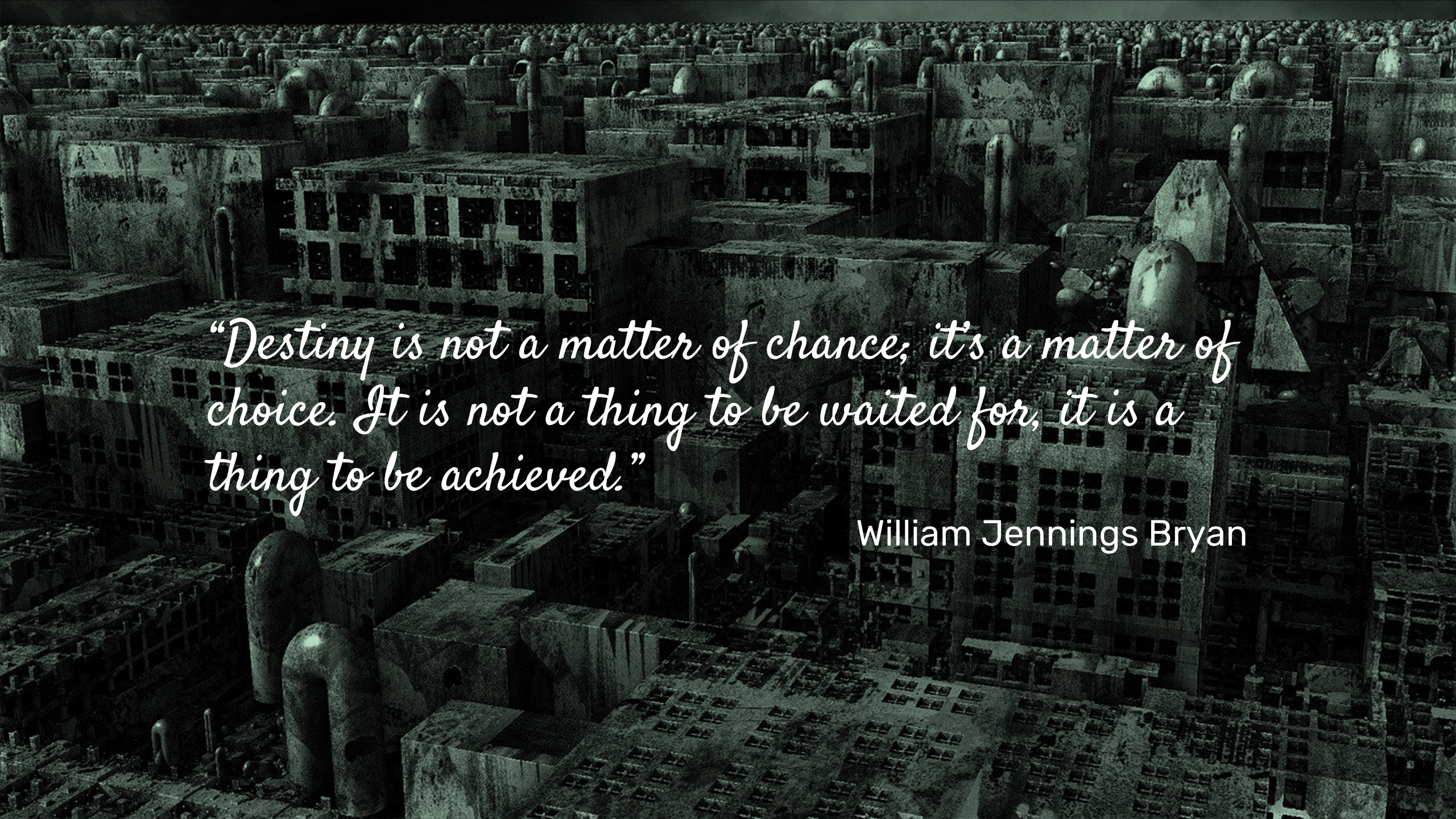




# 2045

**The Fall of Society**





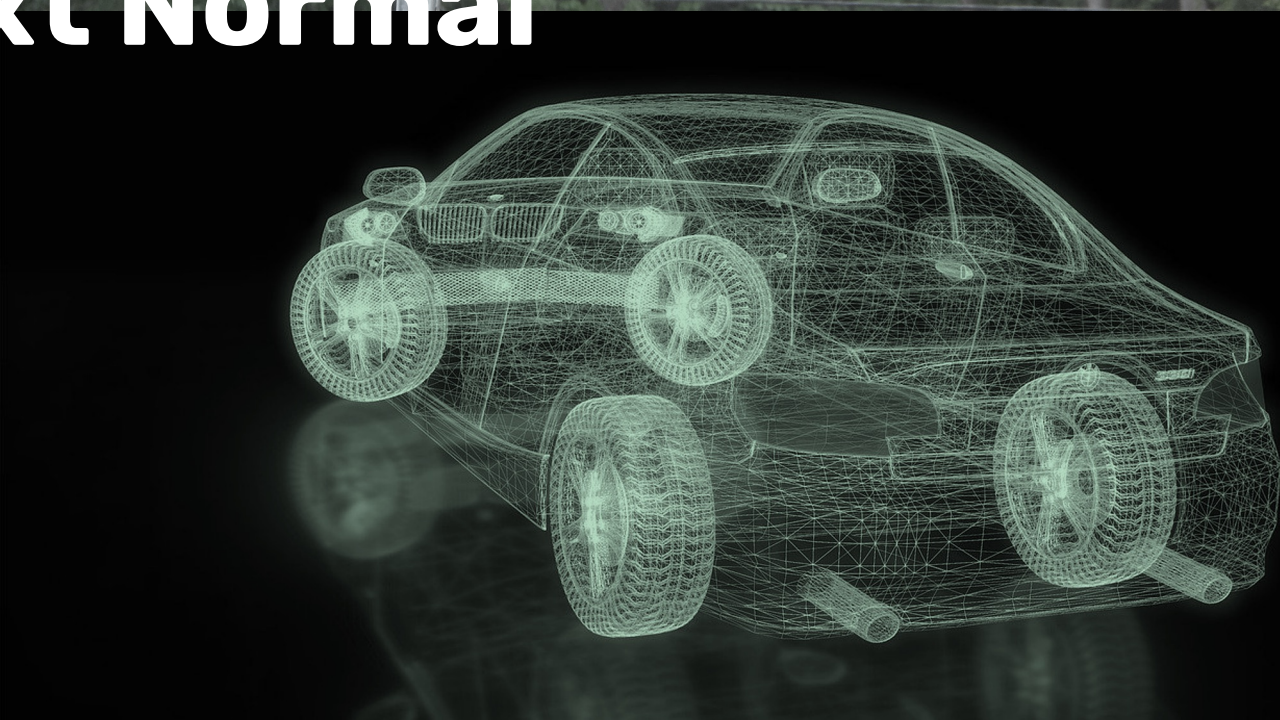
*“Destiny is not a matter of chance; it’s a matter of choice. It is not a thing to be waited for, it is a thing to be achieved.”*

William Jennings Bryan





# The Next Normal





Lehr Erlesung.

III.

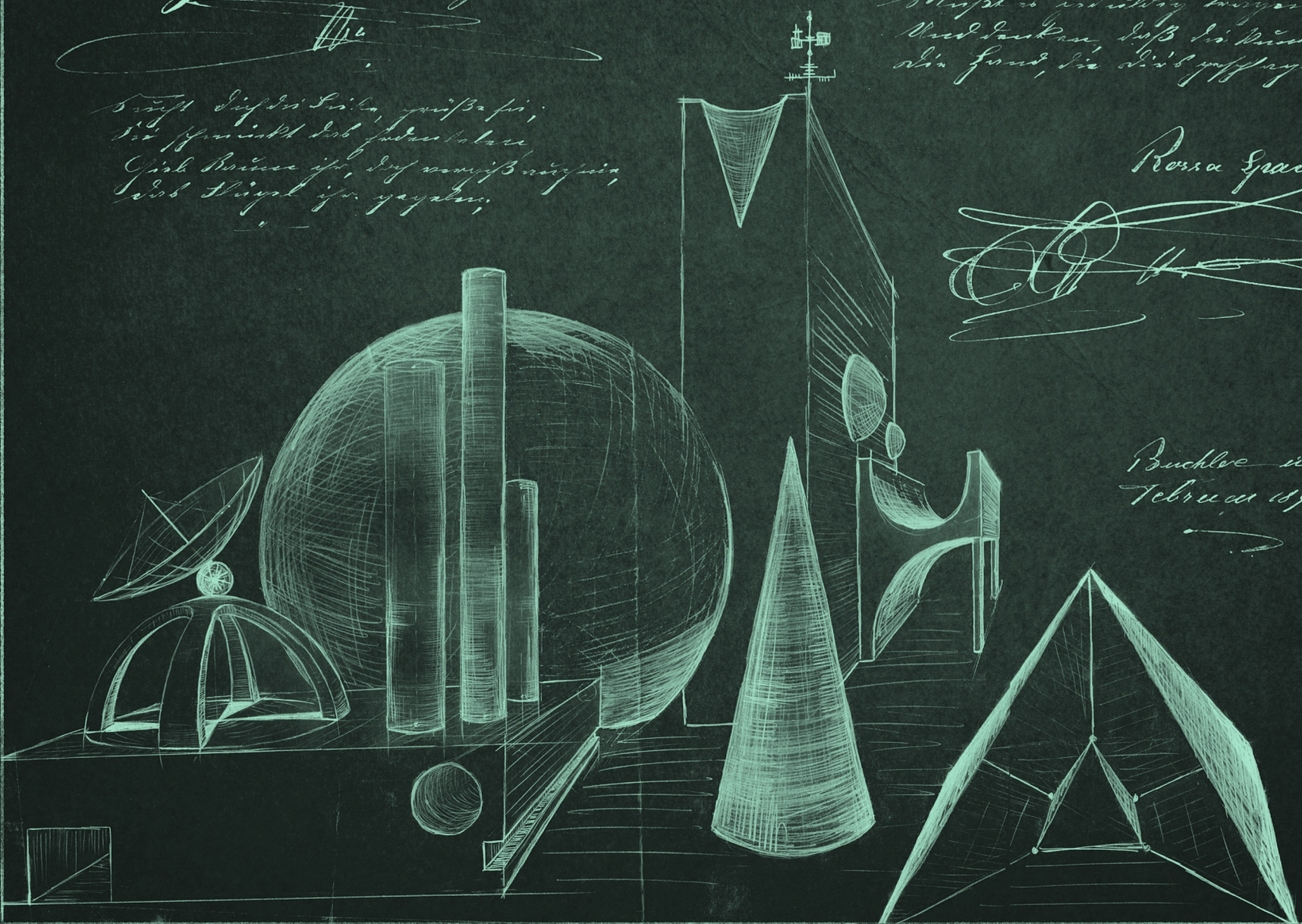
Brüder! Seht die Welt, wie sie ist;  
Sie ist nicht das, was sie scheint,  
Sich selbst zu sein, das weißt du nicht,  
Doch sie ist, wie sie ist.

Und wenn die Welt so ist,  
so ist es auch die Welt,  
Und wenn die Welt so ist,  
so ist es auch die Welt.

Rosa Graess.

*[Signature]*

Buchloe im  
Februar 1899.



**DESIGN** is the practice of transforming existing conditions into preferred conditions aligned with a **PLAN** or a **PURPOSE** often within known **CONSTRAINTS**





A **SHARED VISION** is a collectively desired **FUTURE STATE** to which each member can feel a **PERSONAL CONNECTION**.



# 2022+

**The Era of the Innovator**









**SUSTAINABILITY** is the practice of intentionally reducing **ENVIRONMENTAL** impact and improving the quality of life for **COMMUNITIES**





**SOCIAL INNOVATION** is the practice of developing solutions to challenging and often **SYSTEMIC** social and environmental issues in support of **SOCIAL PROGRESS.**



# Social Innovation Success Factors



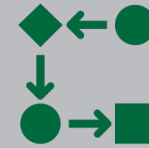
## CONNECTIONS & COLLABORATION

- Utilize **CO-CREATION**
- Leverage **DIVERSITY & INCLUSION**
- Strengthen Your **NETWORK QUALITY**



## OUTCOME-ORIENTATION

- Develop a **GROWTH MINDSET**
- Use **OUTCOMES** to Find New Fundraising Sources
- Utilize **LOGIC MODELS**



## PROGRAM DEVELOPMENT

- Build a **CULTURE** of Experimentation
- Respond to **CHANGE FACTORS**
- Focus on **SCALABILITY** and **CONTINUOUS IMPROVEMENT**





# Innovating Agassiz Village

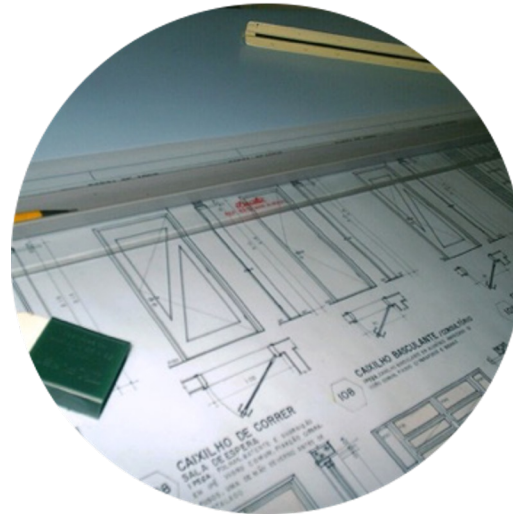
Poland, ME



# Social Program Development Approach



Align the organization's **MISSION, VISION, and VALUES** with its **PROGRAMMING**.



**DESIGN** programming to produce specific (youth development) **OUTCOMES**.



**CO-CREATE** solutions with stakeholders in order to gain buy-in and commitment early in the **CHANGE PROCESS**.



# AGASSIZ VILLAGE

## Research-Based Logic Model

**Our Vision:**  
Agassiz Village Children from Maine to Massachusetts, regardless of economic opportunity, experience Agassiz Village's joyful, welcoming, and diverse community that inspires and enables them to explore new experiences and create the futures they envision.



### Summer Camp Program

Enriching the lives of our summer campers by utilizing social and emotional learning to build life-long skills in a safe and fun environment

### Summer Teen Advancement Program

Developing strong character in our teens through peer engagement, interest exploration, and contribution to the Agassiz community

### Year-Round Leader in Training Program

Building a new generation of leaders program who are advocates for positive change at Agassiz Village and beyond

## What we do

## Why it matters

### Experiences

#### Have Fun

We place joy at the core of all our programming.

#### Strength in Diversity

We are intentionally diverse at all levels—from board members to campers.

#### It Takes a Village

We nurture a supportive community of contributors, built on healthy peer-to-peer and mentor relationships.

#### Staff Who Prioritize Youth

We train our staff in evidence-based practices to achieve a growth mindset.

#### Investigation, Exploration, Adventure

We inspire experiential learning driven by the interests and curiosity of our youth.

#### Inspiring Hope

We build the skills to achieve success by defining and managing goals.

#### Expanding Horizons

We foster an environment to develop a complete understanding of one's full potential.

### Short-term Outcomes

#### Contribution

We matter. The Village is counting on us, and the world is counting on us. Leave Your Legacy.

#### Self-Management

We learn to manage emotions, thoughts, and behaviors to accomplish personal and collective goals.

#### Positive Identity

We develop an internal sense of who we are and confidence to explore the multiple facets of our identities.

#### Social Capital

We build resources that we can mobilize to help us improve our lives and achieve our goals.

#### Social Skills

We nurture our ability to take others' perspectives into account, and to develop a sense of caring and empathy.

#### Mastery-Oriented

We learn to think critically, and to collaborate to solve problems creatively.

#### Goal-Oriented

We set goals that stretch us to our full potential, from college- and career-readiness, to academic and financial success.

### Long-term Outcomes

Reduce Risky Behavior

Positive Behavior

Academic Performance

College-Readiness

Career-Readiness

Financial Savvy





## Why it matters

### Short-term Outcomes

#### Contribution

We matter. The Village is counting on us, and the world is counting on us. Leave Your Legacy.

#### Self-Management

We learn to manage emotions, thoughts, and behaviors to accomplish personal and collective goals.

#### Positive Identity

We develop an internal sense of who we are and confidence to explore the multiple facets of our identities.

#### Social Capital

We build resources that we can mobilize to help us improve our lives and achieve our goals.

#### Social Skills

We nurture our ability to take others' perspectives into account, and to develop a sense of caring and empathy.

#### Mastery-Oriented

We learn to think critically, and to collaborate to solve problems creatively.

#### Goal-Oriented

We set goals that stretch us to our full potential, from college- and career-readiness, to academic and financial success.

### Long-term Outcomes





## Why it matters

### Short-term Outcomes

#### Contribution

We matter. The Village is counting on us, and the world is counting on us. Leave Your Legacy.

#### Self-Management

We learn to manage emotions, thoughts, and behaviors to accomplish personal and collective goals.

#### Positive Identity

We develop an internal sense of who we are and confidence to explore the multiple facets of our identities.

#### Social Capital

We build resources that we can mobilize to help us improve our lives and achieve our goals.

#### Social Skills

We nurture our ability to take others' perspectives into account, and to develop a sense of caring and empathy.

#### Mastery-Oriented

We learn to think critically, and to collaborate to solve problems creatively.

#### Goal-Oriented

We set goals that stretch us to our full potential, from college- and career-readiness, to academic and financial success.

### Long-term Outcomes

Reduce Risky Behavior

Positive Behavior

Academic Performance

College-Readiness

Career-Readiness

Financial Savvy





## ***What we do***

### ***Experiences***

#### **Have Fun**

We place joy at the core of all our programming.

#### **Strength in Diversity**

We are intentionally diverse at all levels—from board members to campers.

#### **It Takes a Village**

We nurture a supportive community of contributors, built on healthy peer-to-peer and mentor relationships.

#### **Staff Who Prioritize Youth**

We train our staff in evidence-based practices to achieve a growth mindset.

#### **Investigation, Exploration, Adventure**

We inspire experiential learning driven by the interests and curiosity of our youth.

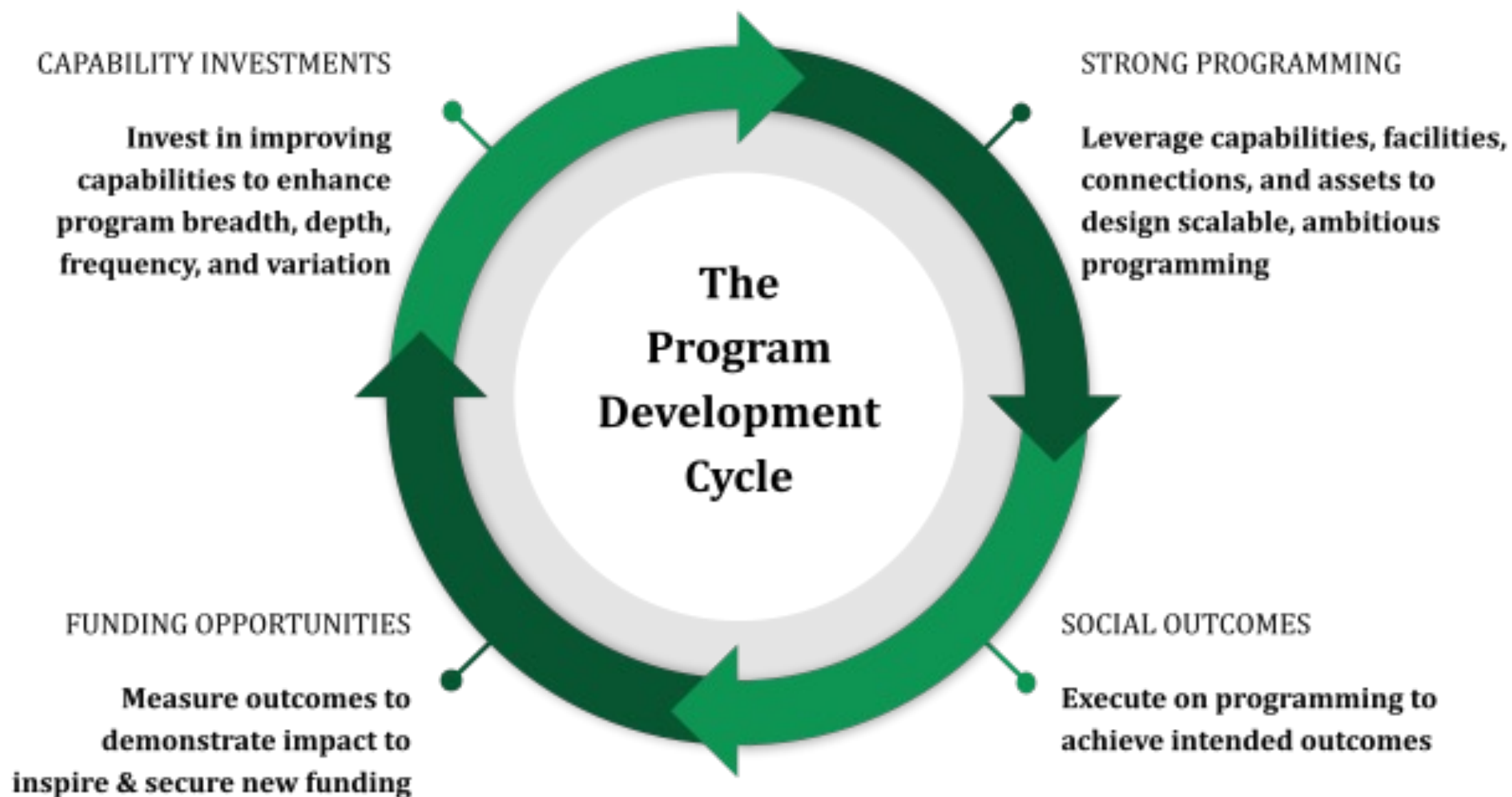
#### **Inspiring Hope**

We build the skills to achieve success by defining and managing goals.

#### **Expanding Horizons**

We foster an environment to develop a complete understanding of one's full potential.







# Making Innovation Happen



## DEMYSTIFY INNOVATION

- Innovation must be defined in an **ACCESSIBLE** and **RELATABLE** way.



## EMPOWERING ENVIRONMENT

- Design the **ECOSYSTEM** and practice **EMPATHY** to empower a **RESPONSIVE ORGANIZATION**.



## MATURITY STAGES

- **NURTURE** the innovation competency with a goal of **COMPETENT MASTERY**.



**INNOVATION** is the core  
organizational **COMPETENCY**  
for responding to  
the everyday,  
aggressive  
pace of **CHANGE.**

**INNOVATION** is the core  
organizational **COMPETENCY**  
for responding to  
the everyday,  
aggressive  
pace of **CHANGE.**



Great innovators are **CHANGE AGENTS.**



# The Responsive Organization

**RECOGNIZE AND RESPOND TO  
CHANGE FACTORS**

**COMPETITIVE LANDSCAPE**

**CONSUMER PREFERENCES**

**REGULATORY LANDSCAPE**

**TECHNOLOGY ADVANCES**

**COMMUNITY NEEDS**

**ADJACENT INDUSTRIES**

**INTERNAL PRESSURES**

**SOCIETAL TRENDS**

# PESTEL Analysis

FOR RECOGNIZING CHANGE FACTORS



Political



Economic



Societal



Technological



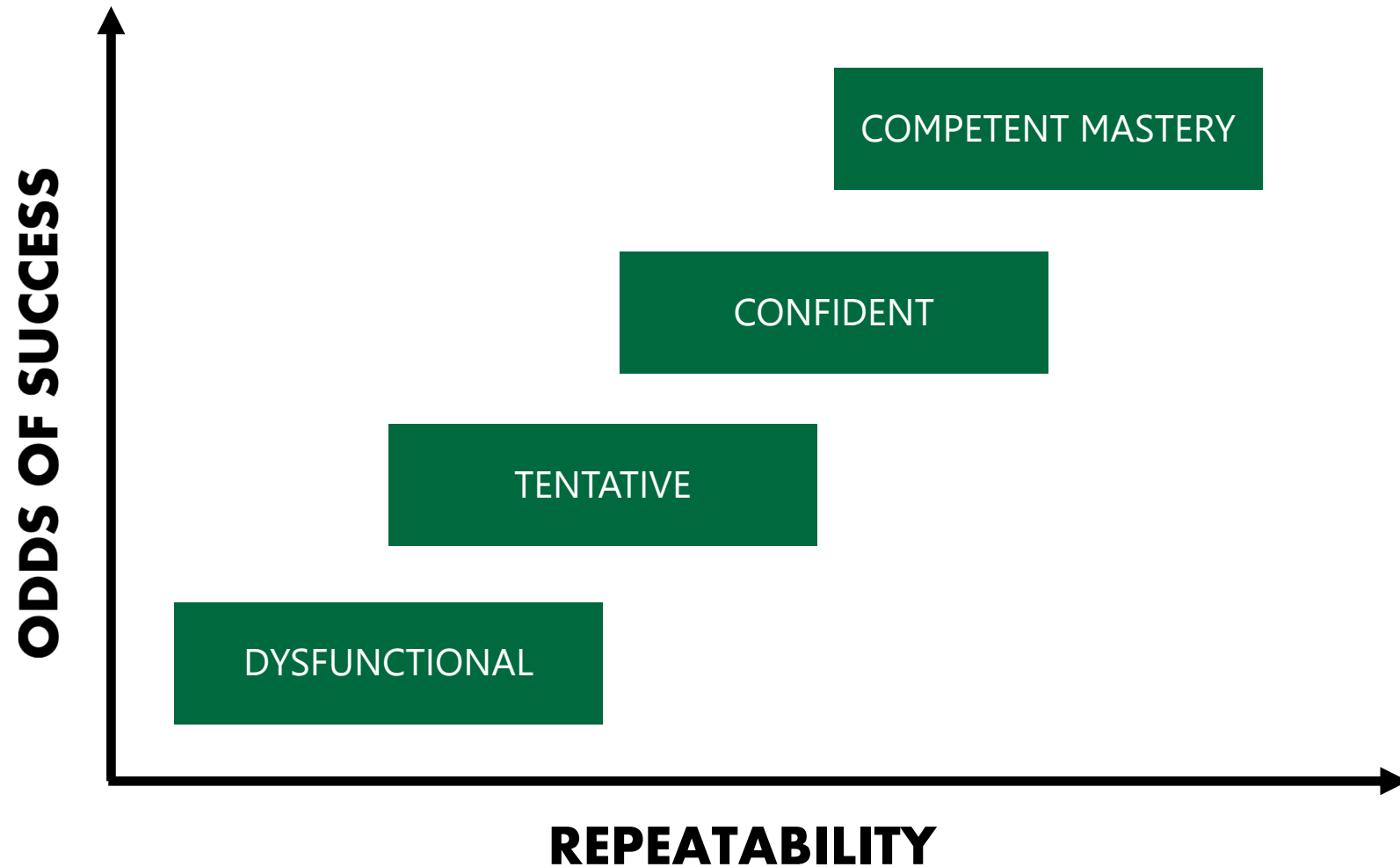
Environmental



Legal



# Innovation Maturity



# Build Innovation Muscle

Individuals, leaders, teams & organizations can take steps to promote innovation.

**Future Focus**

**New Competencies**

**Growth Mindset**

**Community  
Intimacy**

**Quick Wins**

**Network Quality**

**Diversity**

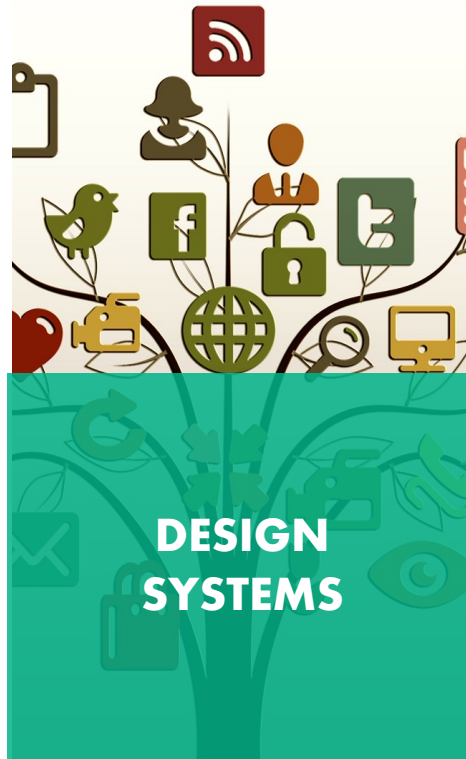
**Innovation  
Leadership**



# **Becoming a Transformative Leader of Innovation**

# Leading Innovation

**CHANGE  
STRATEGY**

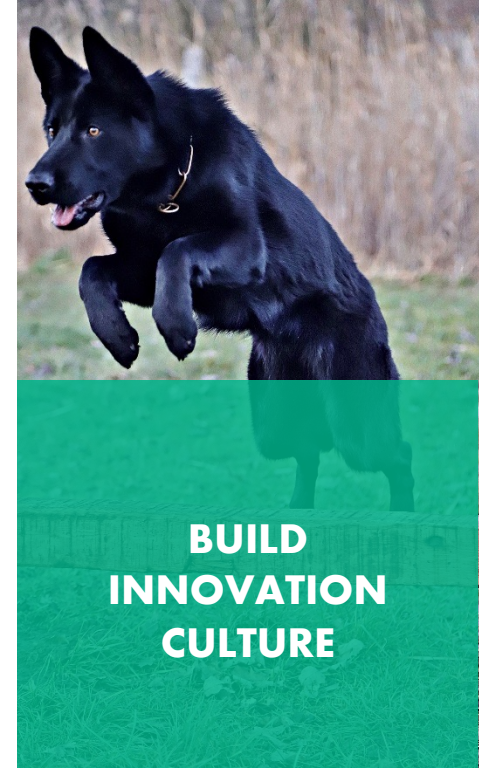


**DESIGN  
SYSTEMS**

**SHIFT TO  
GROWTH  
MINDSET**



**BUILD  
INNOVATION  
CULTURE**







“ *Every system is perfectly designed to achieve the results it gets.* ”

–W. Edwards Deming

- To change the results, you must **CHANGE THE SYSTEM**
- What’s keeping your organization in its status quo?



"What stands in the way becomes the way."  
- Marcus Aurelius, *Meditations*



**ECOSYSTEM**

**GOVERNANCE  
SYSTEM**

**INNOVATION  
SYSTEM**



- **ECOSYSTEM**

The people, knowledge, tools, support, rewards, and physical environment required to achieve your innovation goals

- **GOVERNANCE SYSTEM**

The norms, the budgets, the meetings, the hierarchies, the accounting, & the metrics which drive decision-making

- **INNOVATION SYSTEM**

An intentional, planned environment in which experimentation is rapid and risk resulting from failure is low

# Two Prominent Innovation Processes

## DESIGN THINKING



## LEAN STARTUP METHODOLOGY



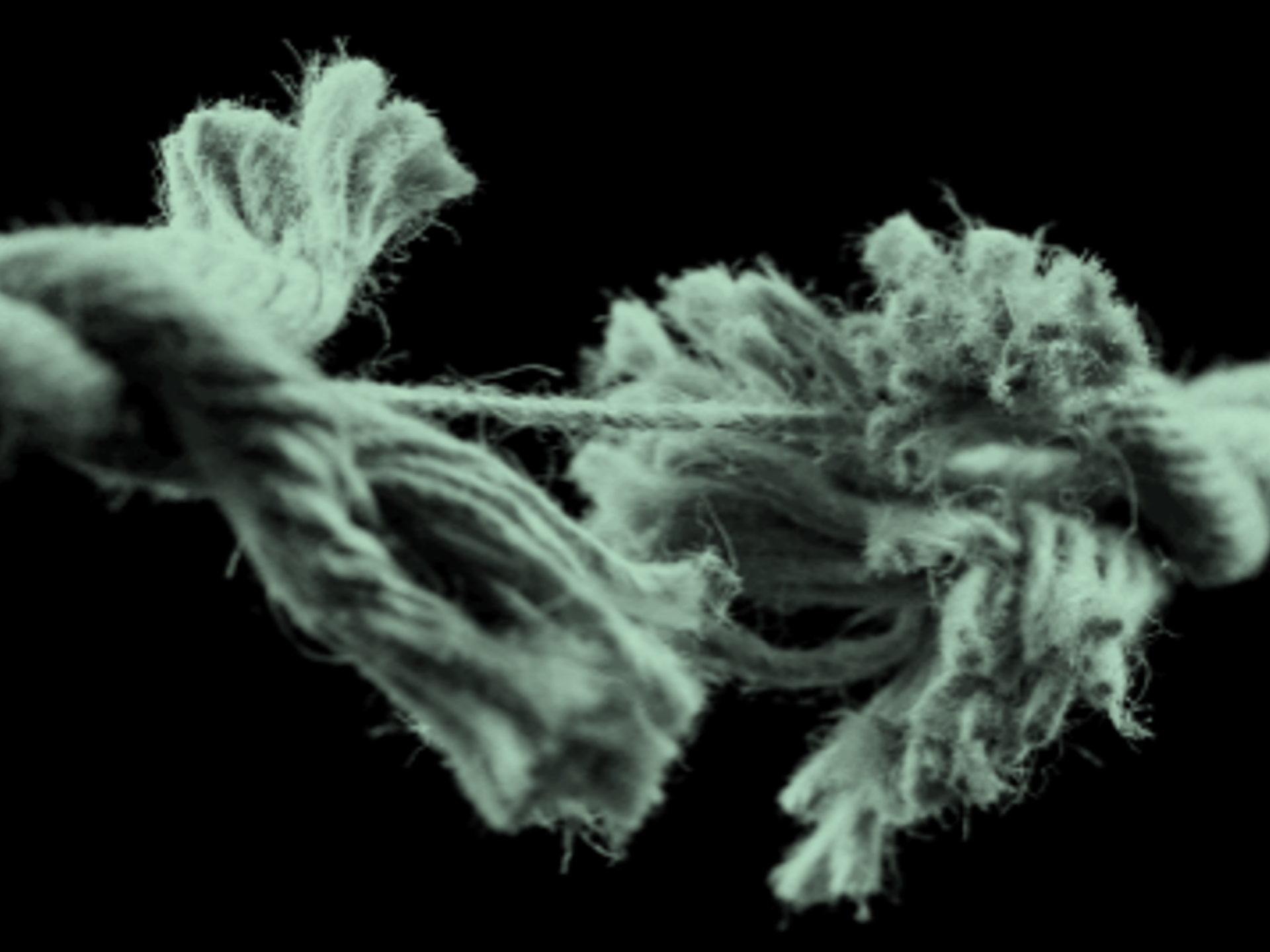


*“ Vision without Action is a dream. ”  
Action without Vision is a nightmare.*

- Great leaders provide the **STRUCTURE** to channel an organization's energy towards a desired **FUTURE STATE** (a result) that is both grounded in your **CURRENT REALITY** and pointed towards a **SHARED VISION**
- Prepare people in the organization for **CHANGE** through **CONTINUOUS IMPROVEMENT**



**LEARNING  
CREATIVITY  
COLLABORATION  
EXPERIMENTATION  
RISK-TAKING**



**CREATIVE TENSION** is  
the challenge of  
working towards a  
desired **FUTURE  
STATE** while grounded  
in your **CURRENT  
REALITY**



“

*Culture eats strategy for breakfast.*

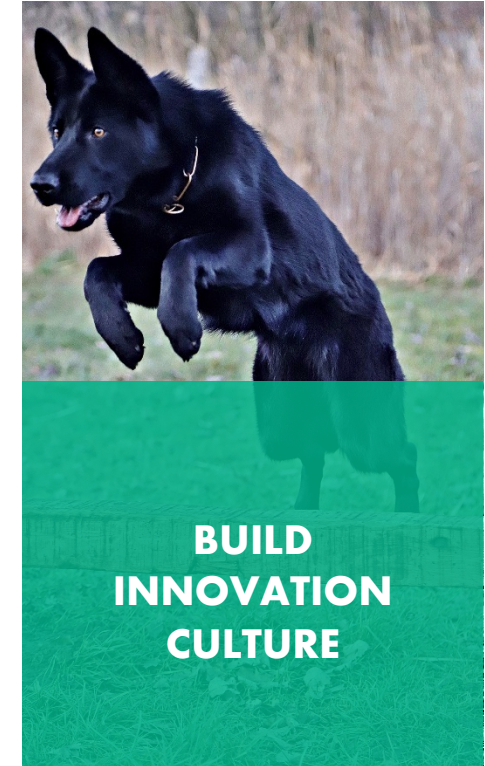
-Peter Drucker

”

To change the **CULTURE**, change the **CUSTOMS** and promote innovation-friendly **VALUES**

Involve stakeholders, including vulnerable voices, in **DECISIONS THAT MATTER** to them

Build an **EMPOWERING** environment at all levels of the organization



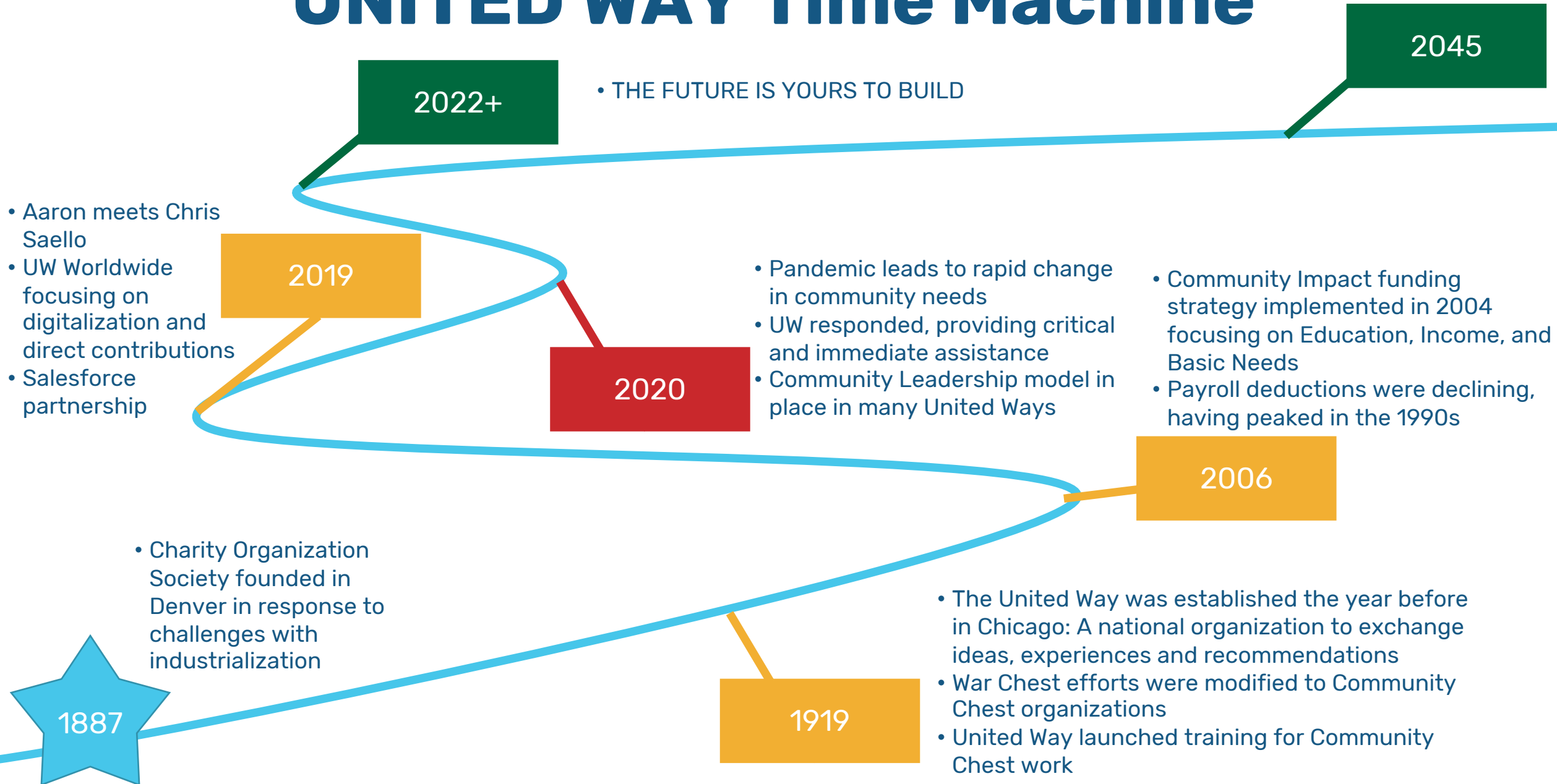


Use **CO-CREATION** to harness the **COLLECTIVE INTELLIGENCE** your organization and its stakeholders to identify and prioritize the program elements you **DESIGN**





# UNITED WAY Time Machine





**United  
Way**



**Modernizing  
the United  
Way**



**Modernizing  
the United  
Way**





“  
*The best way to predict the future is to create it.*  
”







*The Era of the Innovator is Now*



# LET'S CONNECT



AARON PROIETTI

@TODAYSINNOVATOR

