

# Real Time Strategy for the Enterprise



## SKILLS BUILDING

- A. Tower 1.0
- B. Challenge 2.0 and 2.1
- C. Challenge 3.0

## IDENTITY

- 1.1 Your organizational identity?
- 1.2 Core Identity?
- 1.3 External and aspirational identity
- 1.4 Shared identity

## LANDSCAPE

- 2.1 Building the agents
- 2.2 Placing the agents
- 2.3 Fine tuning the landscape
- 2.4 Building and testing connections
- 2.5 Building the system
- 2.6 Check, test, fine-tune the system

## IMAGINING THE FUTURE

- 3.1. Imagine what could happen  
Very likely, possible, more unlikely

## PLAYING EMERGENCE

- 4.1 It happened
- 4.2 Spot the flashpoints
- 4.3 What could you do?
- 4.4 What would you do?
- 4.5 What makes is the right thing to do?

## EXTRACTING SGPs

- 5.1 What are the patterns?
- 5.2 Extracting SGPs
- 5.3 Testing the SGPs
- 5.4 When to use RTS and SGPs