

Challenge assumptions

Principle 6 (Communication)



Wardley Maps CC3.0

v1.4



PowerMaps

PRINCIPLES (universally useful ways of operating any organisation can adopt)							
CATEGORY	COMMUNICATION	DEVELOPMENT	OPERATIONS	LEARNING	LEADING	STRUCTURE	
PHASE I <i>TAKE CONTROL</i>	3. Use a common language	1. Know your users	4. Think small (as in know the details)	Use a systematic mechanism of learning (bias towards data)			
	6. Challenge assumptions	2. Focus on user needs					
	5. Understand what is being considered (situational awareness)	Remove bias and duplication					
		Use appropriate methods					
PHASE II <i>GET FIT</i>	Be transparent (Bias towards open)	Focus on the outcome not a contract	Manage inertia	Bias towards action (learn by playing the game)	Move fast	Think small (as in teams)	
		Think fast, inexpensive, restrained and elegant (FIRE)	Manage failure		Strategy is iterative not linear	Distribute power and decision making	
		Use appropriate tools	Effectiveness over efficiency			Think aptitude and attitude	
		Be pragmatic					
		Use standards where appropriate					
PHASE III <i>BETTER WITH LESS</i>			Optimise flow (remove bottlenecks)	Bias towards the new (be curious, take appropriate risks)	Commit to the direction, be adaptive along the path	Provide purpose, mastery & autonomy	
					Be the owner		
			Do better with less		Think big, inspire others	Seek the best	
			Set exceptional standards (great is just not good enough)		Embrace uncertainty		
					Be humble (listen, be selfless, have fortitude)		
PHASE IV <i>REAL-TIME STRATEGY</i>				Listen to your ecosystems (future sensing engine)	Exploit the landscape	There is no one culture	
					There is no core (everything is transient)	Design for constant evolution	

“You gotta challenge
all assumptions. If you
don’t, what is doctrine
on day one becomes
dogma forever”

— Col. John Boyd

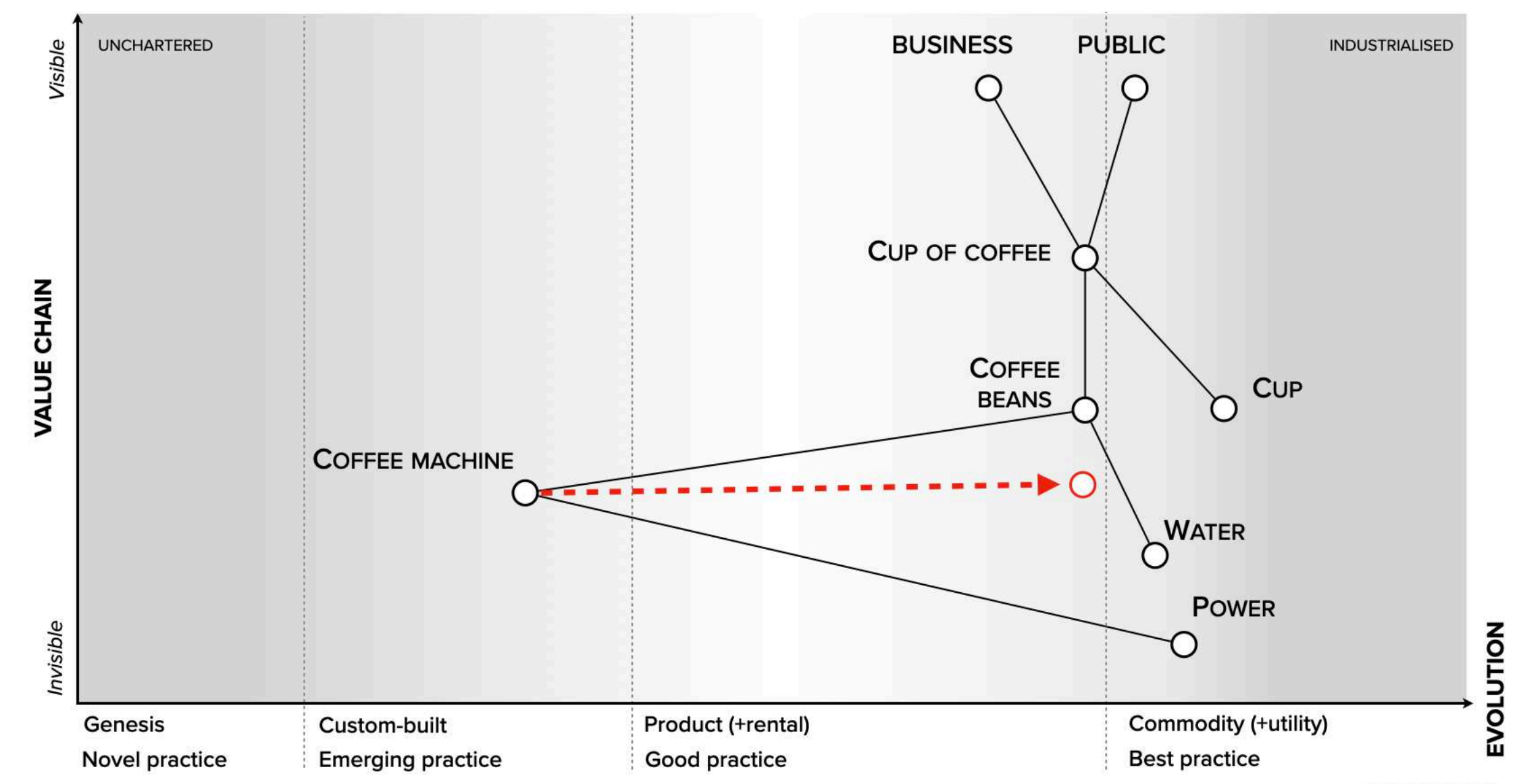


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Maps allow for assumptions to be visually exposed.

You should encourage challenge of all maps in order to create better maps that enable better understanding.

Don't be afraid of challenge, there is no place for ego if you want to learn.



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There's no point focusing on user needs, creating a common language (a map) or sharing it if no-one is willing to challenge it.

Challenge should be a duty for everyone in the company. It shouldn't matter if it's someone's pet project, everyone needs people to openly and honestly say where they think it might go wrong.



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Why challenge matters.

In 1558 an influential map charted a landmass south of Iceland. After this incorrect charting, the phantom island appeared that way on maps for the next 100 years. In brief, assumptions can be perpetuated if they're not challenged.



Key questions to start challenge with when looking at a map.

1. What is this?

*(when anything is
unclear on the map)*

2. Isn't that in the wrong place?

*(when anything is
more evolved than it
appears on the map)*

3. Is this missing / duplicated?

*(anything overlooked /
already existing)*



CHALLENGE REQUIRES TRUST

Any form of retribution or bias against someone for challenging is a deadly sin that will harm your company.

