

Design Steps

C1 Autonomy
Design Operational Autonomy

The best way to absorb variety is done locally.

- c1.1 Mission Statements
- c1.2 Allocate Resources
- c1.3 Define Monitoring Methods
- c1.4 Agree Limits of Autonomy
- c1.5 Agree Intervention Rules

C2 Dependencies
Handle Operational and Environmental Interactions

Note the interactions, they create limits of autonomy

- c2.1 Note Interactions
- c2.2 Reflect Alternative Interactions
- c2.3 Detail Interactions
- c2.4 Draft Ways to remove or change Interactions

C3 Balance
Complete the Internal Balance

Ensure stability through horizontal synchronization and central management

- c3.1 Maximize Autonomy
- c3.2 Negotiate Resources
- c3.3 Adjust Environments
- c3.4 Optimize the Flow
- c3.5 Review System two and three capabilities
- c3.6 Enhance missing capabilities

C4 Feedback Loops
Examine your Information Systems

Provide real time information loops and transparency, while encouraging autonomy

- c4.1 Evaluate current Systems
- c4.2 Identify Deficits in completeness and speed
- c4.3 Collect Information Needs
- c4.4 Upgrade Information Systems

C5 Environment
Design the Balance with the External Environment

Deal with observed and future changes in the environment

- c5.1 Review your Outside Awareness
- c5.2 Review your Ability to Change
- c5.3 Review the Communication of Systems 3 and 4
- c5.4 Monitor the Integration of Systems 3 and 4
- c5.5 Check the Policy: Balance of Systems 3 and 4

C6 Policy
Design of Policy Structures

Purpose: Make Identity and Purpose explicit

- c6.1 Involvement
- c6.2 Accountability

Designing Autonomy

Balancing the internal Environment

Information Systems

External Environment

Policy

Decisions

Efforts

Efforts

Efforts

Efforts

Efforts

Investigations

Investigations

Investigations

Investigations

Investigations