In the name of the most high

### ORGANIZATION AS BRANS

## Learning & Self-Organization

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## Key Words:

- □ Self-Organization
- □ Learning Organization
- HolographicOrganization
- □ Learning Loops
- □ cybernetics

- InformationSystems

### We are going to discuss:

- □ Introduction
  □ Organization as Learning Brains
- Decreate Learning Organizations
- Deybernetics, Learn to Learn
- Organizations as Holographic Brains
- Strength & Limitations

### Introduction

What if we Think about Organizations As BRAINIZ

An excellent phenomenon

### Brain As Hologra phic System:

A hologram's part can work as whole

Neurologist Karl Pribram: (( the memory is distributed throughout the brain))

•The PARADOX

of being holographic

and specialized

- ·Specialization & distributed functions!
- ·Coordinated intelligence has no explicit design!
- ·Redundancy provides efficiency!

Genghis (a mobile robot "mobot" with no brain)

View Organizations By 3 Interconnected Ways:

- ·As Information Processing brain
- ·As complex learning system
- ·As holographic system

### Organization As Information Processing Brain

Organizations: Decision Making Systems, Information Systems

- •I.T. (virtual organizations)
- · J.J.T.
- · E-Commerce
- Internet

Cybernetics, Learning and Learning To Learn

- ·How can one design systems capable of learning in a brain-like way?
- ·Cybernetics (kubernetes): An interdisciplinary science focusing on the study of information, communication, control

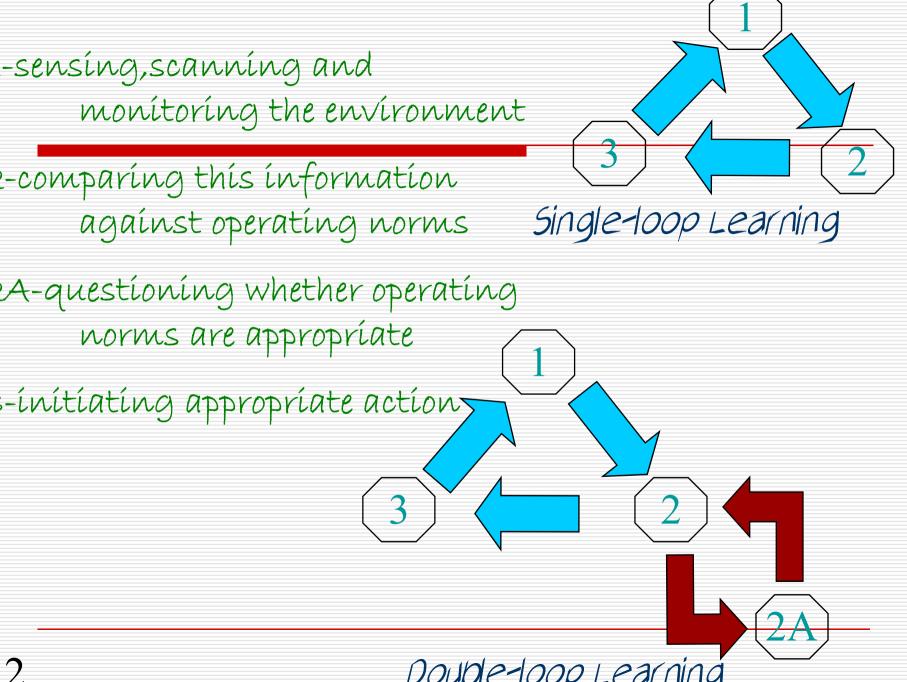
### Negative feedback produces self-regulation

Early Cybernetics Theory

4 Capabilities

Life Cycle

Modern Cybernetics Theory



Can Organizations Learn To Learn

Important Questions for Modern Organization:

- Are they able to learn in an ongoing way!
- •Is this single loop learning or double loop!

Pioneers: C. Argyris and D. Schon

In U.S.: "Learning Organization" P. Senge

In Europe: "action learning" R. Revan

Modern cybernetics

### Barriers to double-loop learning 1-Budgets and other management controls

- 2-Bureaucratization
- 3-Process of bureaucratic accountability and other systems for rewarding or punishing employees

Guide lines for creating "learning organizations"

# 1-Scanning and anticipating environmental change

(Apple computers, CNN, Canon)

Guide lines for creating "learning organizations"

2-Duestioning, challenging (Double-loop learning guides us):

Understand norms by questions

Guide lines for creating "learning organizations"

## 3-Encouraging "emergent" organization:

Pase: An interview with Japanese Bank by W. Ouchi

a Japanese manager and his American vice presidents

Guide lines for creating "learning organizations"

4-Fostering an ability to challenge norms 5-The importance of limits 6-Evolving design for double loop learning

## Promoting self-organization through principles of holographic design:

- 1-Build the "whole" into the "part"
- 2-The importance of redundancy
- 3-Requisite variety
- 4-Minimum specs
- 5-Learn to learn

### Principle 5: Learn to Learn

- Scan and anticipate environmental change
- ·Double loop learning
- · Emergent Design

#### into the Parts

 Vísíon, values, and culture as corporate DNA

HILLOID I. Build the Whole

- ·Network Intelligence
- •Structures that produce themselves

## Holographic Organization

·Holístic teams; diversified roles

### Principle 2: The Importance of

- Redundancy
  In information processing
- In skills and the design of work

### Pinciple 4: Minimum Specs

·Define no more that is absolutely necessary

### Principle 3: Requisite variety

·Internal complexity must match that of the environment

Promoting self-organization through principles of holographic design:

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- ·Networked Intelligence
- •Structures that reproduce themselves
- · Holistic teams, Diversified roles

Promoting self-organization through principles of holographic design:

- 2-The Importance Of Redundancy:
- •In information processing
- •In skills and design of work

Promoting self-organization through principles of holographic design:

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•Internal complexity must match that of the environment

4-"Minimum Specs":

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Promoting self-organization through principles of holographic design:

5-Learn To Learn:

- \*scan and anticipate environmental changes
- · Double-loop learning
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## Strength& Limitations

of the

### ORGANIZATION AS BRAINS

Learning & Self-Organization

### Strength:

t-The metaphor gives clear guidelines for creating learning organizations

Z-We learn how I. T. can support intelligence evolution

### Strength:

3-We gain a new theory of management based on principles of self-organization

4-We recognize the importance of dealing with paradox

### Limitations:

t-There may be conflict between the requirements of organizational learning and realities of power and control

Z-learning for the sake of learning can become just another ideology