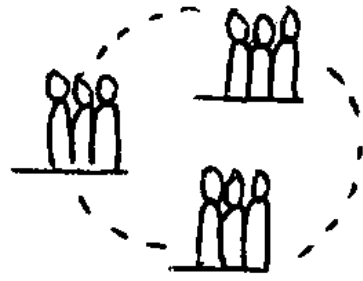


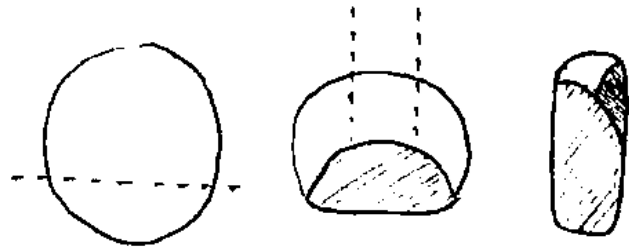
**Bilder 1 - 5**



FEAR



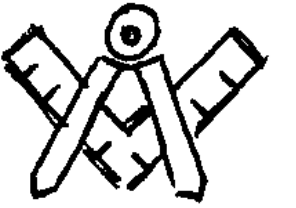
INTER TEAH



PLAN &  
ORGANIZATION

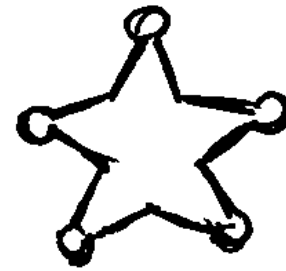


PROCESS

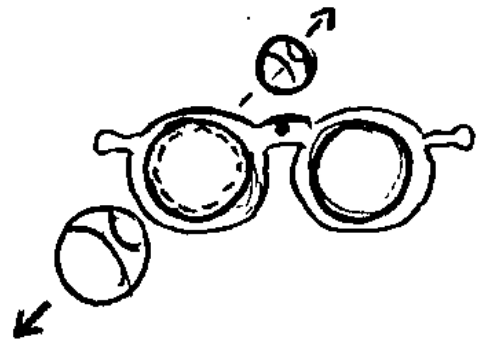


ARCHITECTURE

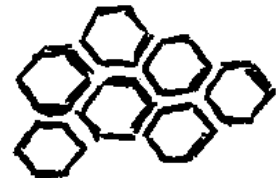
**Bilder 6 - 10**



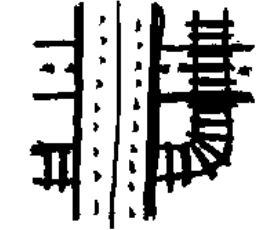
ROLES &  
RESPONSIBILITIES



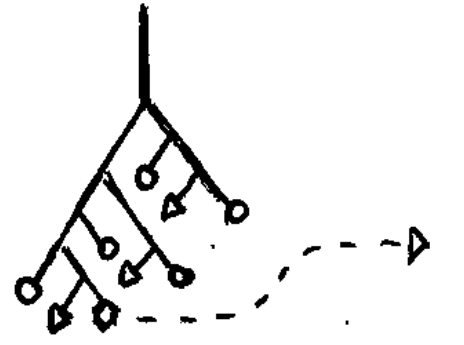
CUSTOMIZATION



MODULARITY

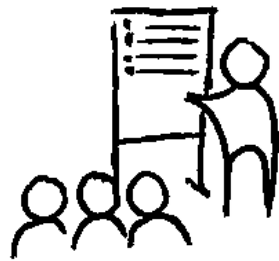


INFRASTRUCTURE



PROGRAMMING &  
ALGORITHMS

**Bilder 11 - 15**



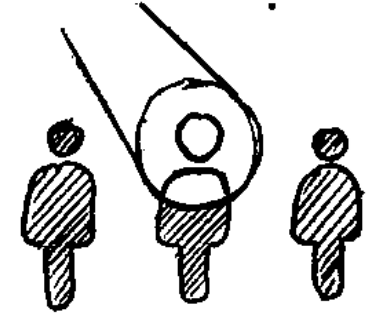
WORKSHOPS &  
FURTHER EDUCATION



FEEDBACK



SYSTEMS  
THINKING

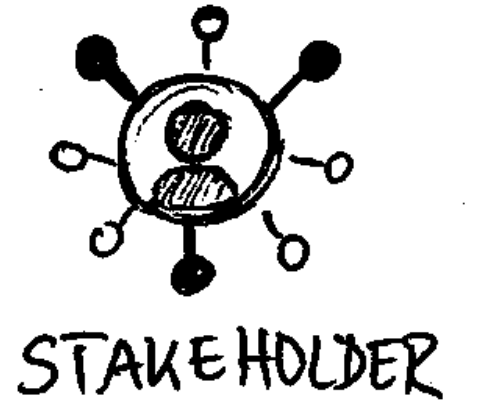
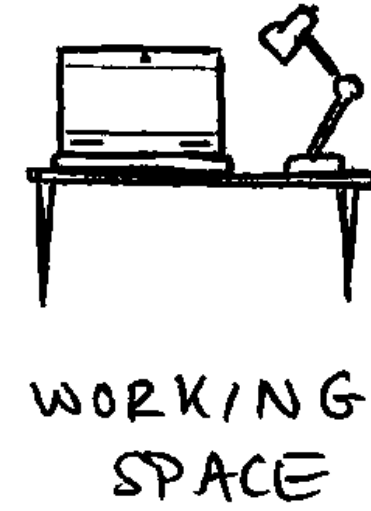
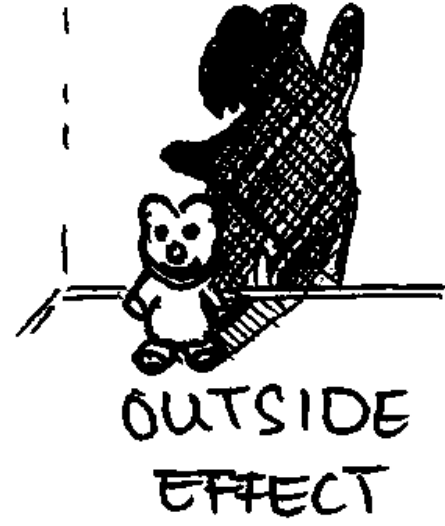


TARGET GROUP

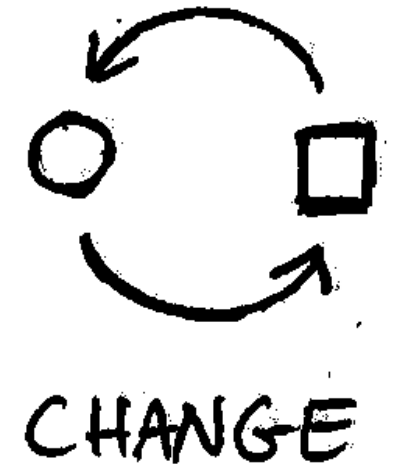
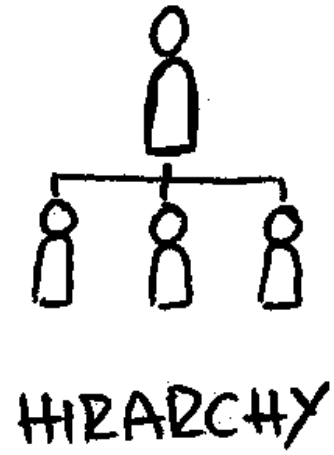


TRY NEW  
WAYS

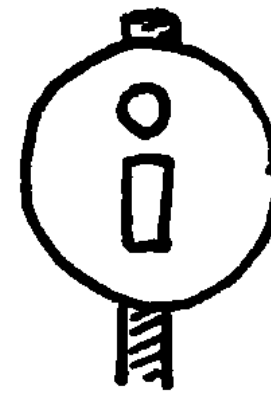
Bilder 16 - 20



Bilder 21 - 25



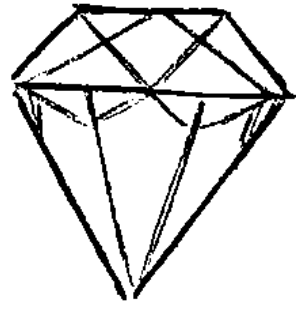
Bilder 26 - 30



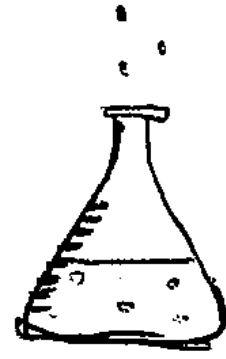
**Bilder 31 - 35**



MANAGEMENT



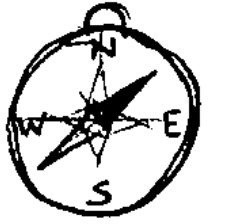
VALUE



EXPERIMENT

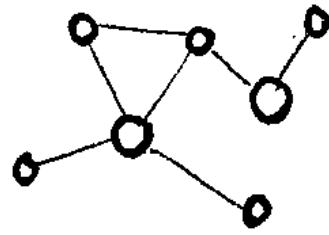


GOALS

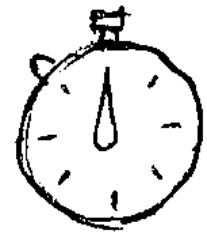


VISION

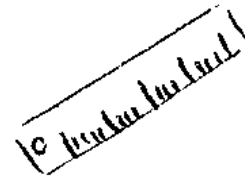
**Bilder 36 - 40**



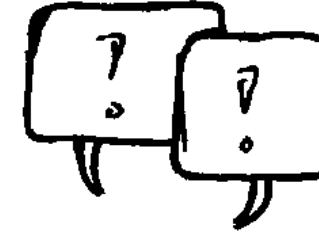
NETWORK



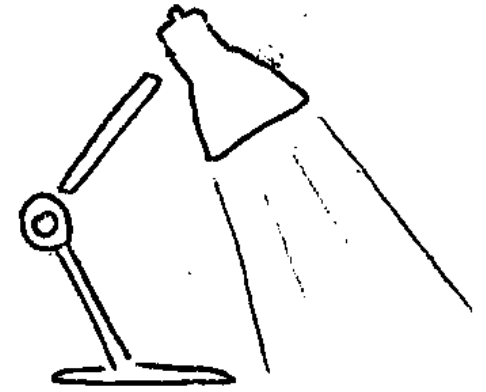
TIMEFRAME



MEASURABLE GOALS

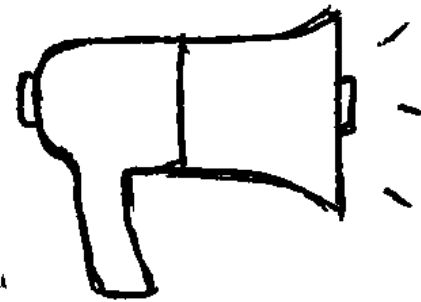


COMMUNICATION



TRANSPARENCY

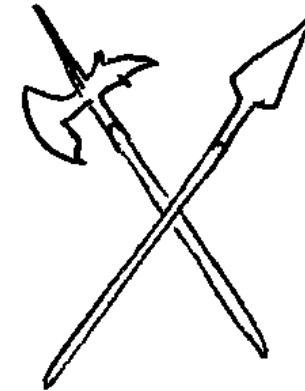
**Bilder 41 - 45**



MARKETING & PR



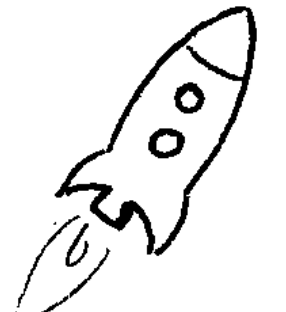
BUDGET



GATEKEEPERS



IDEA



SPEED

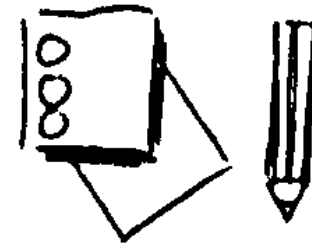
**Bilder 46 - 50**



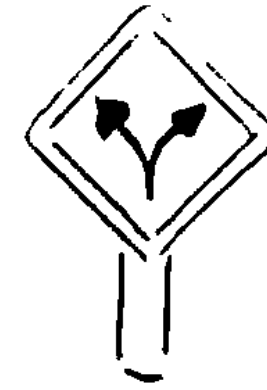
TEAM



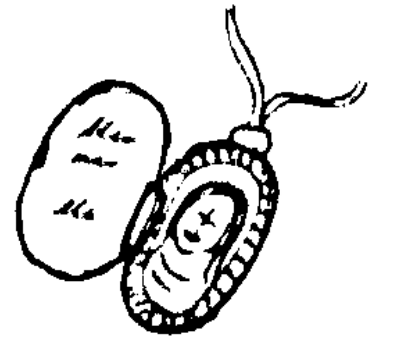
DISTRACTIONS



MEETINGS &  
FOLLOW-UPS



RULES



HISTORY

**Bilder 51 - 55**



ABSENCE



EXPECTATION



RELATIONSHIPS



BUGS & TECH.  
DEPTS

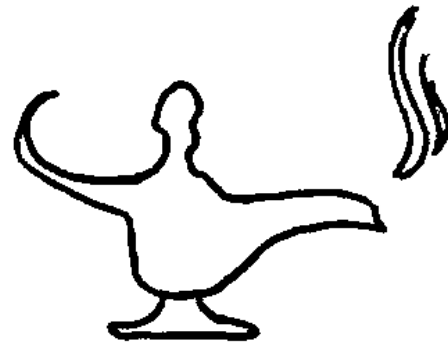


PERSONAL STYLE  
INDIVIDUALS

**Bilder 56 - 60**



ROUTINES



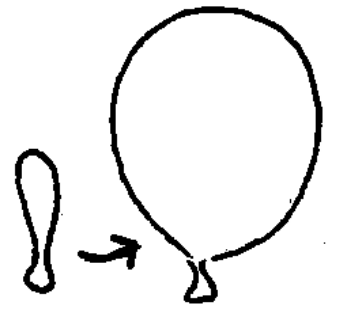
STORIES



FLOW

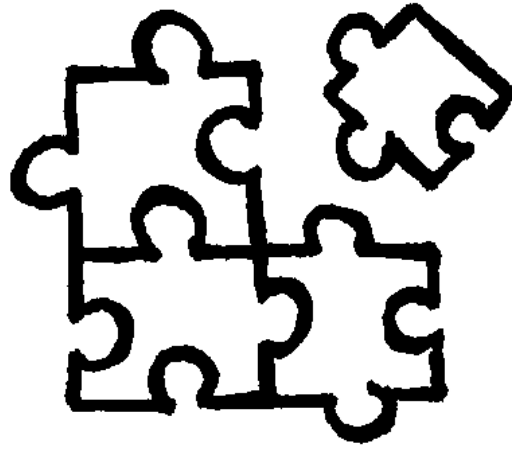


MONITORING



GROWTH

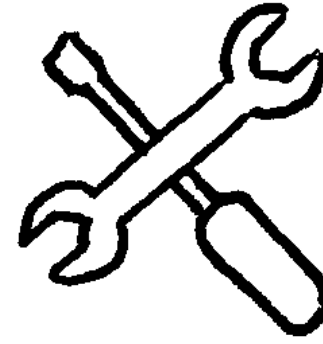
Bilder 61 - 65



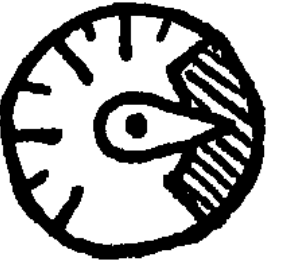
PUZZLE



EMERGENCY  
LANDING

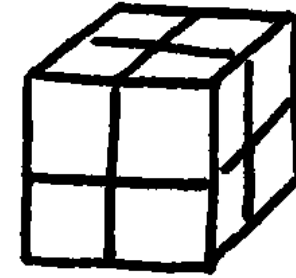


TOOLS



HIGH

Bilder 66 - 70



PRODUCT

