

## Killing Creativity:

This is a view of the way that organizations typically approach managing people and projects, which of course kills the creative incentive and capabilities of creative people. Do you recognize the model?

Always pretend to know more than everybody around you.

Get employees to fill in time sheets.

Run daily checks on progress of everyone's work.

Ensure that highly qualified people do mundane work for long periods.

Put barriers up between departments.

Don't speak personally to employees, except when announcing increased targets, shortened deadlines and tightened cost restraints.

Ask for a multi-page document to justify every new idea.

Call lots of meetings.

Place the biggest emphasis on the budget.

Buy lots of computers.

*Source: businessballs.com*

How many of these exist in your organization? Are new ideas welcome and are there efforts to continually improve processes, or are employees subject to using valuable time performing inherited, outmoded and unnecessary tasks? Does the Air Force best meet mission needs by stifling creativity?

"If you want creative workers, give them enough time to play."

John Cleese