

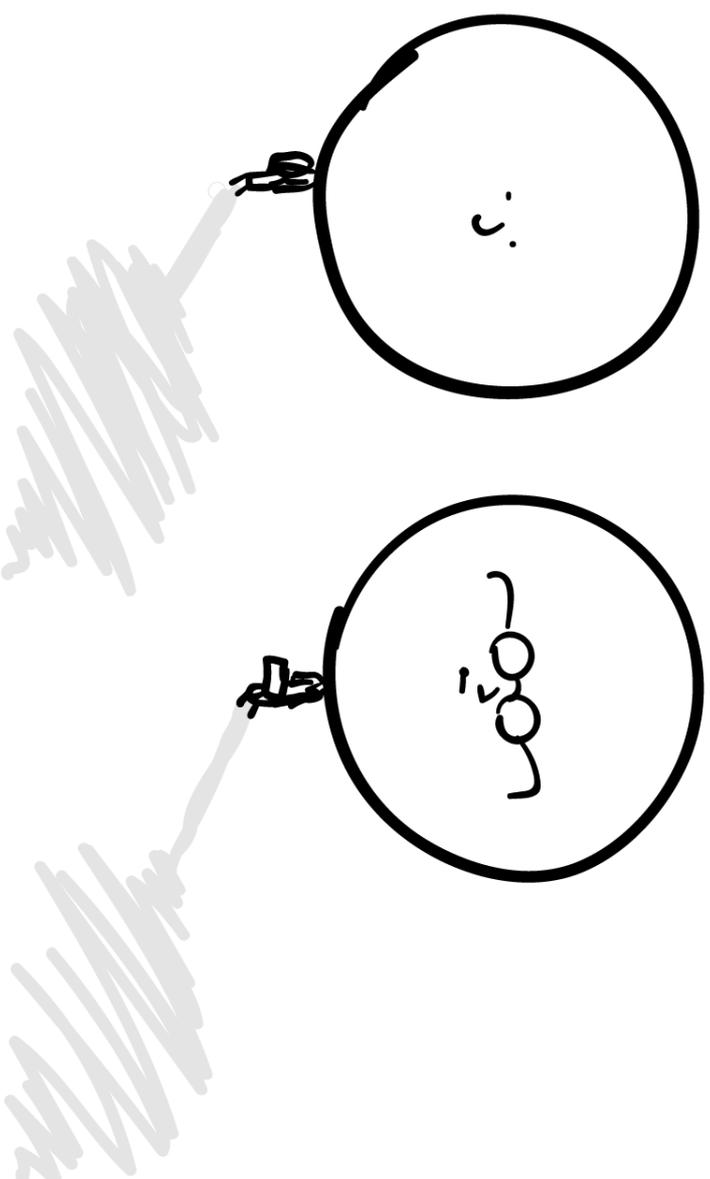
The title 'How Google Works' is rendered in a hand-drawn style. 'How' is enclosed in a black thought bubble. 'Google' is written in its signature multi-colored font (blue, red, yellow, green, red). 'Works' is in black, with the 'o' replaced by a gear icon. A black power plug is drawn below the 'o' in 'Works', with a thick black line looping from the plug back to the 'o' in 'Works'. A thin grey line extends from the plug downwards.

# How Google Works

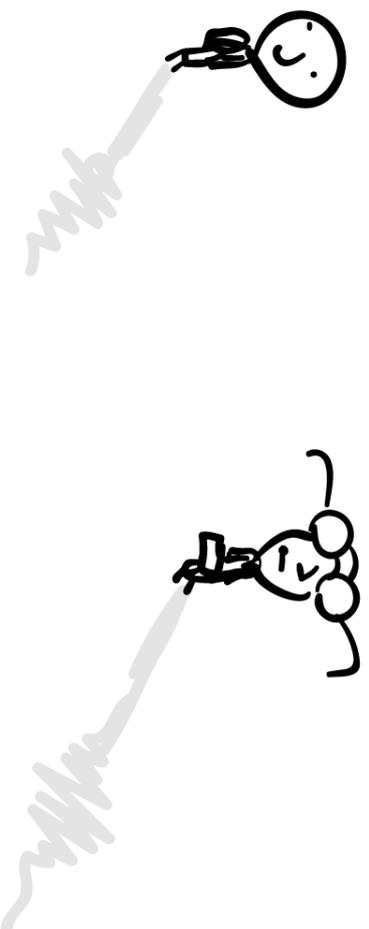
By Eric Schmidt & Jonathan Rosenberg with Alan Eagle

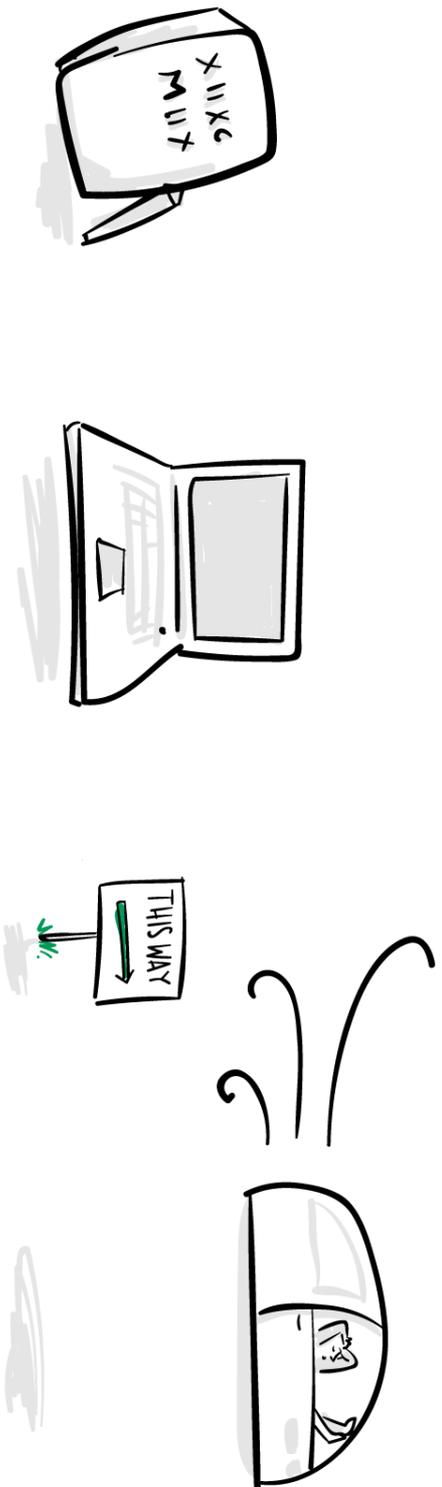
[www.howgoogleworks.net](http://www.howgoogleworks.net) | #howGoogleworks

When Jonathan and Eric arrived at Google, we thought we knew all there was to know about running successful businesses.



But we quickly learned that almost everything we thought we knew  
about managing businesses was dead *wrong*.

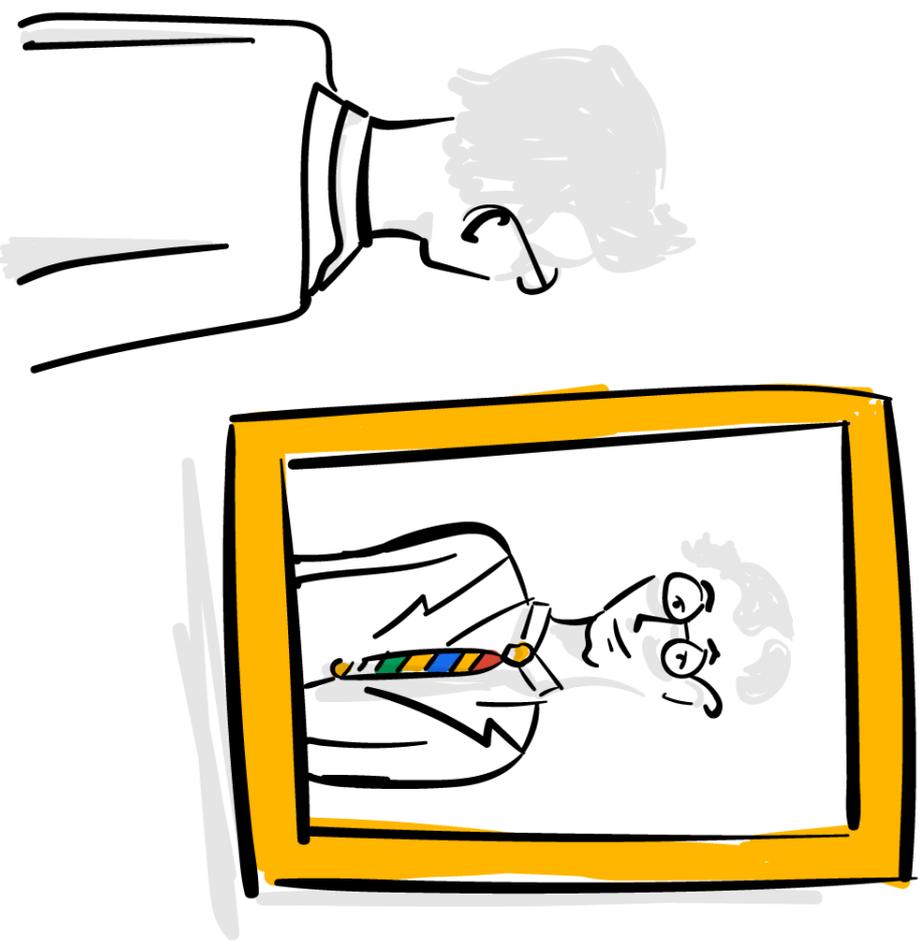




And we'd need to figure out the new business rules that make a company successful in the Internet Century.

Here's what we learned.

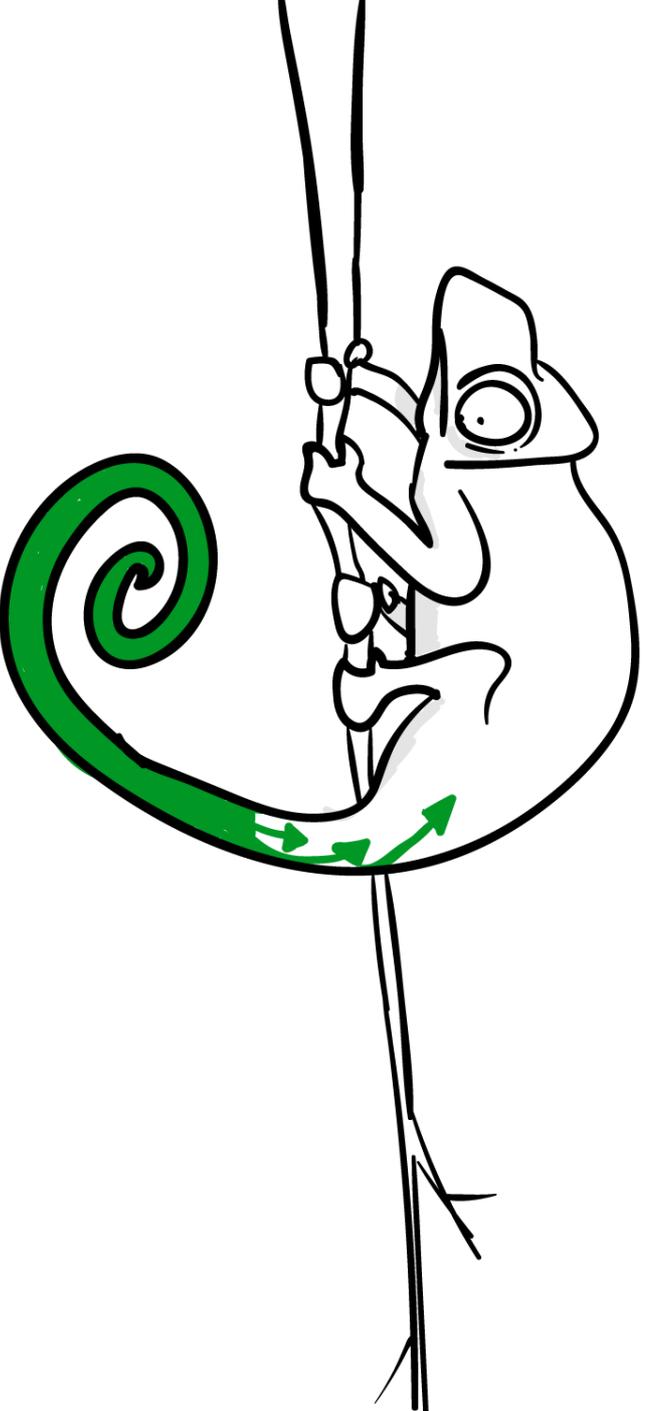
We started by asking one  
of Eric's favorite questions:  
What's different now?



WHAT'S

DIFFERENT

NOW?



What has changed?

Which assumptions do people make that are no longer true?

Why does everything feel like it is speeding up?

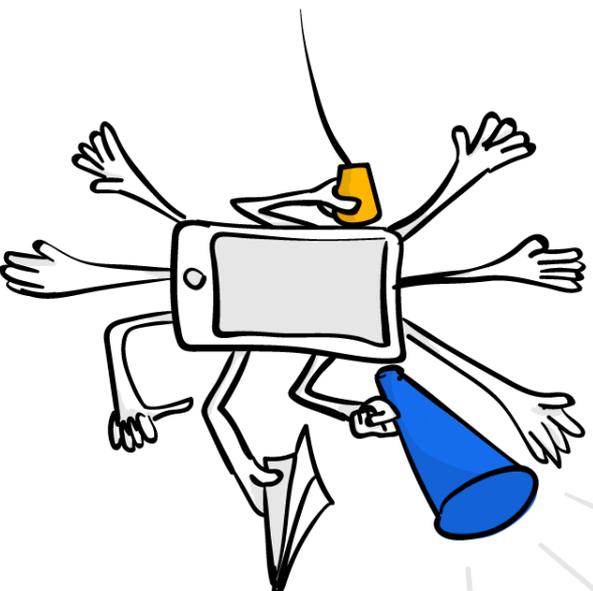


Here's our answer:

Technology is transforming virtually every business sector.



All the world's information  
and media is online.

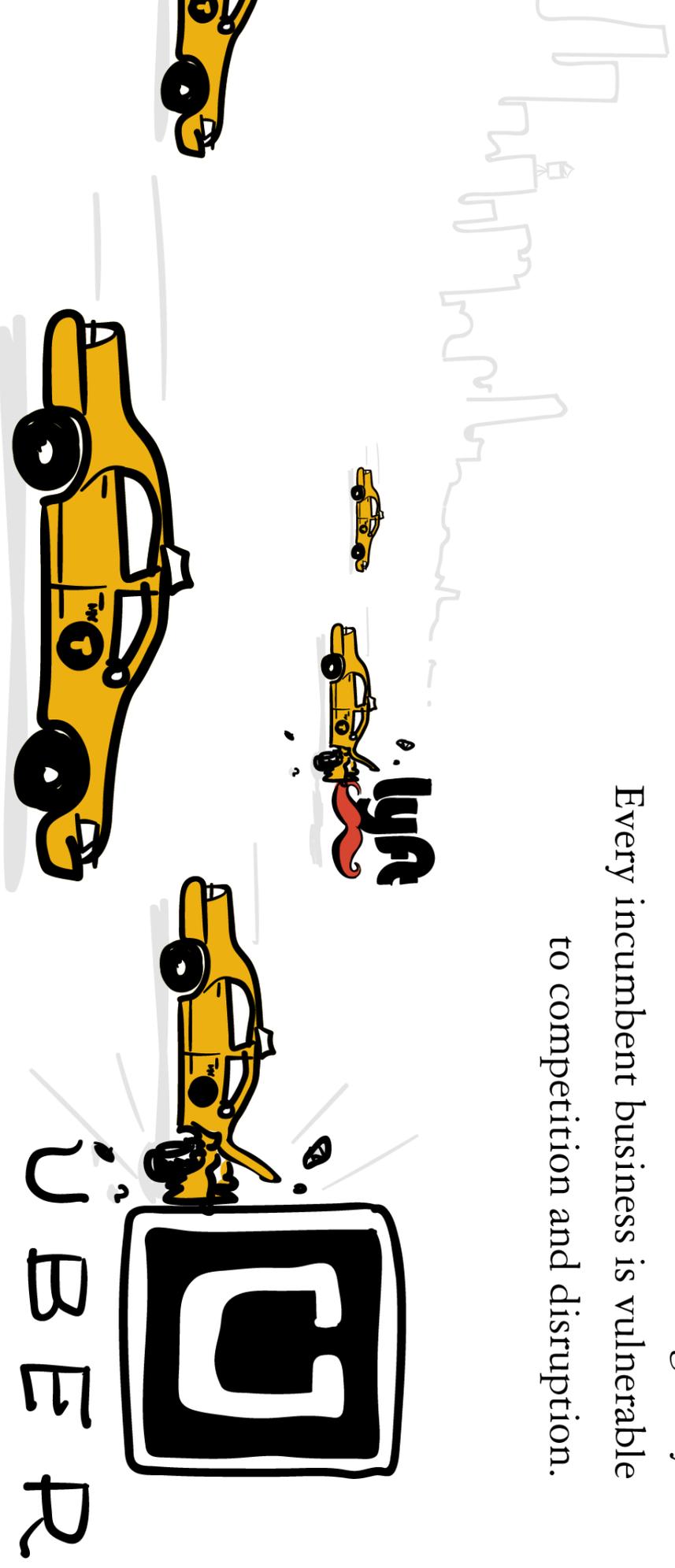


Mobile devices mean  
anyone can reach anyone,  
anywhere, anytime.

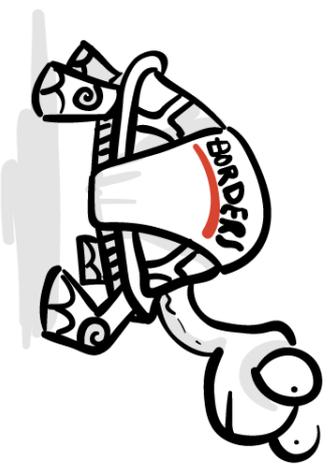


Cloud computing  
puts a supercomputer  
in your pocket.

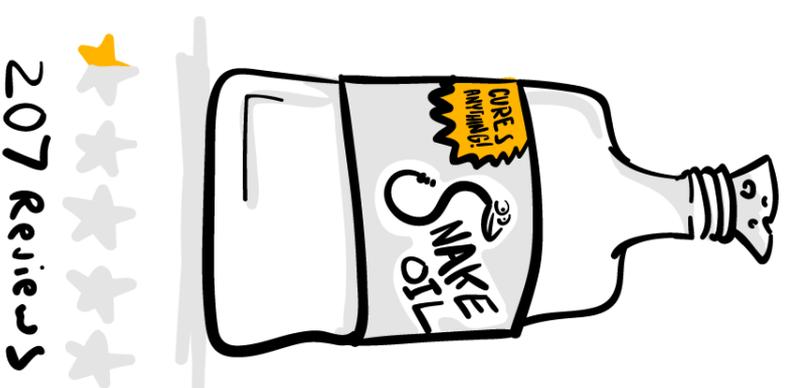
As a result, barriers to entry that have stood for decades are melting away. Every incumbent business is vulnerable to competition and disruption.



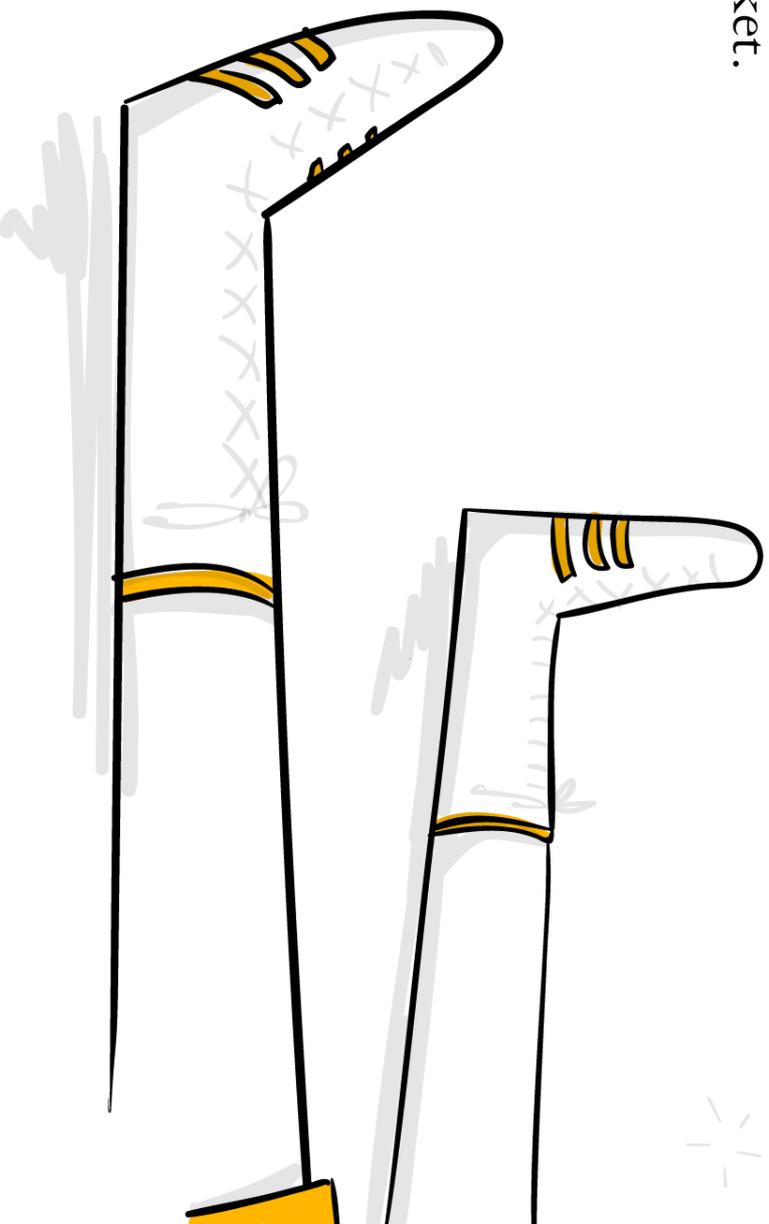
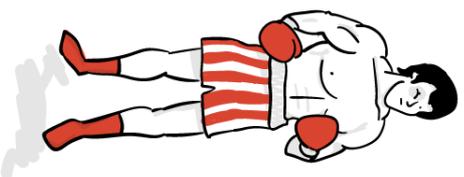
This transformation is happening at an unprecedented pace, and it's accelerating. It's like Moore's Law has run amock.



Power has shifted from companies to consumers, and expectations have never been higher. Companies can't get away with having crummy products, at least not for long. For example, bad product reviews trump clever marketing. Today, great products win.



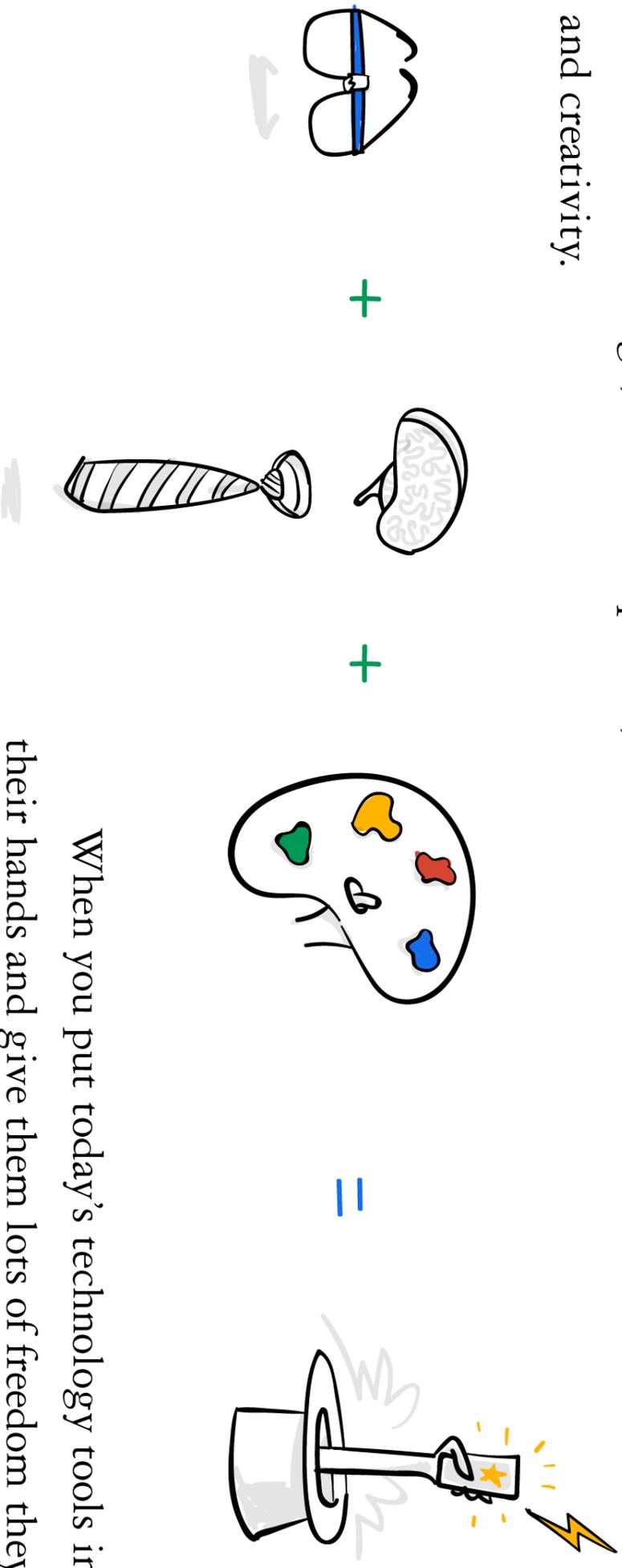
Meanwhile, within companies the *power has shifted as well*.  
Individuals and small teams can have a MASSIVE IMPACT.  
They can create new ideas, experiment, fail, and try again,  
and get their successes to a global market.



The people that can have the  
biggest impact of all are the ones we call:

SMART CREATIVES

These are the product folks who combine technical knowledge, business expertise, and creativity.

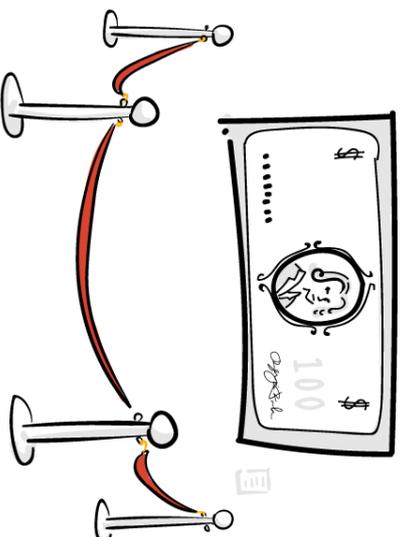


When you put today's technology tools in their hands and give them lots of freedom they can do *amazing things, amazingly fast.*

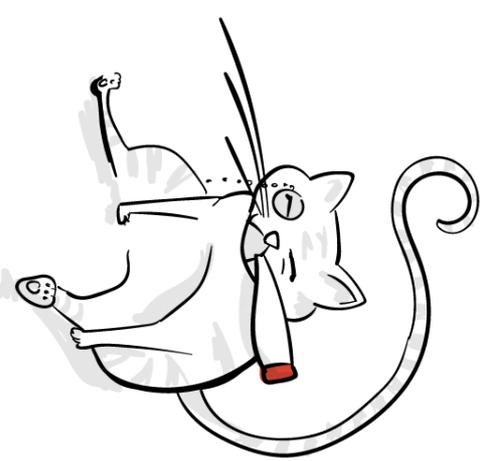
The problem is, most companies today  
are run to minimize risk, *not* maximize freedom and speed.



Information and data  
is hoarded, not shared.

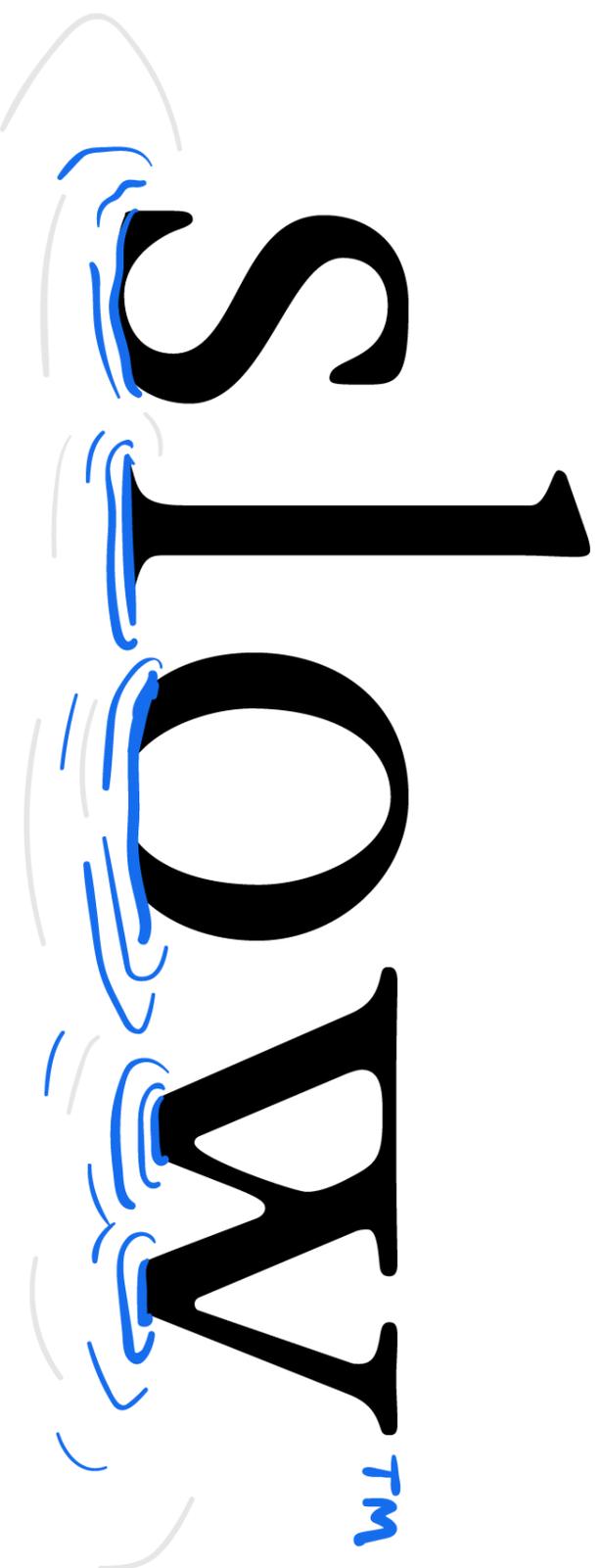


Their design is a vestige of an  
era when failure was expensive,  
and deliberation was a virtue.

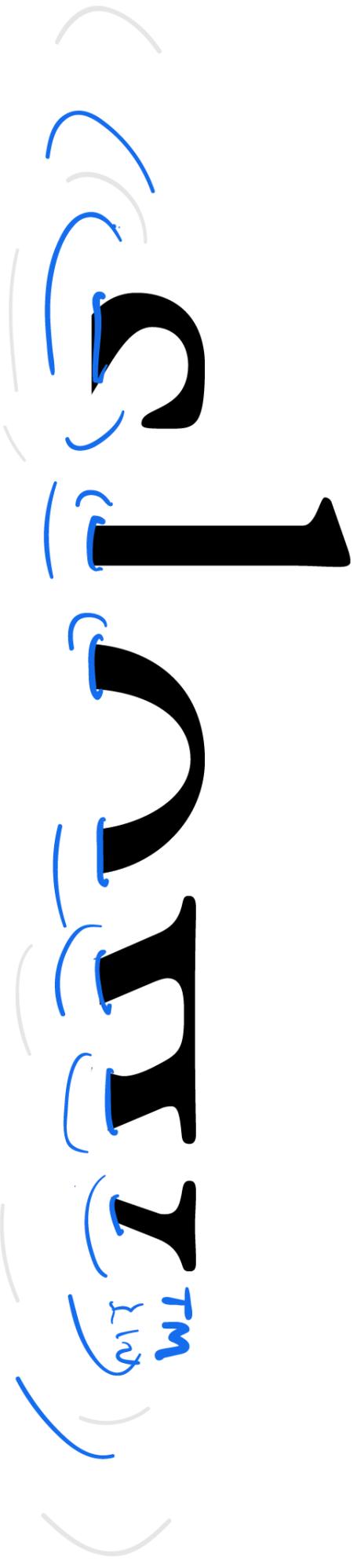


Decision-making power lies  
in the hands of the few.

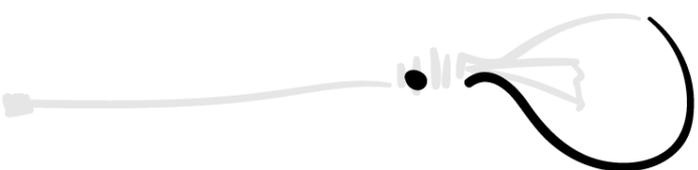
In other words, most companies are slow by design!



This doesn't work in the Internet Century.



What does work?



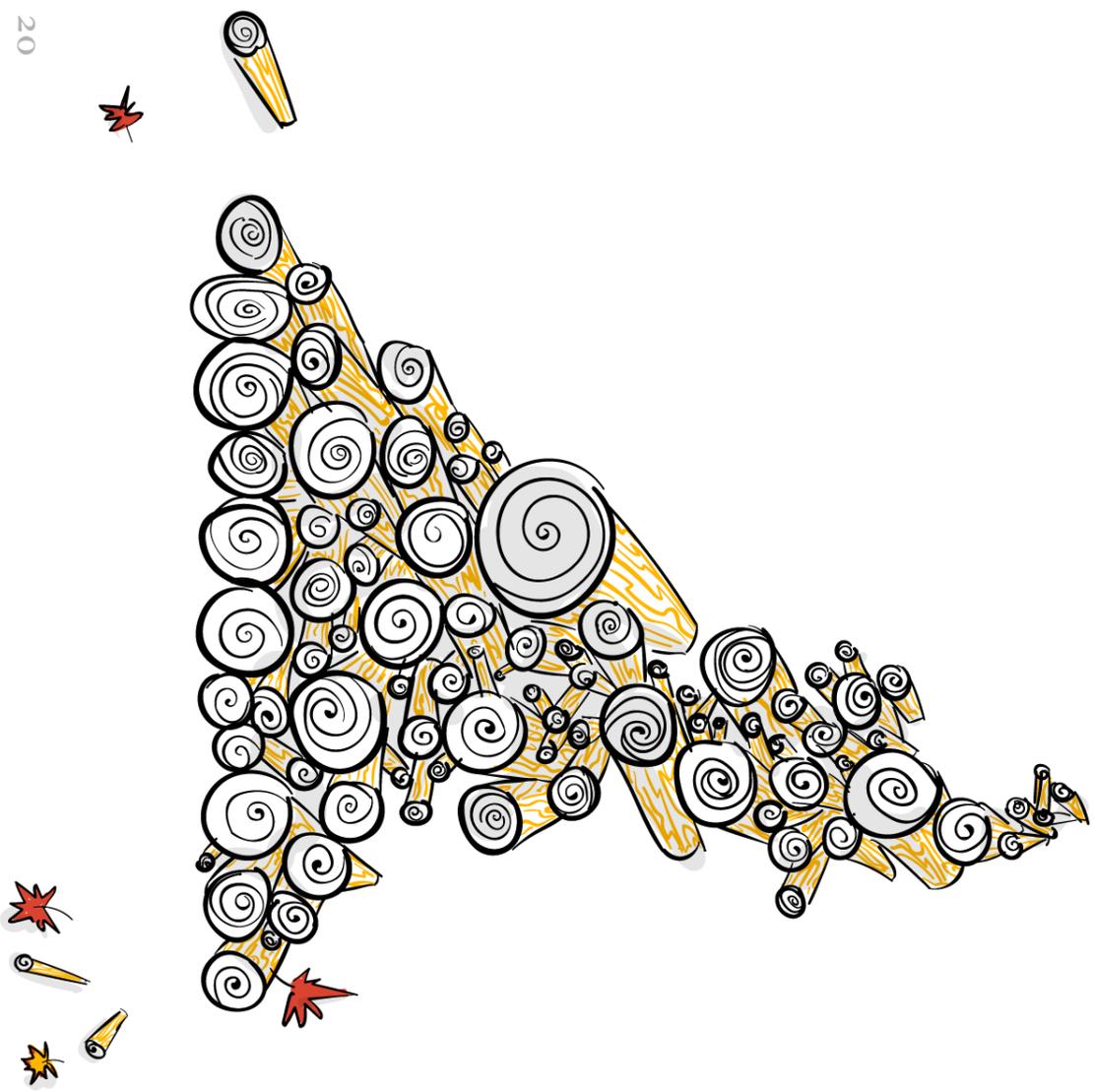
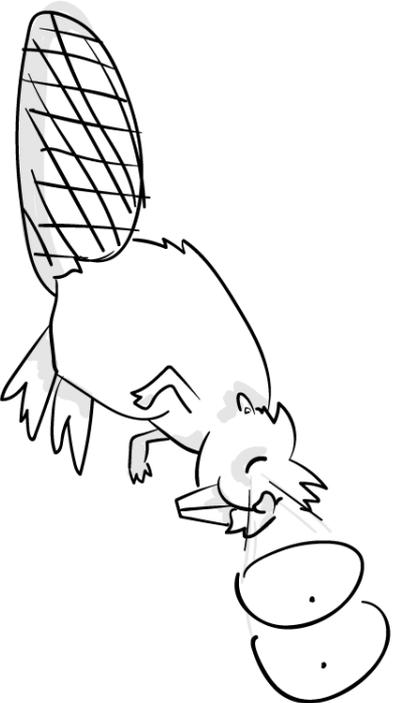
*Building a Successful*



CENTURY VENTURE



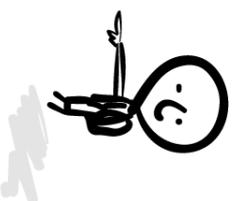
We learned that the only way for businesses to *consistently succeed* today is to attract smart creative employees and create an environment where they can THRIVE at scale.



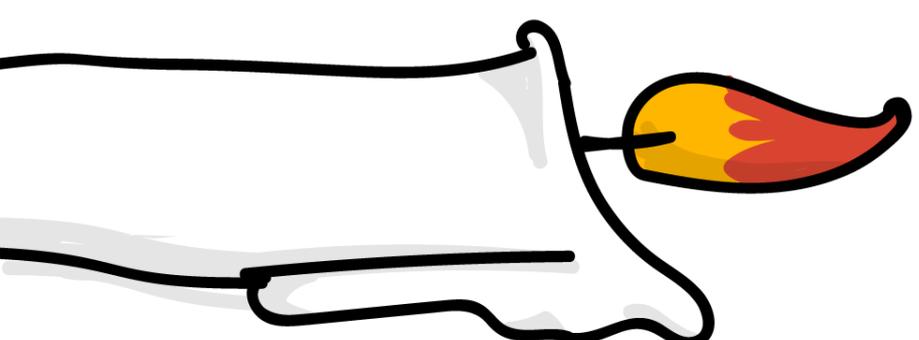
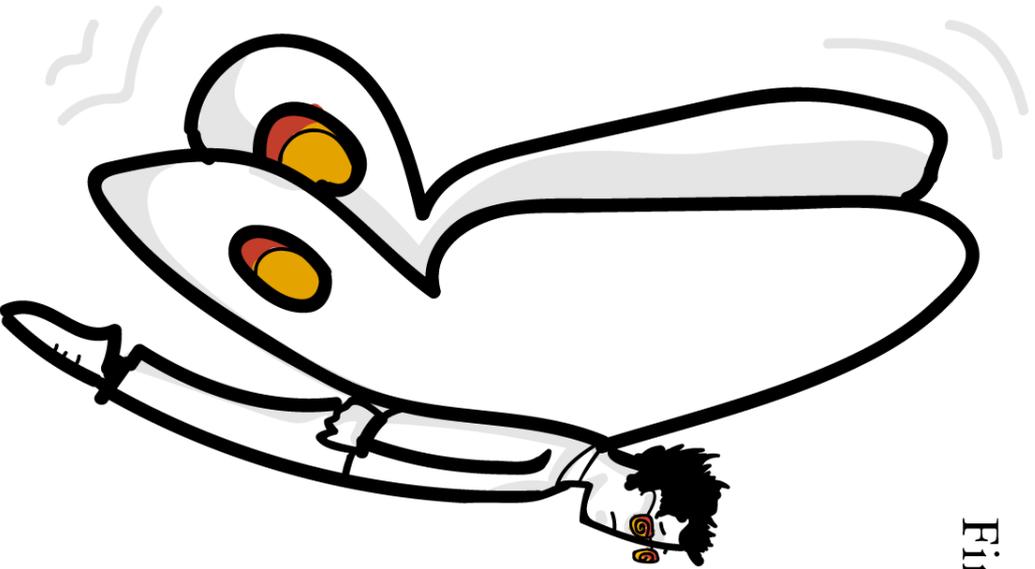


How do you do

THAT?



First you have to attract your smart creatives.  
They aren't easily fooled.

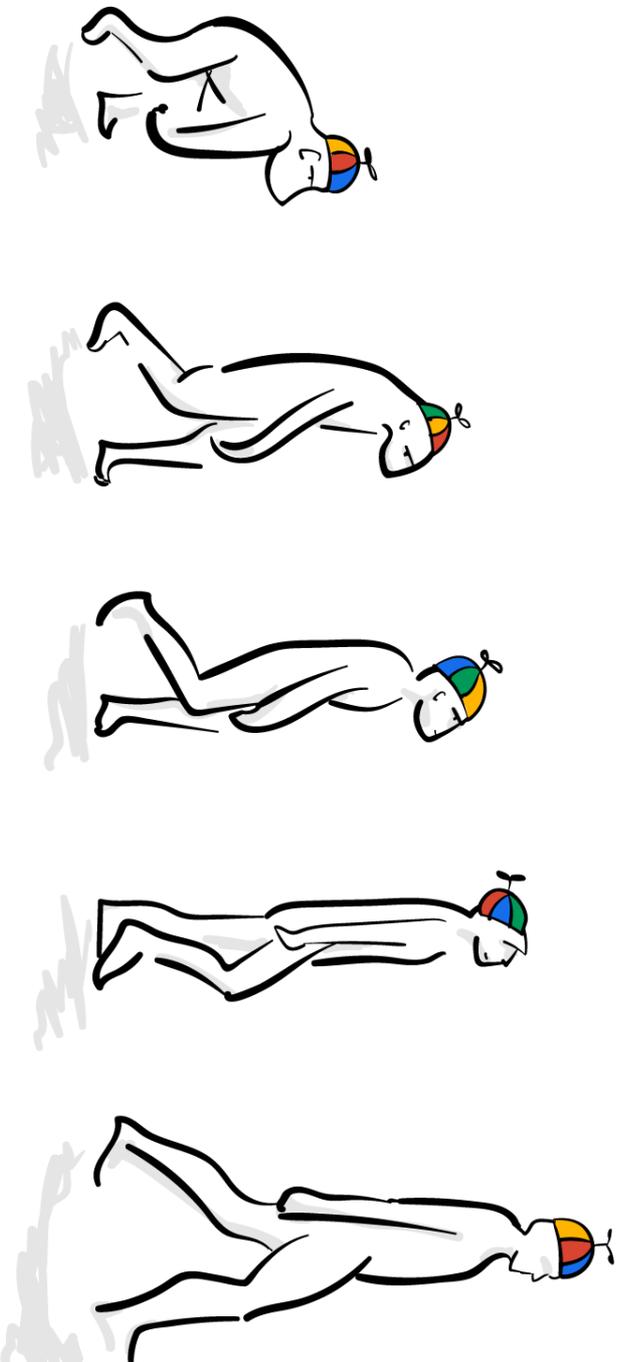


This starts with culture.  
Smart creatives need to *care*  
about the place they work.



So plan your culture early.

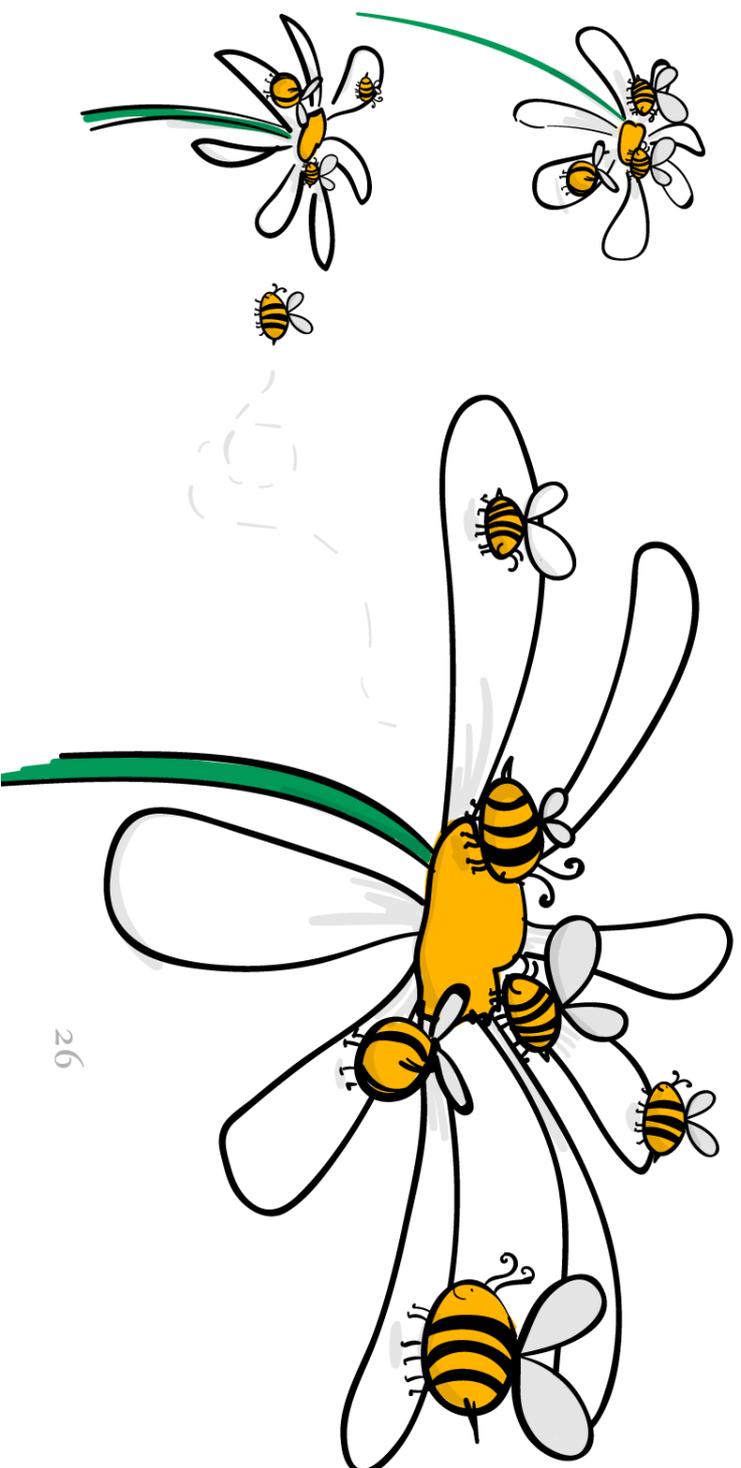
Think about (and document) the things you *care about* as a group,  
the way you work and make decisions.

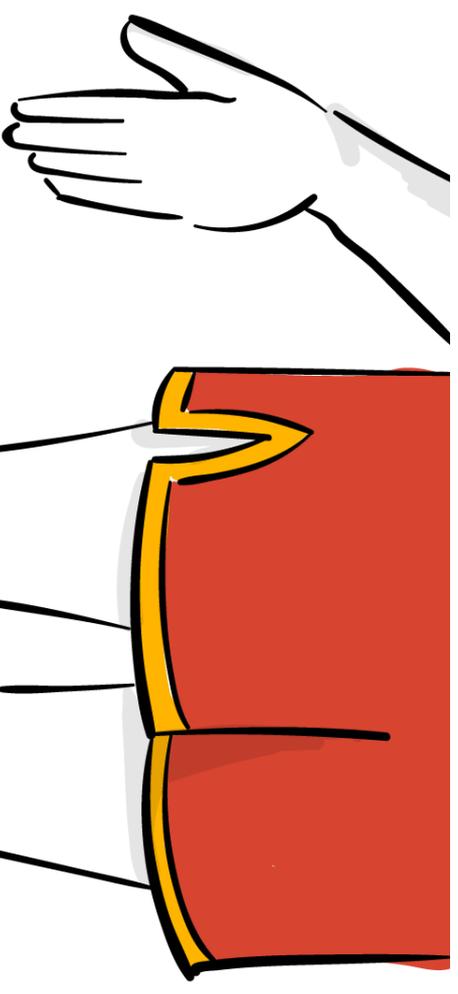




Then *live* according to  
your own slogans.

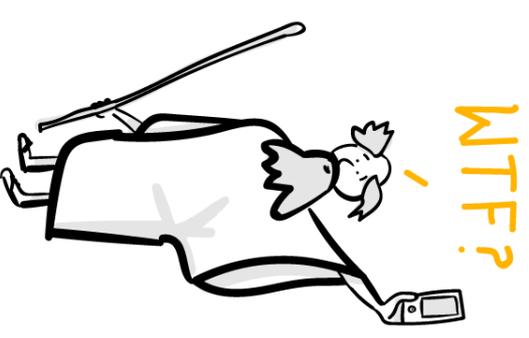
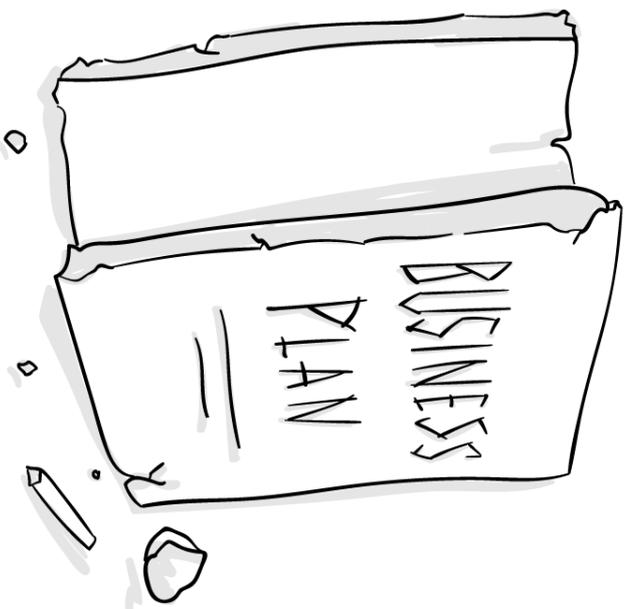
It's best to work in SMALL TEAMS,  
keep them crowded, and  
foster *serendipitous* connections.





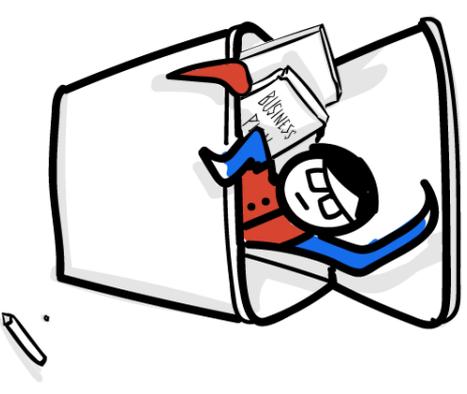
Organize the company around the  
people whose *impact* is the **GREATEST**

Next comes *strategy*.  
Most new ventures start  
with a business plan.

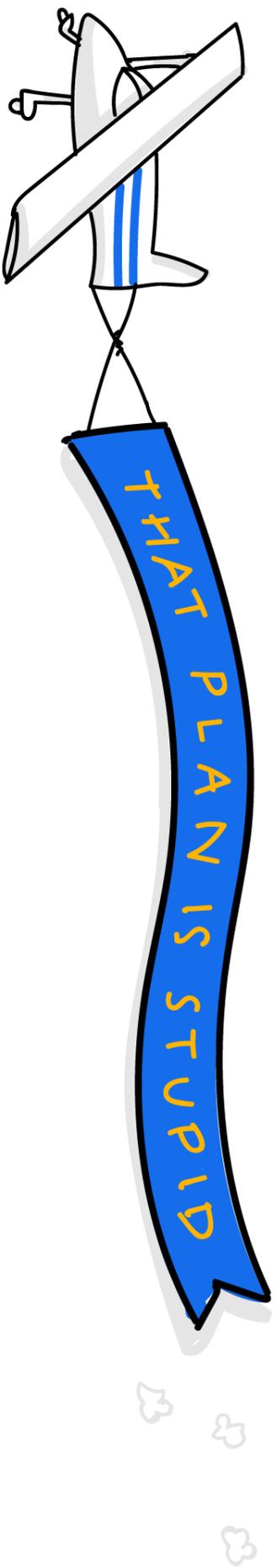


Things are changing so fast, though,  
that any thorough, MBA-style business  
plan is *guaranteed to be wrong* in some  
important way.

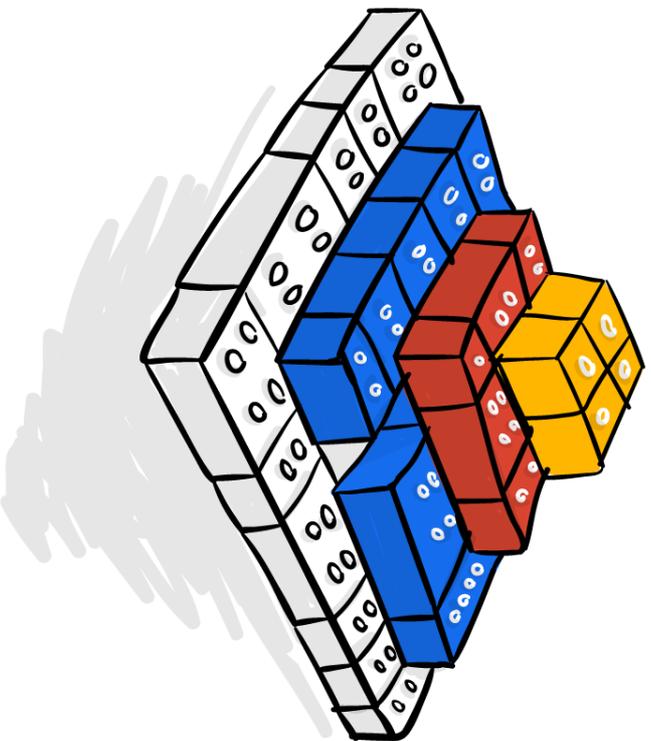
Smart creatives know this,  
and will be scared that a formal  
business plan will *hamper*  
their *freedom*.



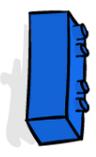
(When Jonathan arrived at Google,  
one of his first work products was such a plan.  
Larry Page said the plan was “stupid”.)



Don't base your venture on a plan.  
Instead base it on a strategic foundation.

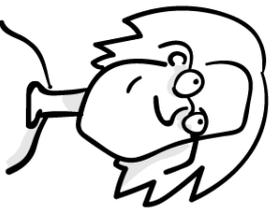


You can have a plan,  
but know that it will change,  
probably a lot.

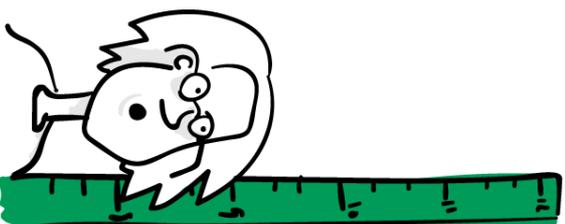


The plan is *fluid*,  
the foundation *stable*.

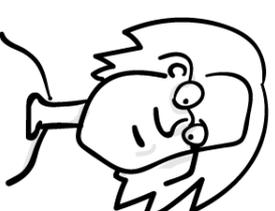
## A good foundation has three main pillars:



Create superior products based on unique technical insights.



Optimize for growth, not revenue.

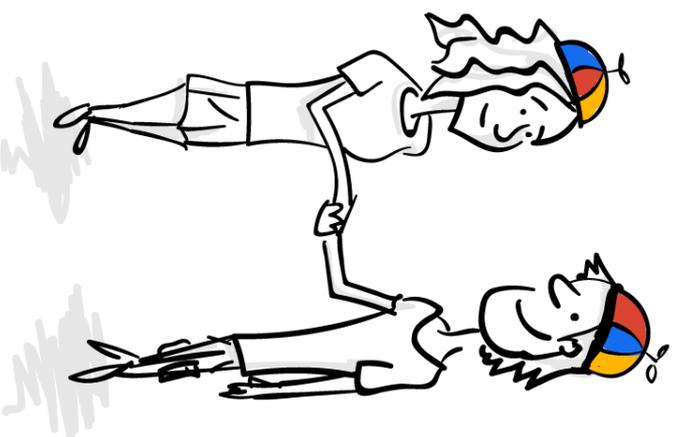
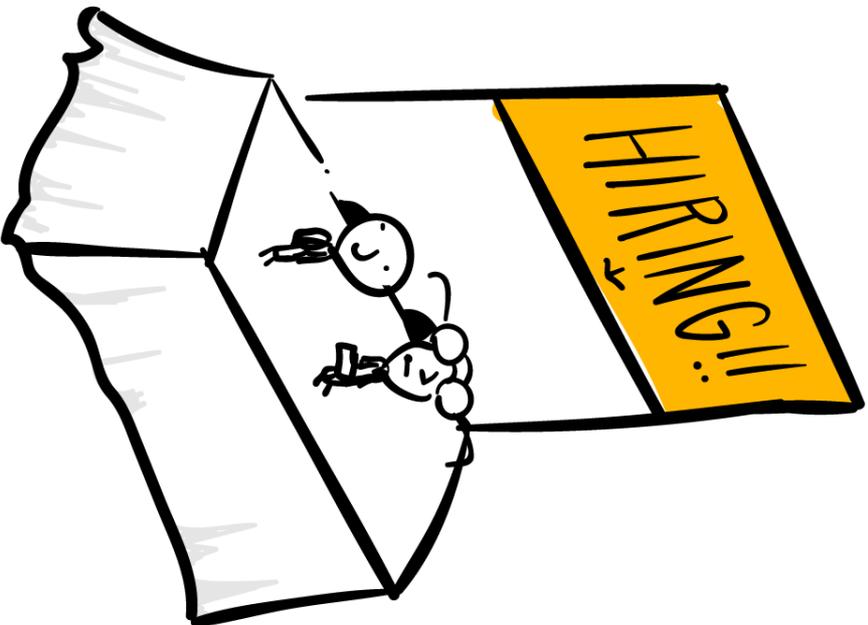


Know the competition, but don't follow it.



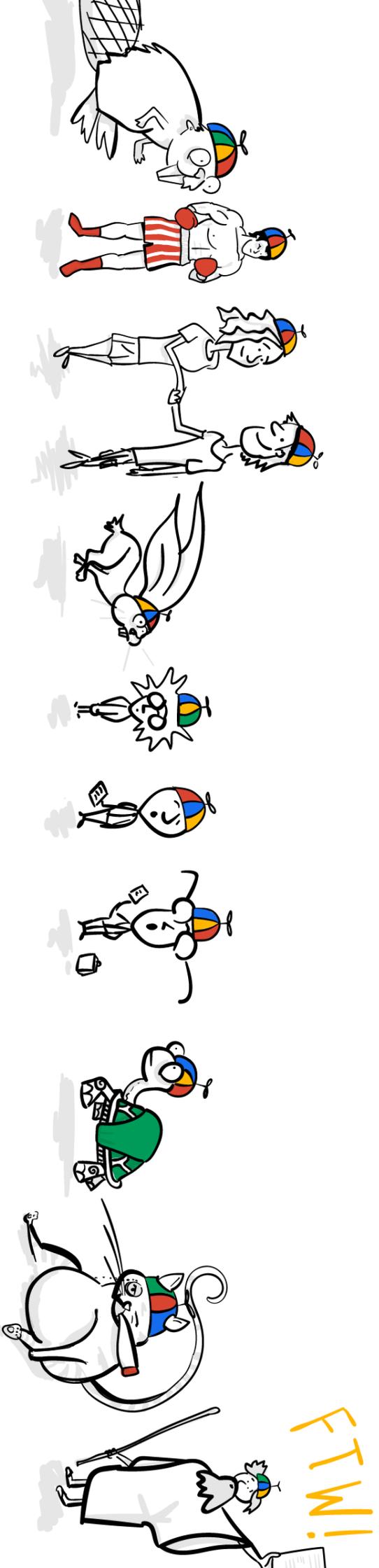


Now let's get those smart  
creatives into the company.  
Never forget that *hiring* is the  
*most important* thing you do.

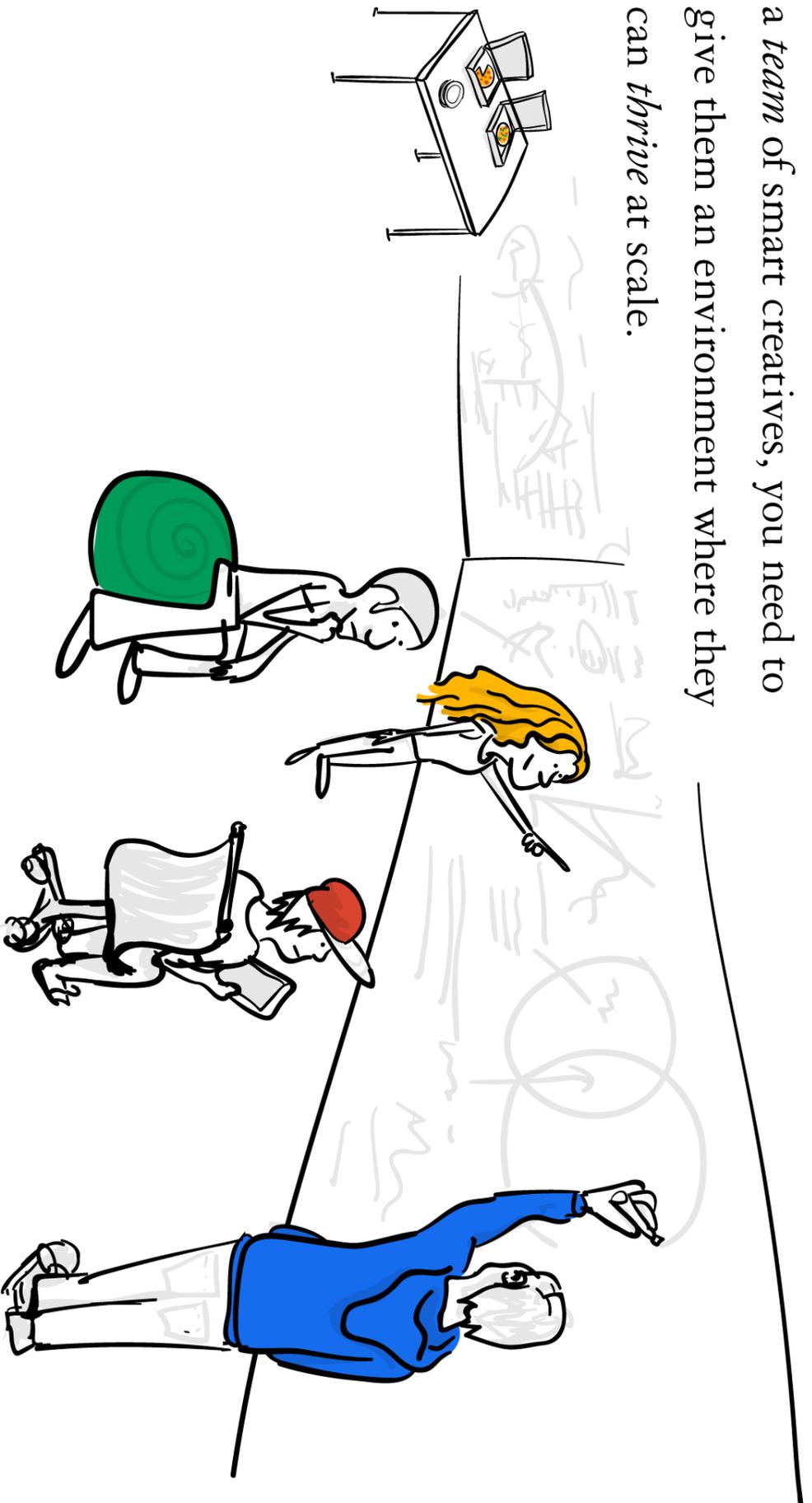


Lots of people say this, but then they delegate hiring to recruiters.

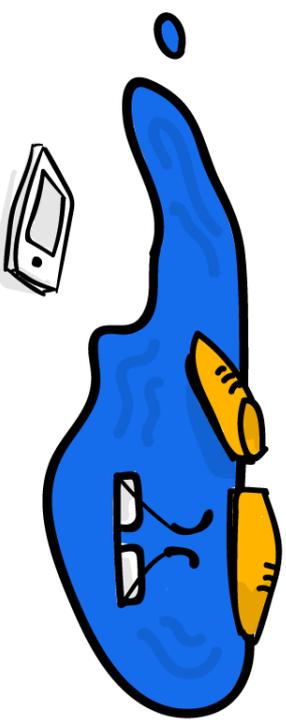
Everyone -- EVERYONE! -- should invest time in hiring.



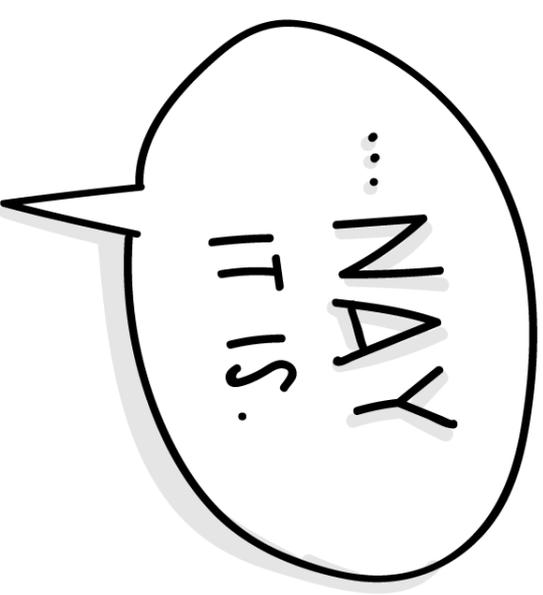
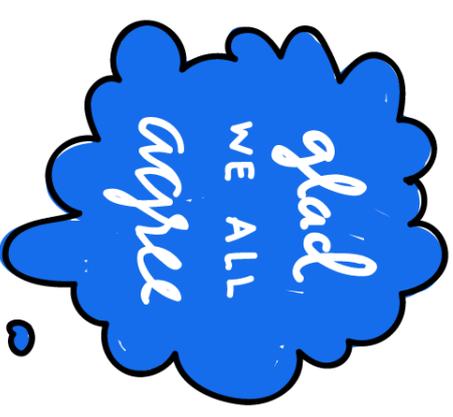
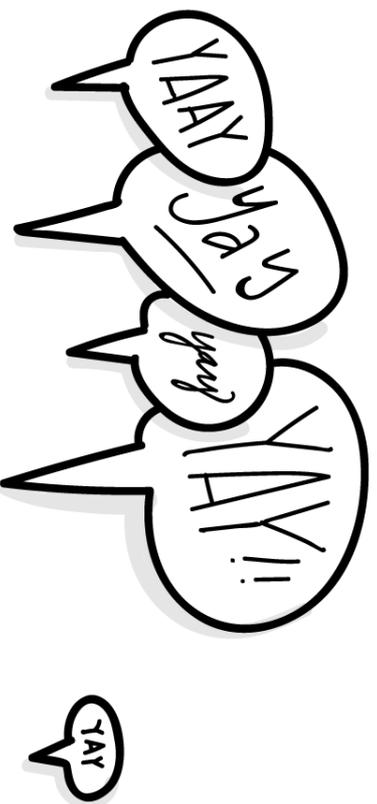
Now that you have attracted and hired a *team* of smart creatives, you need to give them an environment where they can *thrive* at scale.



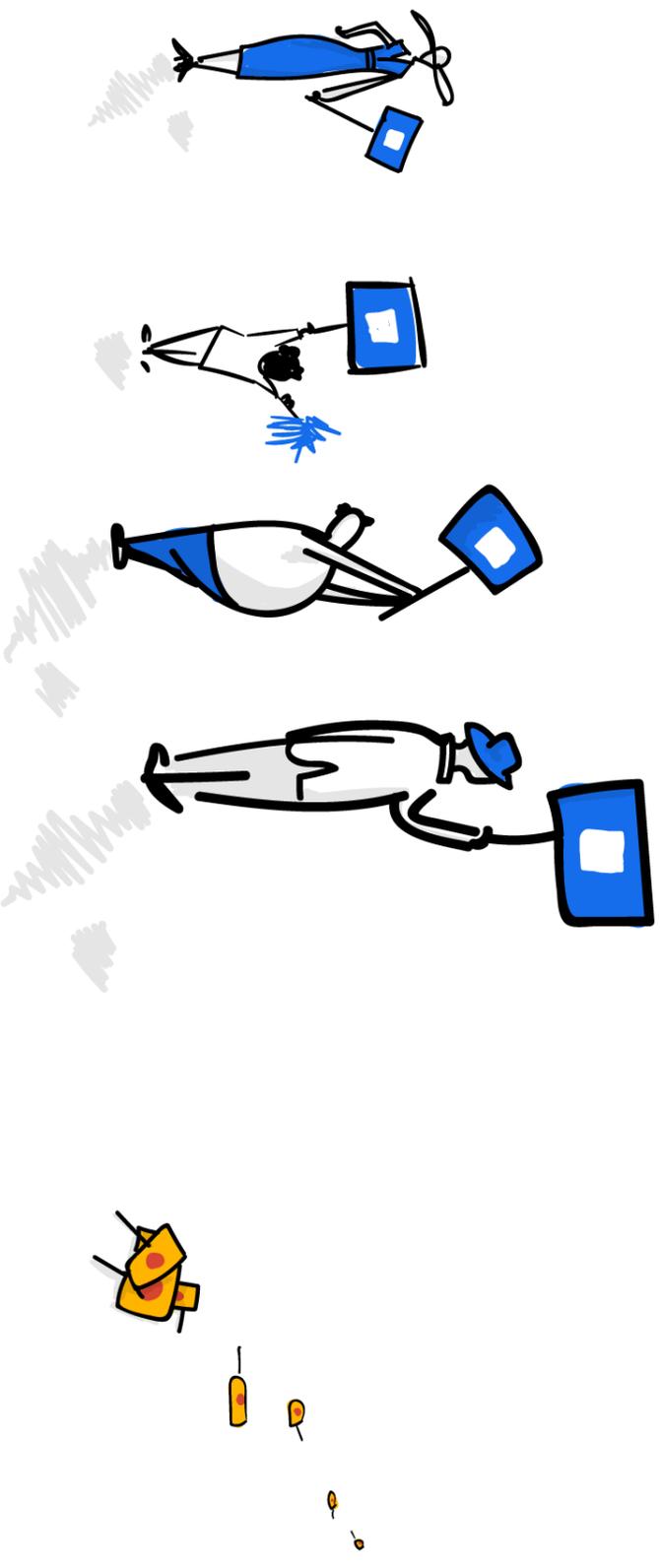
And that starts with your approach to making decisions. Decision-making done right lets smart creatives know that they can make a difference. *Done wrong, it kills their spirit.*



Most forward-thinking companies  
tout their consensus-driven approach.  
But they *fail to understand* what  
consensus means.

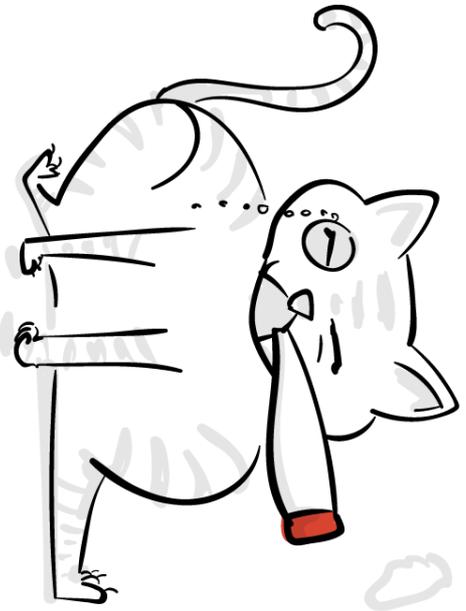


It's not about everyone agreeing,  
it's about everyone being heard and  
then rallying around the *best* answer.



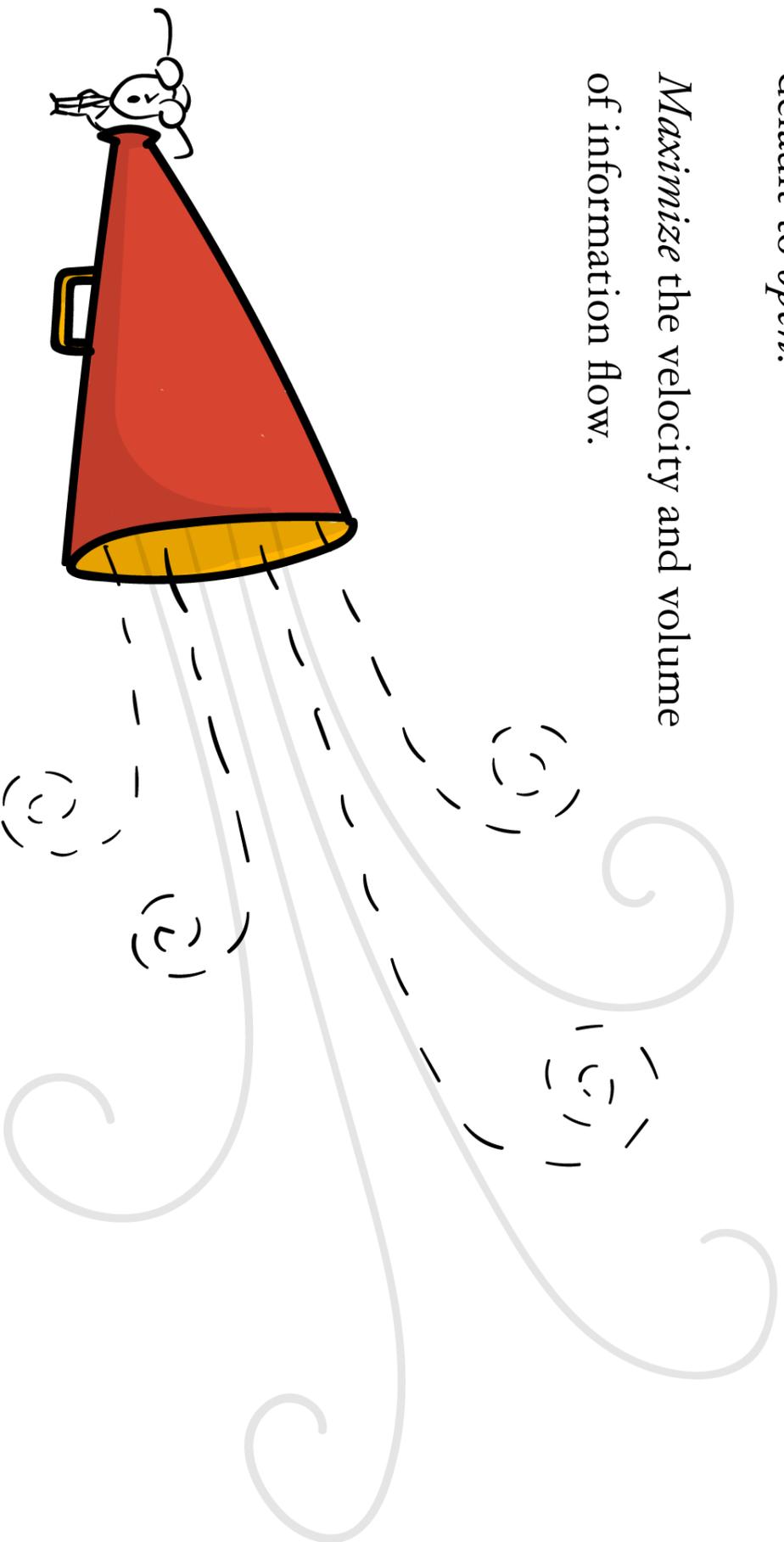
Communication is as important as decision making,  
and like decision-making it is something that most leaders  
think they are good at.

They are mostly wrong.



When it comes to *communications*,  
default to *open*.

*Maximize* the velocity and volume  
of information flow.



Do these things right, and you have  
a chance to reach business *nirvana*

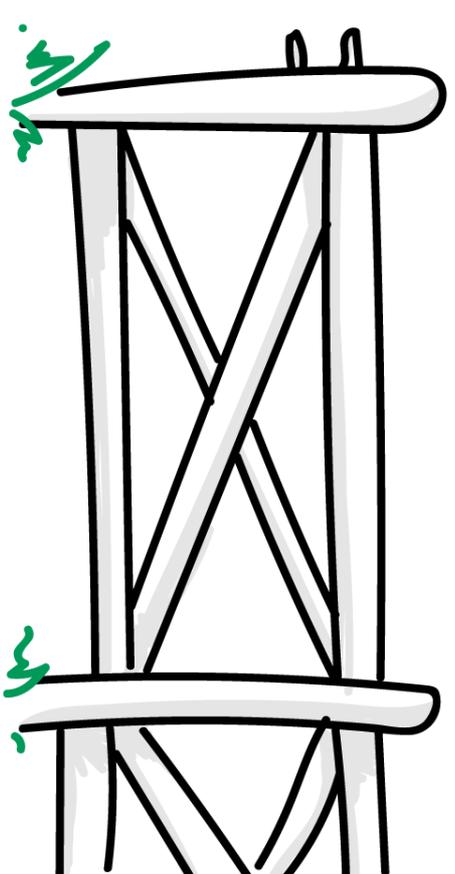
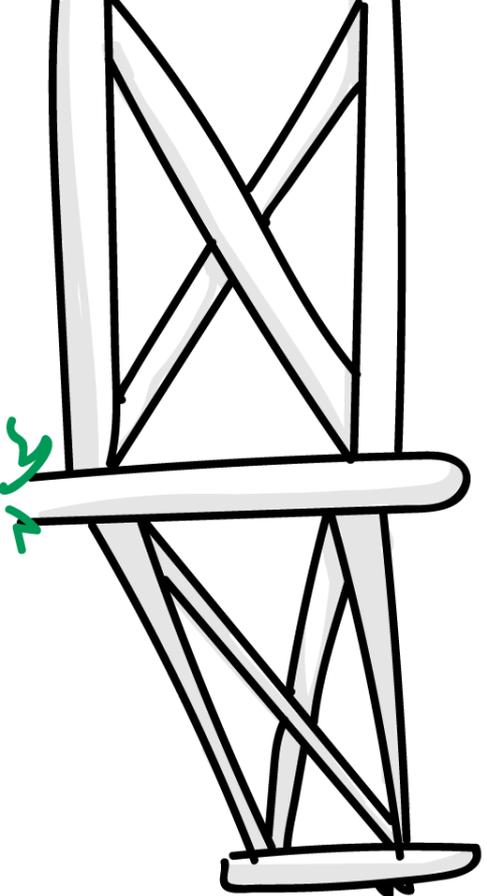
... innovation!

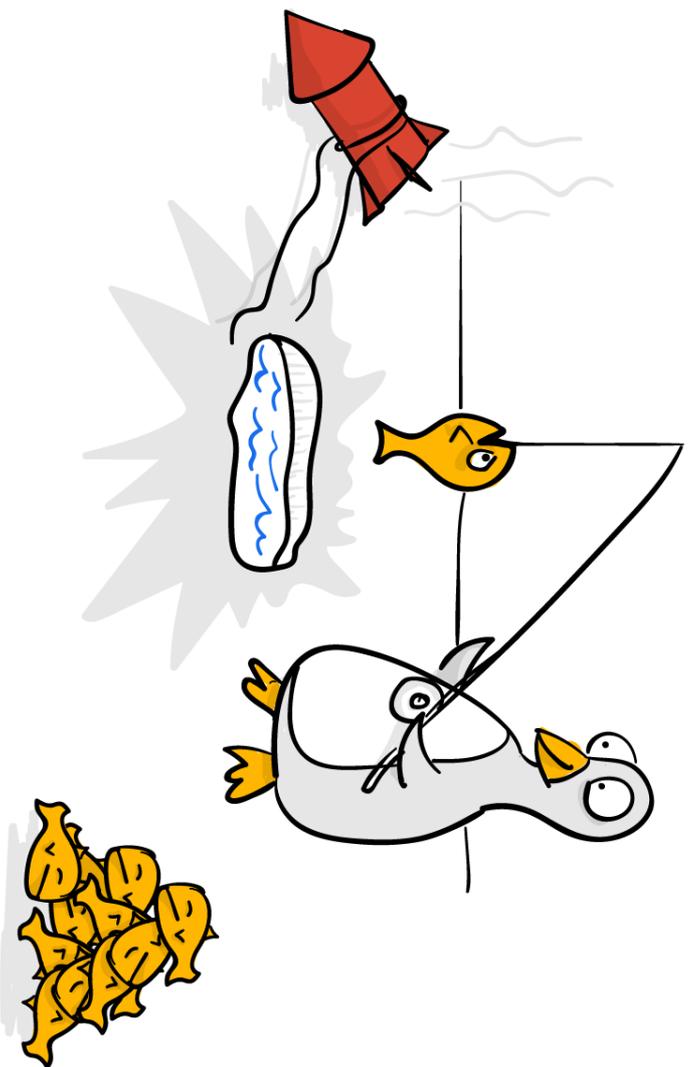
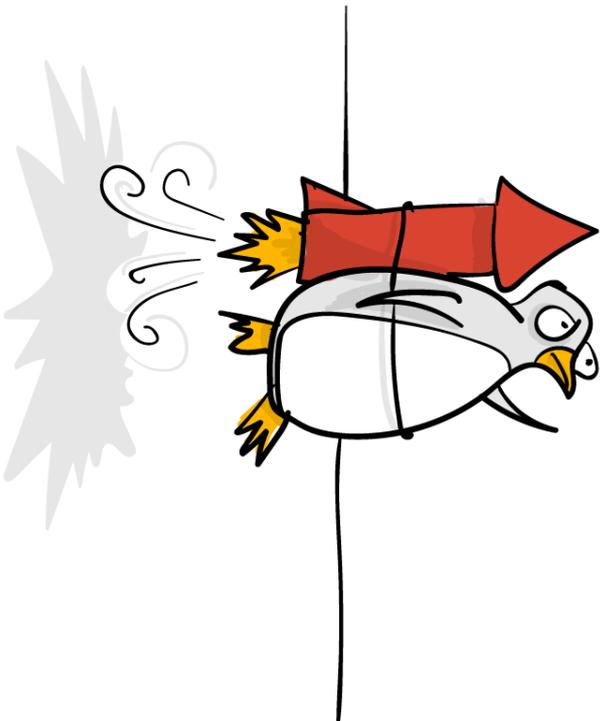


But remember, the CEO needs to be the CIO (*Chief Innovation Officer*).

Innovation can't be owned or ordained, it needs to be *allowed*.

You can't tell innovative people to be innovative, but you can *let* them.

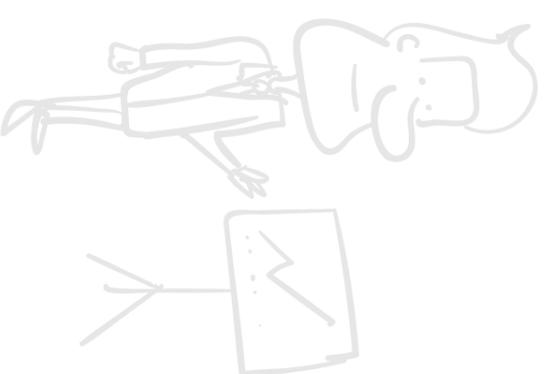
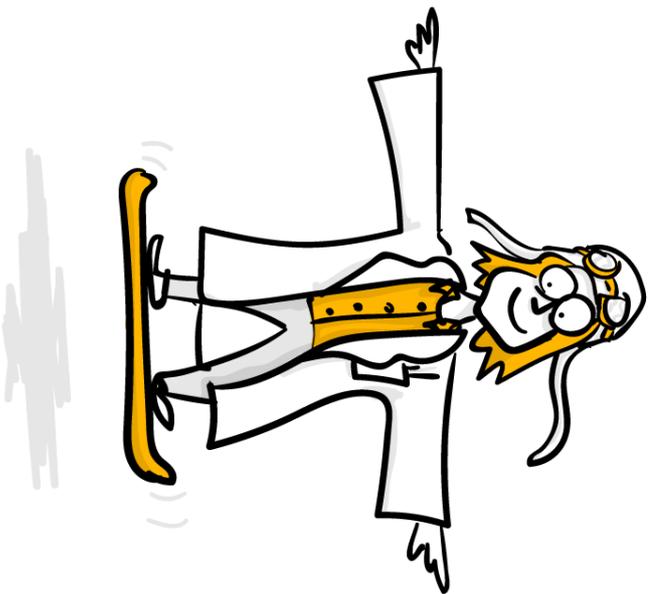




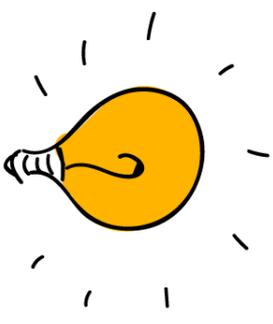
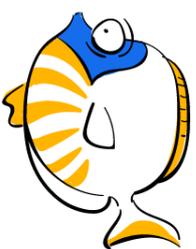
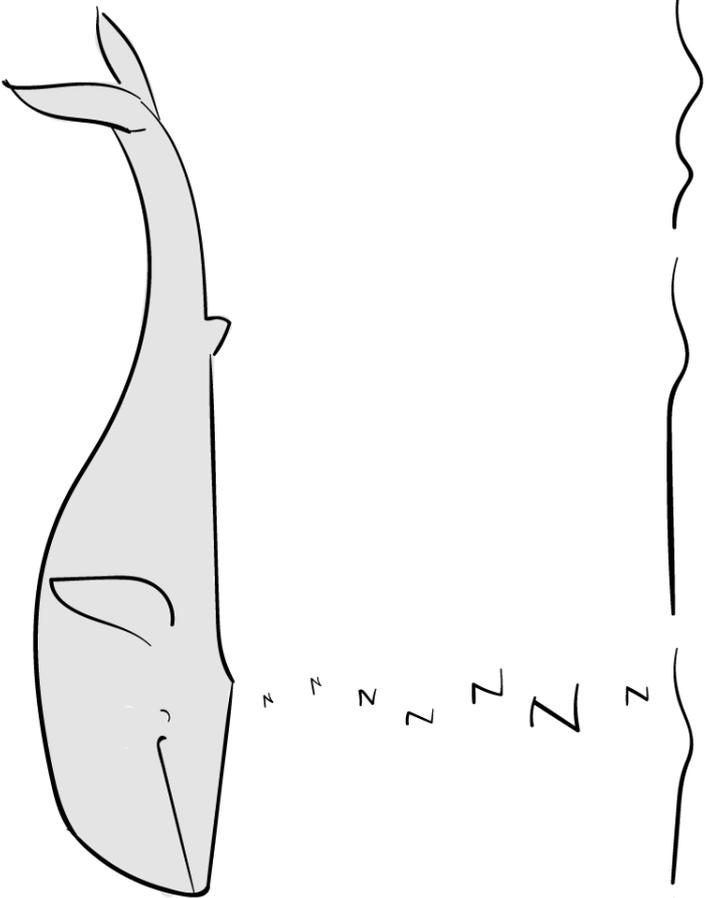
Set unattainable goals,

and then fail well.

Listen to the lab coats not the suits,  
and get the lab coats to produce prototypes, not slideware.



Ideas come from *anywhere*.



These steps aren't just for entrepreneurs,  
and they just aren't for high-tech businesses.

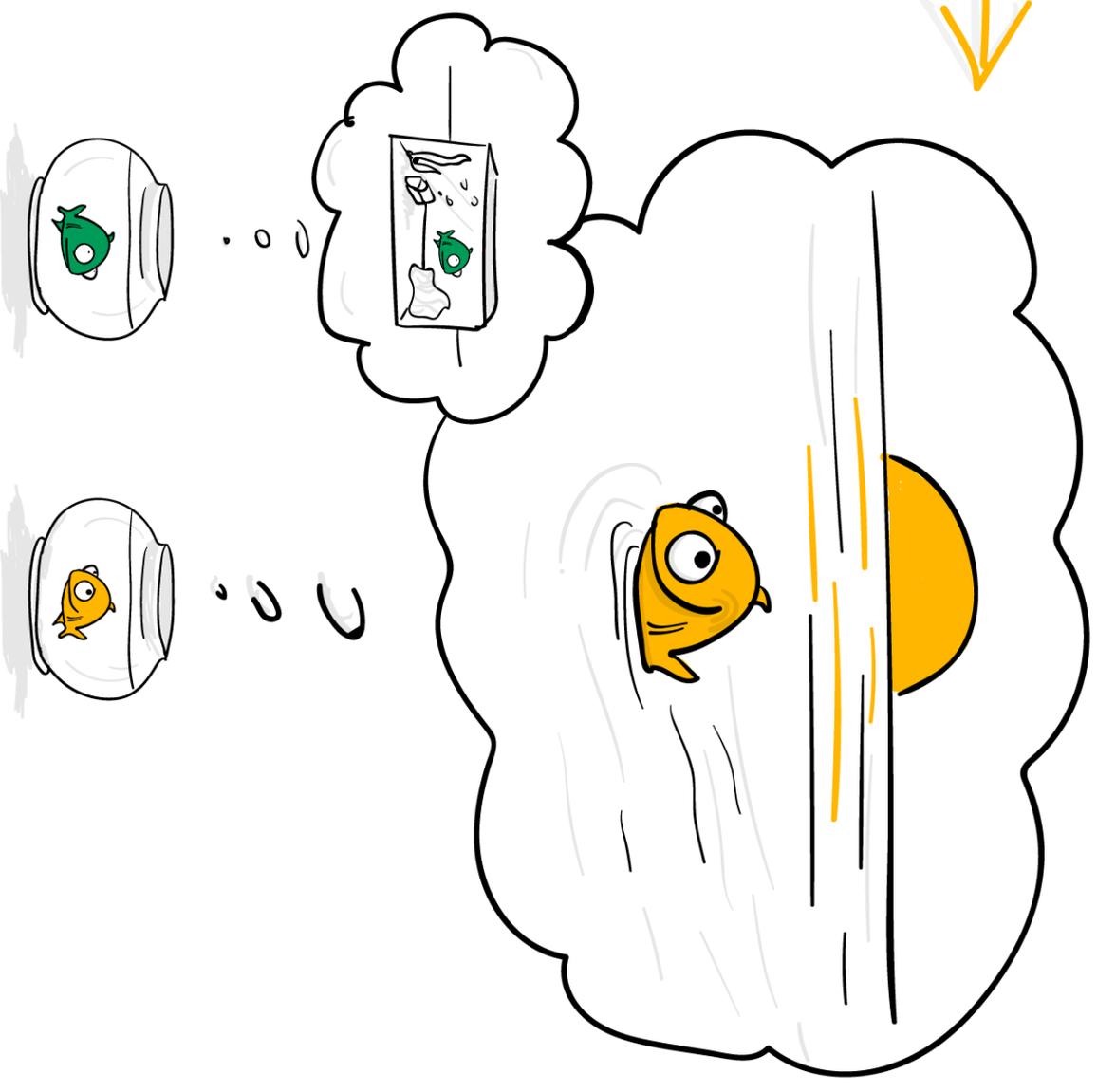
Opportunity is everywhere.

Smart creatives are everywhere.

Ambitious people who want to build  
a team of the latter to pursue the  
former are everywhere.



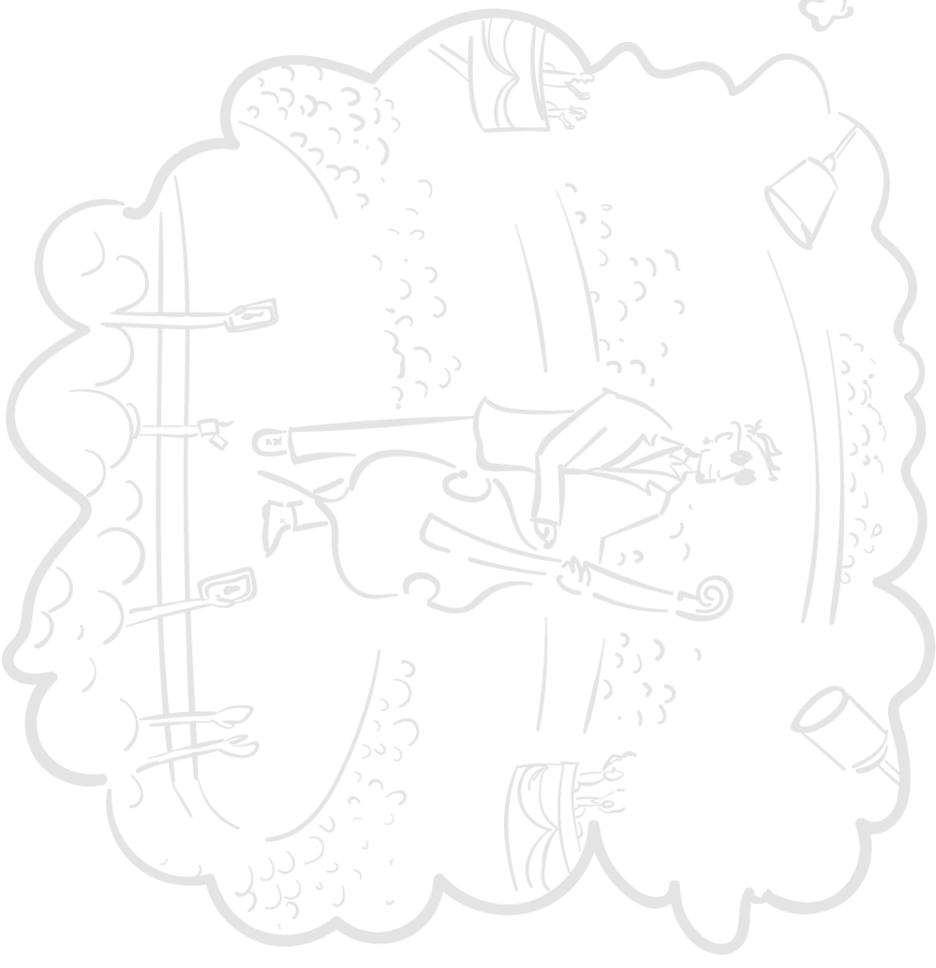
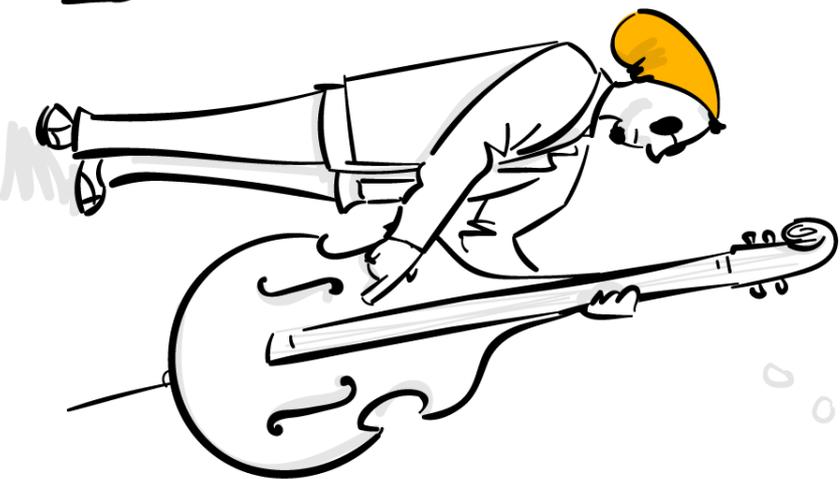
All you need is a BIG idea.



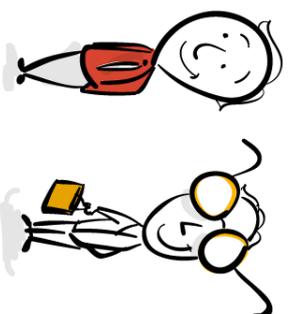
*could*

Ask yourself, what ~~will~~ be true in 5 years?

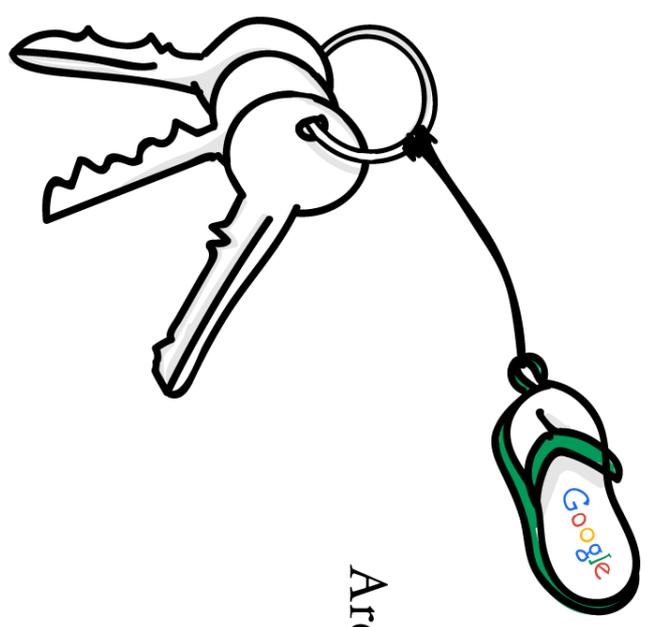
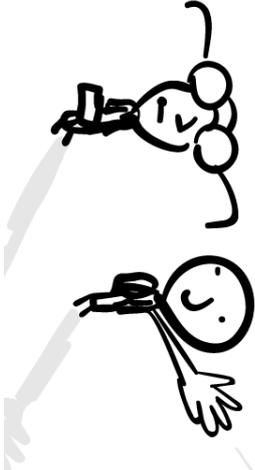
Try to *imagine the unimaginable*,  
because unimaginable things are  
happening a lot.



Then make a bet on that future.  
Remember big bets can sometimes be easier  
to achieve than small ones...

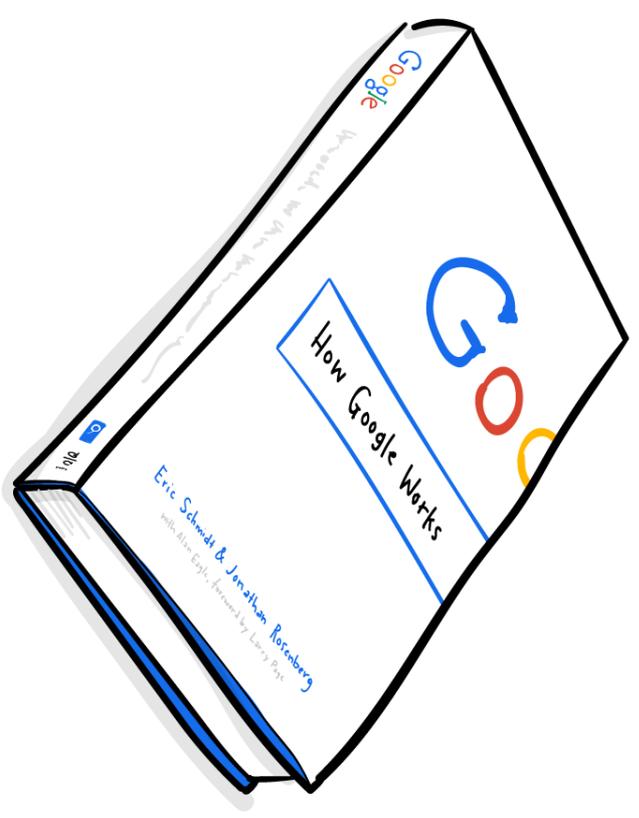






*Are you ready to get started?*

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