

### **STRATEGIC EXECUTION**



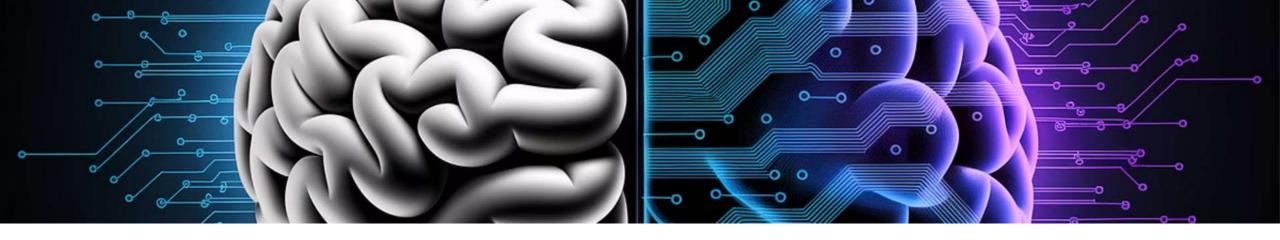
**DECEMBER 5-6, 2025** 



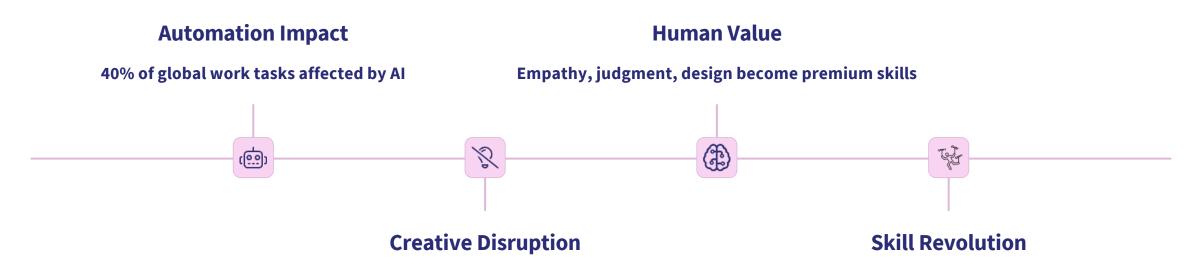




### **Key External Trends**



### Al Everywhere: Man, Machine and the Future of Work



**Generative AI redefines content, code, creativity** 

Al literacy and continuous learning essential





# The Power Shift: The Customer is Now the CEO

**Personalization Demand** 

80% of customers expect personalized experiences

**Empowered Voice** 

Instant reviews, public feedback loops

**Strategic Response** 

**Brand trust won or lost in moments** 

**Customer Journey** 

**Design becomes strategic imperative** 





# Alone Together: The Paradox of Isolation

**Global Health Concern** 

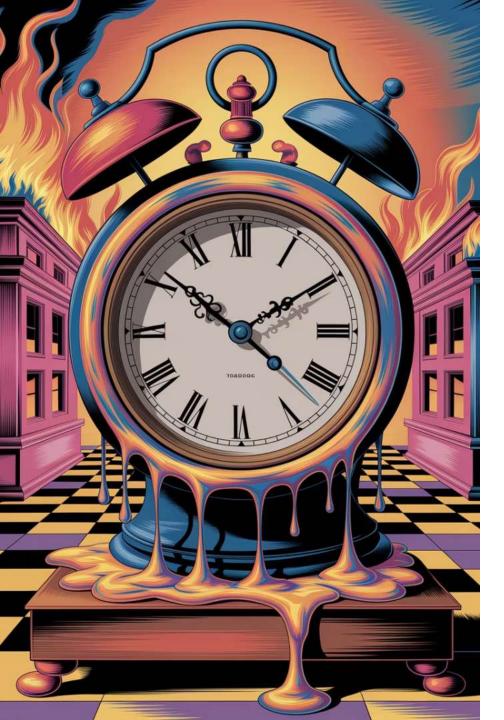
WHO declared loneliness a global health issue in 2023

**Digital Paradox** 

Social media ≠ social connection

**Business Opportunity** 

Growing demand for community, belonging, mental wellness offerings





# Right Here, Right Now: The Era of Instant Everything

#### **Generation Immediate**

72% of Gen Z expect responses within 1 hour





Time as Strategic Edge

Real-time operations drive success



**Logistics Revolution** 

Same-day delivery becoming standard



**Balancing Speed** with Quality

Managing the key business tension





# The Age of Social Validation

**Validation Economy** 

54% post to "feel validated"

**Curated Authenticity** 

Identity built for public consumption

Brand Implications

**Experiences must be share-worthy** 

**Mental Cost of Social Pressure** 

Rising trend fatigue and burnout

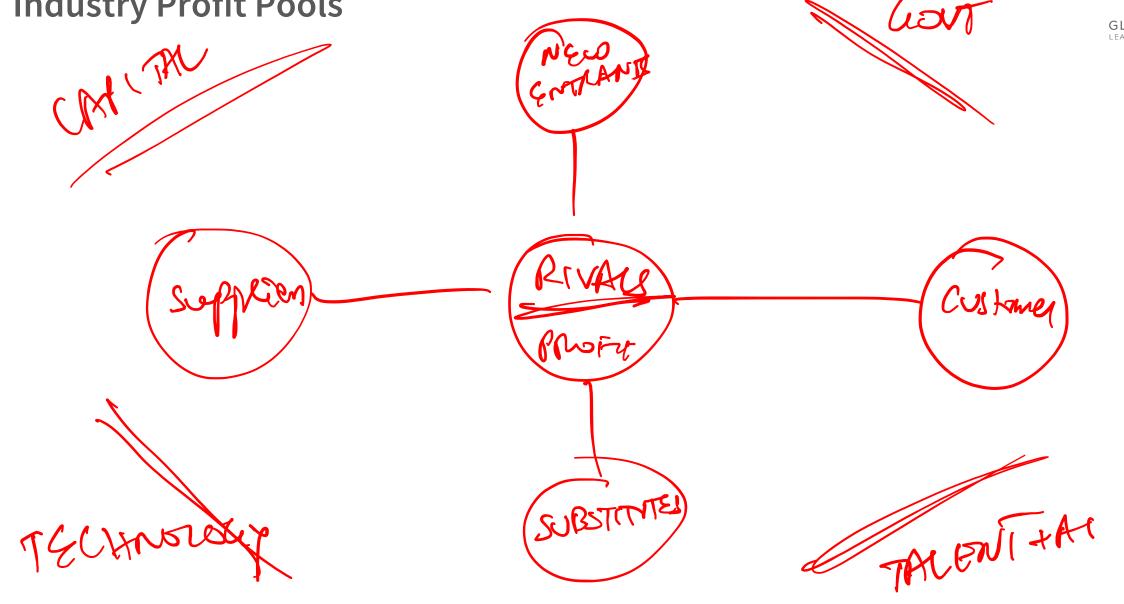


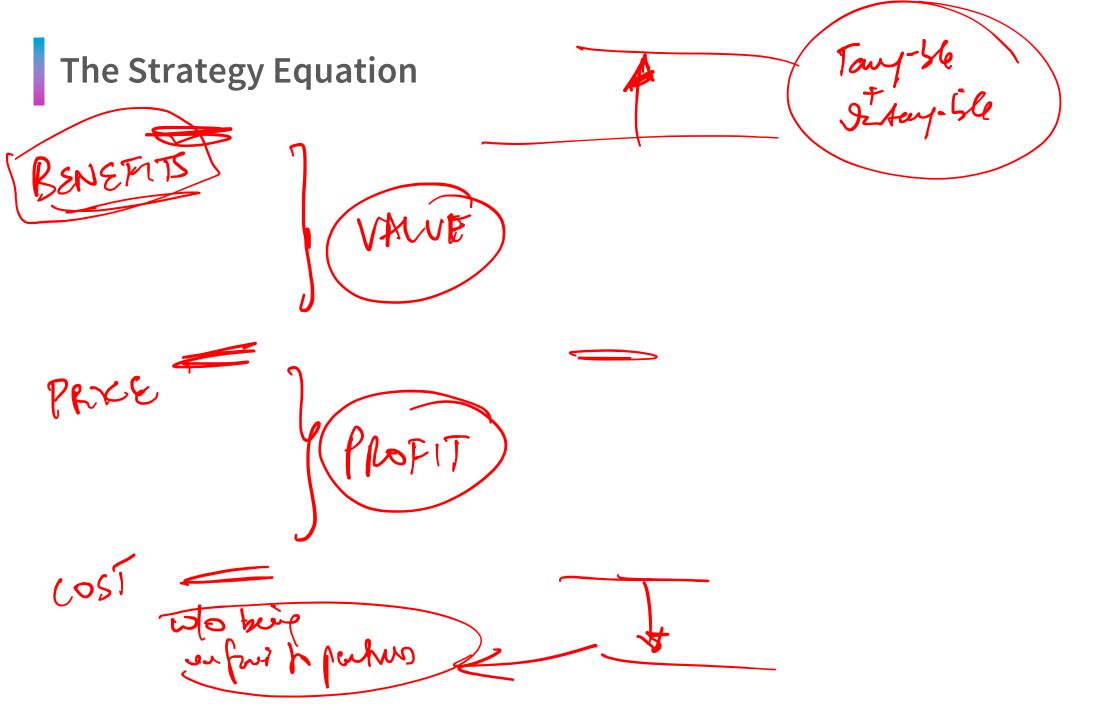


### **Strategic Value Creation**

### **Industry Profit Pools**













# **What is Strategy**





### What Business are you in?







Tarphole | Whitey
Inlamp ble | Emohris





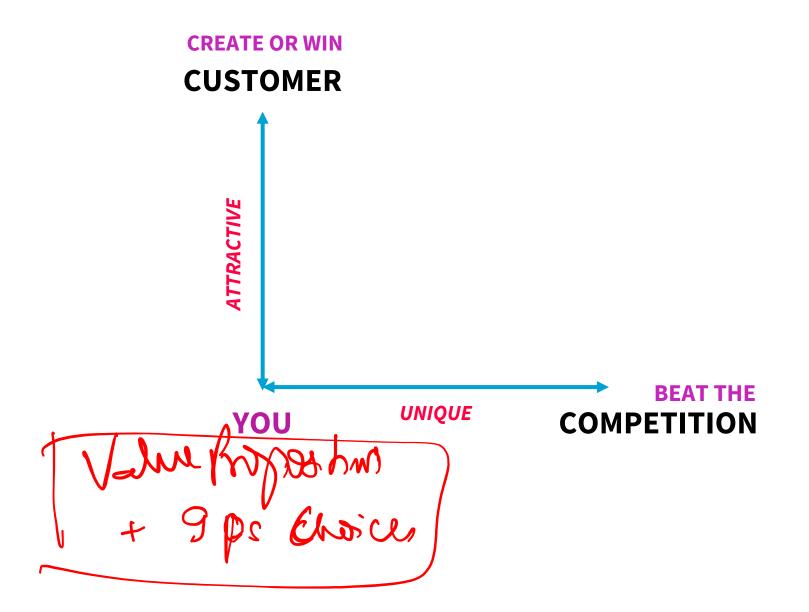
### What is the Zudio Strategy?



Genz Jyong Adults -> (Offordable)
Fast Fashins - with it / multiple
Insta duiven Tylantels -> bocial ('US TOMER

### What is Strategy?





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### **Mantras of Strategy for Success**





All actions are decisions or choices.

Break the "Rules"



Make choices aligned to ONE primary goal



Primary goal is to CREATE the Customer



Create Clarity to ALL through Simple Communication

**STRATEGY IS BORING** 



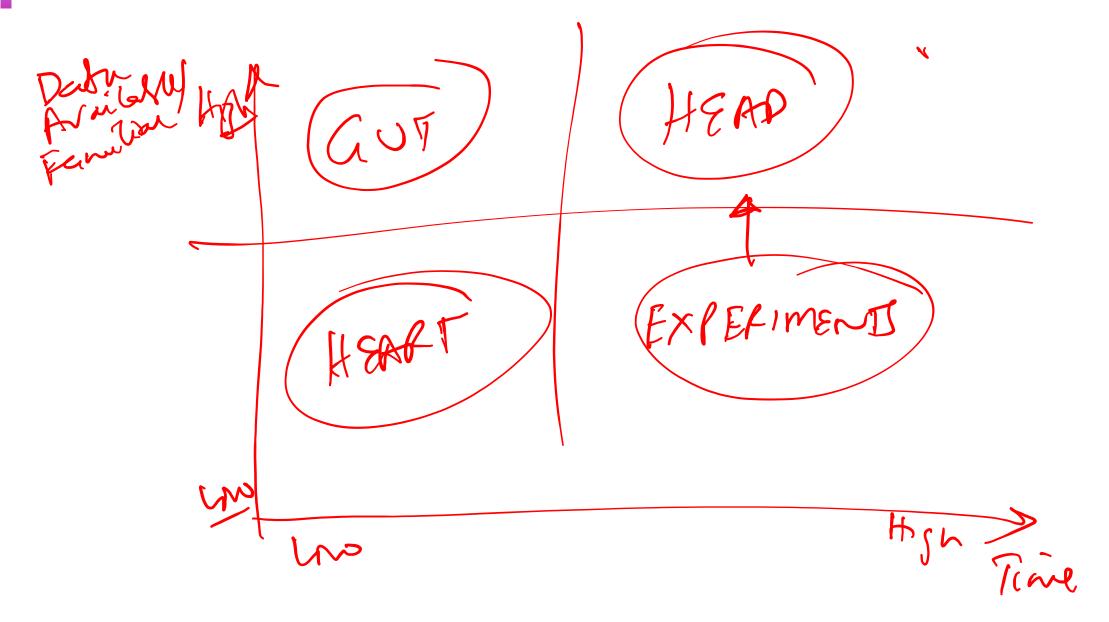


## **Decision Making**

How do we make Decisions? Con risk (creatily Lost is later Data is neva enough Regontheric

### Using Head Heart or Gut: When is it appropriate?





# Problem vs Dilemma vs Polarity



		ΘÎΘ	
	Problem Quant Choice	<b>Dilemma</b> Values Choice	Polarity Interdependent Goods
Definition	A choice between options where the comparison can be made largely through logic + numbers.	A choice between options that are hard to compare because they are emotional, ethical, or values-driven.	Two distinct, positive, non-substitutable variables where you want both. It's not A>B, it's A and B over time
Example	Vendor A vs. Vendor B Build vs. Buy vs. Lease	Lay off excess staff vs. Retain Ethics vs Speed / Cost	Growth vs. Margin Explore vs. Exploit
Nature	Quantifiable Trade-off	Unquantifiable Trade-off	Interdependent, Recurring
How to Solve	Pick the option that gives higher NPV / ROI / throughput	Pick the option that I/we can live with	Find a Dynamic Equilibrium
Output	Choice + Execute	Choice + Narrative + Meaning Making	Design + Operating rhythm
Failure Mode (Risk)	Analysis – Paralysis False Precision	Avoidance, Moralising Post-rationalisation	Pendulum Swings across poles Politics

### Don't treat Polarities as "OR" decisions



# Most leadership decisions aren't problems to solve. They're tensions to manage between two interdependent goods.

#### **OR thinking creates:**

- Trade-off fights
- Oscillation
- Politics
- Burnout

#### **AND thinking creates:**

- Design conversations
- Clarity
- Sustainable performance

### **Examples of false OR traps**

**Growth or Margin** 

Cost focus or Customer experience

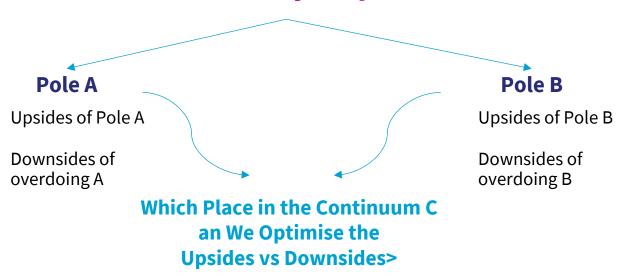
**Quality** or Cost

**Compassion** *or* **Productivity** 

### Polarity isn't solved by compromise. It's solved by mechanisms



### **Polarity Map**



Instead of treating poles as competing, ask: "Where do these variables positively reinforce each other?"

#### **IDENTIFY INTERDEPENDENCE**

- Reinforcing mechanisms (how A creates B and B creates A)
- Situations/segments where both rise together
- Design levers that strengthen the positive loop

### **Growth AND Margin: Profitable Growth**



#### **Interdependence Reinforcing Loops**

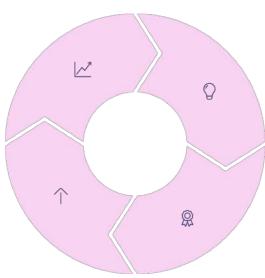
#### **Economies of Scale**

Leverage Fixed Costs / Sunk Cost / Investments to Grow Revenues <u>and</u> Margins



#### Mix Upgrade

Grow revenues in higher margin products (mix change) to improve overall margin



#### **Learning Curve**

Productivity improvements of focusing growth activities in familiar / existing areas

#### **Brand + Pricing Power**

Revenue growth from increase in pricing has direct positive impact on pricing

#### **Design Actions: Make the Loops Real**

- Segment customers by LTV and cost-to-serve; stop buying bad growth
- Pricing architecture: fences, packaging, upsell paths
- Capacity/process investments tied to scale benefits (automation, throughput)
- Governance: discount floors + escalation

#### **New Metrics that Combine Both Poles**

Contribution profit growth, LTV:CAC, payback period, margin by segment

### **Cost AND Differentiation: Distinctive Where it Matters**



#### **Interdependence Reinforcing Loops**

#### **Higher Quality**

defects  $\downarrow \rightarrow$  returns/complaints  $\downarrow \rightarrow$  cost  $\downarrow \&$  experience  $\uparrow$ 

# 

#### **Simplification Loop**

fewer variants/exceptions  $\rightarrow$  faster delivery  $\rightarrow$  fewer errors  $\rightarrow$  cost  $\downarrow$  & CX  $\uparrow$ 

#### **Self-serve Loop**

better digital UX  $\rightarrow$  fewer tickets  $\rightarrow$  cost-to-serve  $\downarrow$   $\rightarrow$  invest in signature moments

#### **Value Engineering**

Eliminate Non-value Adding activities / features – reduce cost w/o impact on CX

#### **Design Actions: Make the Loops Real**

- Pick 2–3 signature moments; standardise the rest
- Eliminate non-value cost: handoffs, approvals, exceptions
- Modular offering: standard core + paid add-ons
- Self-serve + expert escalation model

#### **New Metrics that Combine Both Poles**

### **Compassion AND Productivity: Tough Love**



#### **Interdependence Reinforcing Loops**

#### **Retention Loop**

cared-for employees stay  $\rightarrow$  less rehiring  $\rightarrow$  less ramp time  $\rightarrow$  productivity  $\uparrow$ 

#### **Fairness**

Evenly Spread Workload + Visible R&R

→ Feeling Fairly Appreciated



#### **Capacity Planning**

humane workload  $\rightarrow$  burnout  $\downarrow$   $\rightarrow$  consistency  $\uparrow$   $\rightarrow$  productivity  $\uparrow$ 

#### **Role Clarity & Tools**

Clear Tasks + Appropriate Tools

→ Feeling Supported

#### **Design Actions: Make the Loops Real**

- Separate empathy from expectation ("I hear you" + "here's the bar")
- Standards + support paired (coaching + tools + priority resets)
- Capacity-aware planning: WIP limits, meeting hygiene, realistic commitments
- Fairness architecture: transparent flexibility + consistent performance management

#### **New Metrics that Combine Both Poles**

### **Choose the Appropriate Decision Tool**

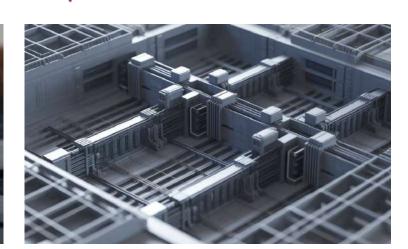












If it's a Problem:

**Optimise** (maths wins)

If it's a Dilemma:

**Decide** (values win)

If it's a Polarity:

**Design** (mechanisms win)





### **Strategic Execution and Scaling Up**

### What was the Bajaj Finance strategy?



CHOICES ACTON DEA > RESULT COMM & SUNK PERFORMANIE PRANSPARENCY EMARLE PENLE COACSETTIME + PEOPLE + PROCESS TRAINING RESURCE TECH/INTERNET POLICY FEEDBACK out conflowent my DM -> SIMPLE ACCORITHM outsoutring NONCHARING PARTNERPHERS RETAIL, WON

SCALEUP INVENTOR SYSTER

### **Strategy to Execution**



**CHOICES** 

**IDEAS** 

**ACTIONS** 

**RESULTS** 

RESOURCE ALLOCATION

**INFLUENCING** 

MANAGING PERFORMANCE

**SCALING** 

INSTITUTION BUILDING

### **How to Cascade**



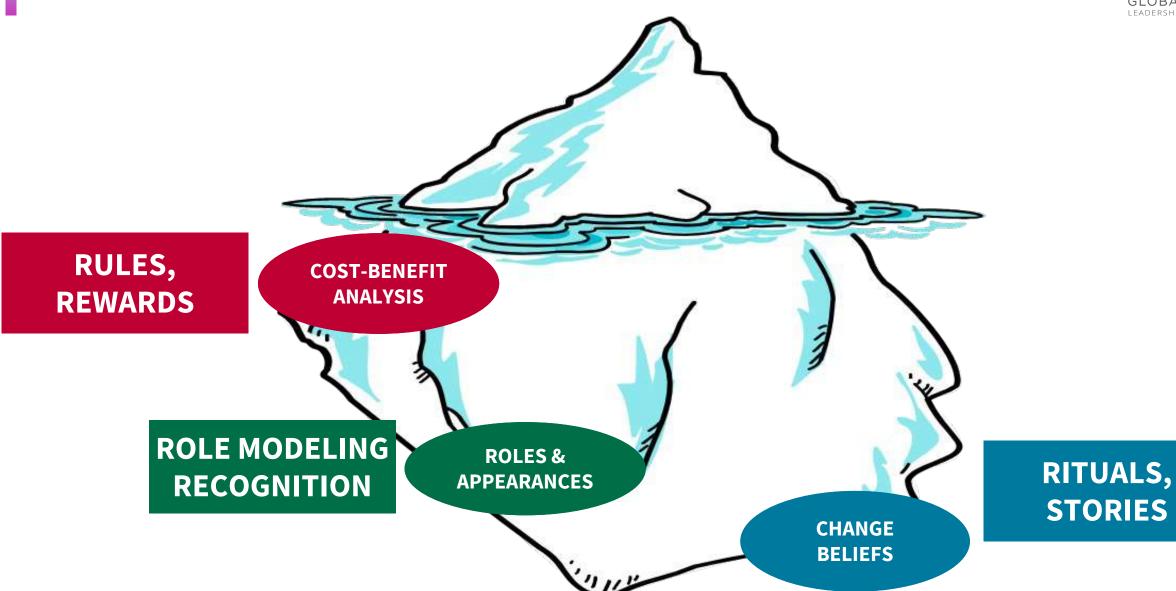
CHOICE; Why:

IMPUCATIONS! Discussion

ACTIONS & ASKS

### Influence → 3 Approaches





**STORIES** 

### Influence: Logic



- Features & Benefits
   Cost-Benefit Analysis
- Rol / Risk Return Analysis
- Pricing & Terms
- Discounts & Incentives
- Fear of Missing Out

### **Influence: Credibility**



- Lead by Example
- References / case studies
- Recognition / Awards
- Thought leadership / brand
- How we can help you succeed / gain recognition

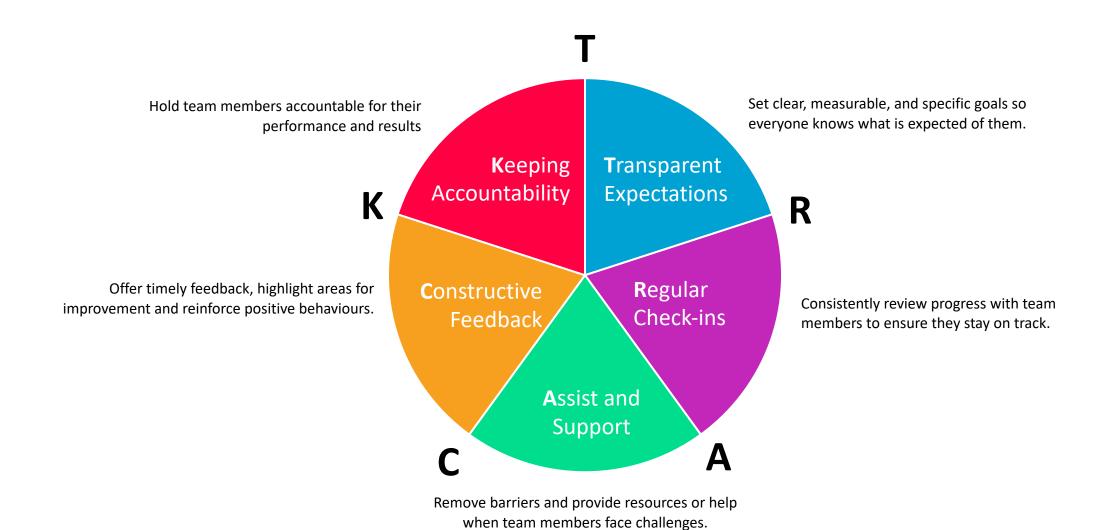
### Influence: Emotion / Beliefs



- Listening / Empathy
   How well we Know You
- Don't tell: show or let them experience
- Pilots / trials
- Testimonials (stories)
- Habit formation / Freemium

### **Managing Performance**







# Your Partner in Action

For more details:



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