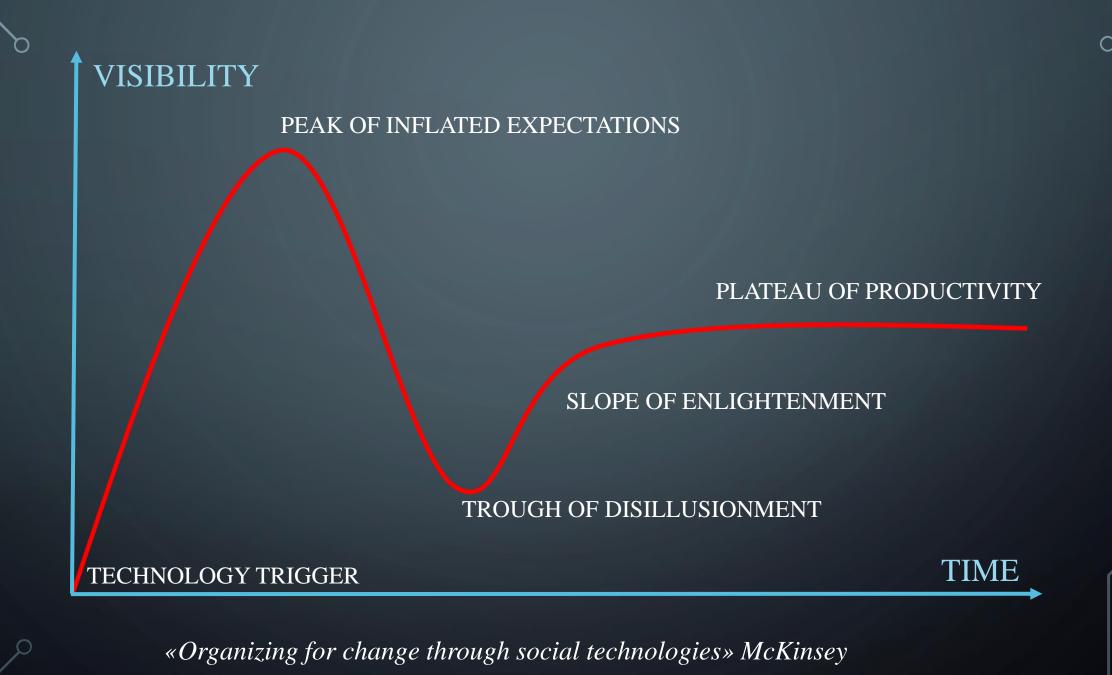
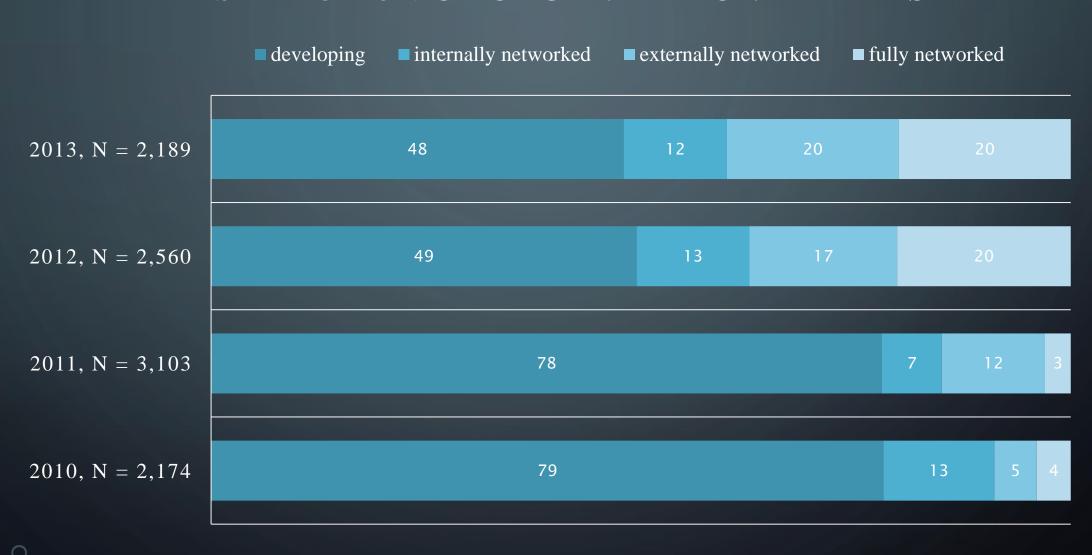
THE HR DIGITAL CHALLENGE

AN INTERVIEW WITH STEFAND BESANA

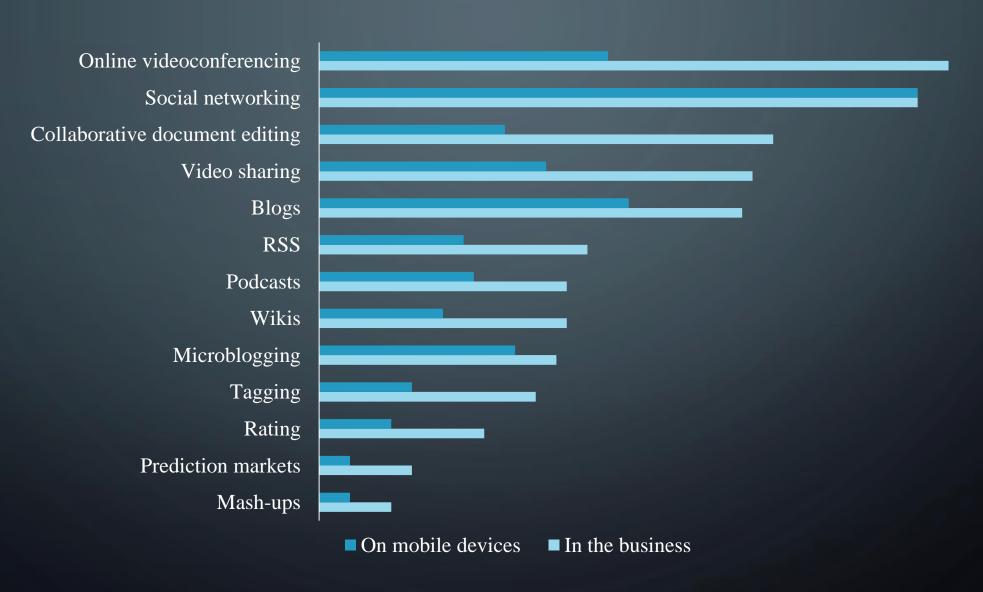


DISTRIBUTION OF ORGANIZATIONAL TYPES



Figures may not sum to 100% because of rounding

SOCIAL TOOLS AND TECHNOLOGIES CURRENTLY IN USE





A set of strategies, processes, behaviors and digital platforms that enable groups of individuals inside the organization to connect, interact, share information and work towards a common business goal.

The HR function has a role to play in encouraging a less autocratic, more collaborative approach to leadership, introducing new performance management processes and bringing the organization along.

IBM; The Customer-activated Enterprise - Insights from the Global C-suite Study











Social collaboration as a strategic topic

- ✓ More focus on business needs
 - Training and Education
 - Retention of high-potential employees
 - Knowledge sharing
- ✓ A more collaborative culture
 - E-learning 2.0



46%

of companies believe that "customers will ultimately leave us" if they fail to embrace digital.

57%

have operating models that do not facilitate digital.



Social Collaboration Survey 2013

by Stefano Besana and Emanuele Quintarelli

The first quantitative study on the maturity level, the potential, the barriers and successful strategies for Social Enterprise initiatives.



Social Collaboration Survey 2013

by Stefano Besana and Emanuele Quintarelli

Analyses connection, communication, motivation and sharing dynamics among employees to surface the business potential, barriers and acceleration factors towards a new idea of firm.



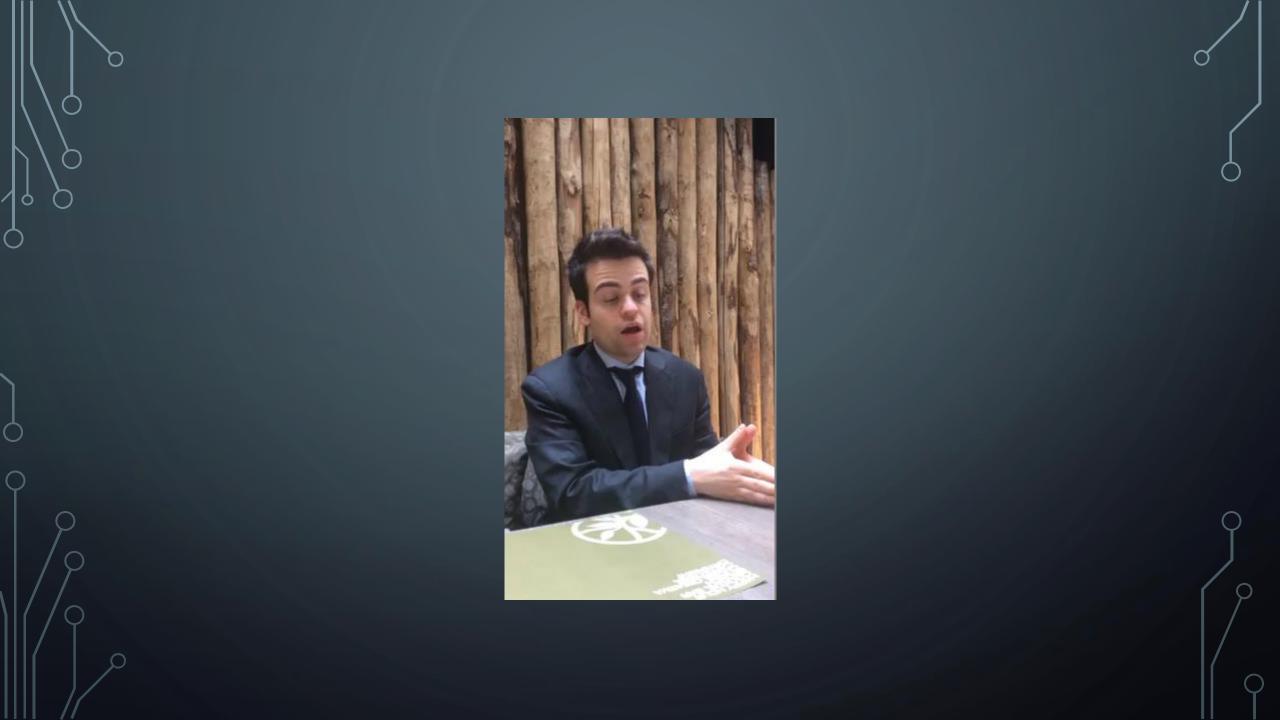
Social Collaboration Survey 2013

Efficiency, coordination and reuse are the drivers

43% Improving internal efficiency

30% Improving coordination and team work on projects

40% Enabling knowledge circulation and reuse



1. Culture and pervasive understanding still missing

Knowledge is power

Knowledge was power

Sharing knowledge is power

2. Measure to ROI

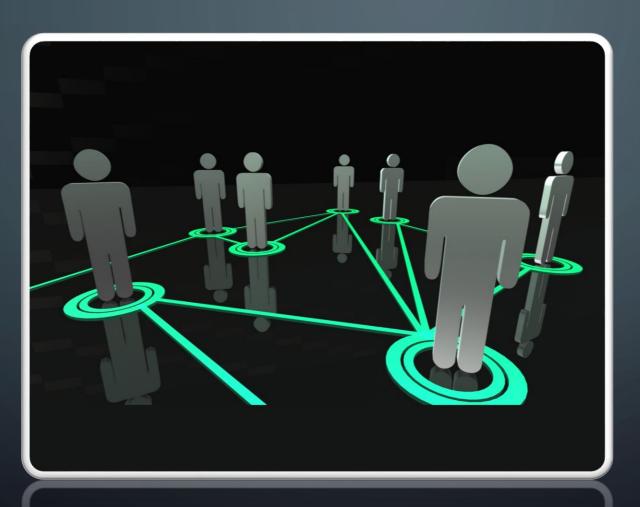
Measurement is correlated to success.

The most clear resistance in the large company is the difficulty of measuring the return on investment or the impact of intangible benefits.

Revisiting kirkpatrick's four-level model



Social and Organizational Network Analysis



- ✓ Analysis of individual and group engagement and media use, and community-based problem solving
- Making patterns of information flow and collaboration visible

3. Engagement through Gamification

Use of game thinking and game mechanics in non-game contexts.

- Engage users in solving problems
- ✓ Improve return of investment
- ✓ Brainstorming to produce new ideas





THANK YOU FOR YOUR ATTENTION!

Francesca Carrino

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Iolanda Tartaglia

Luca Trinchero