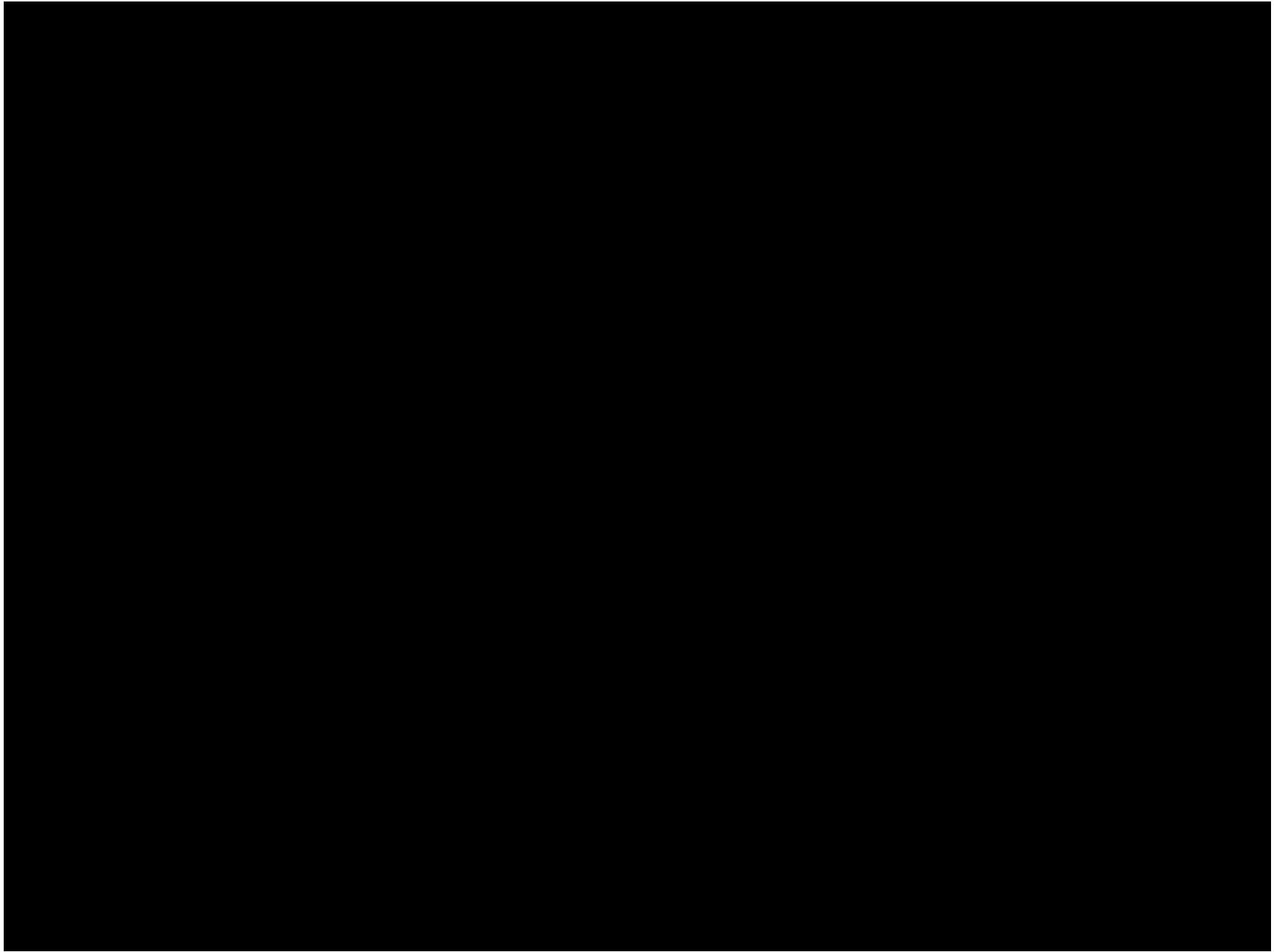
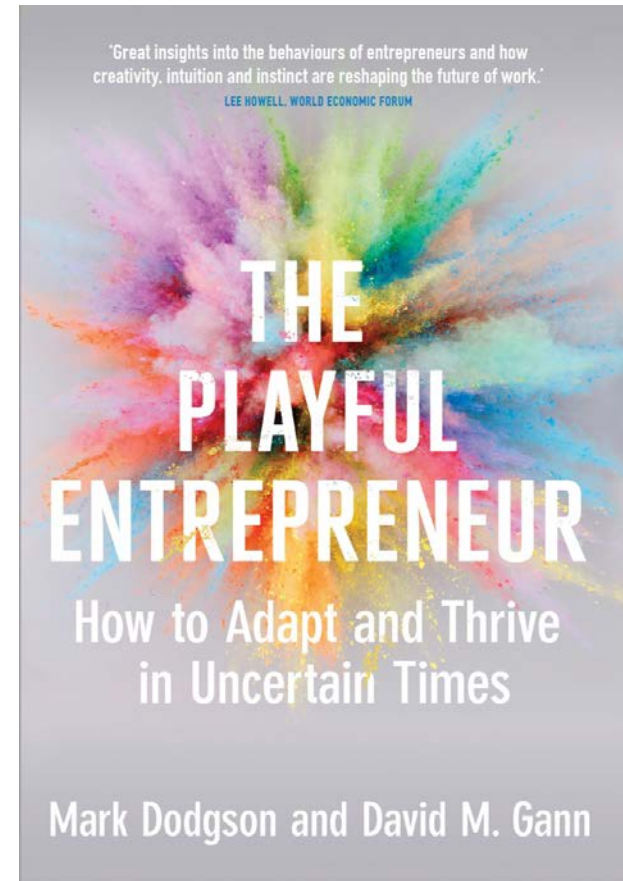
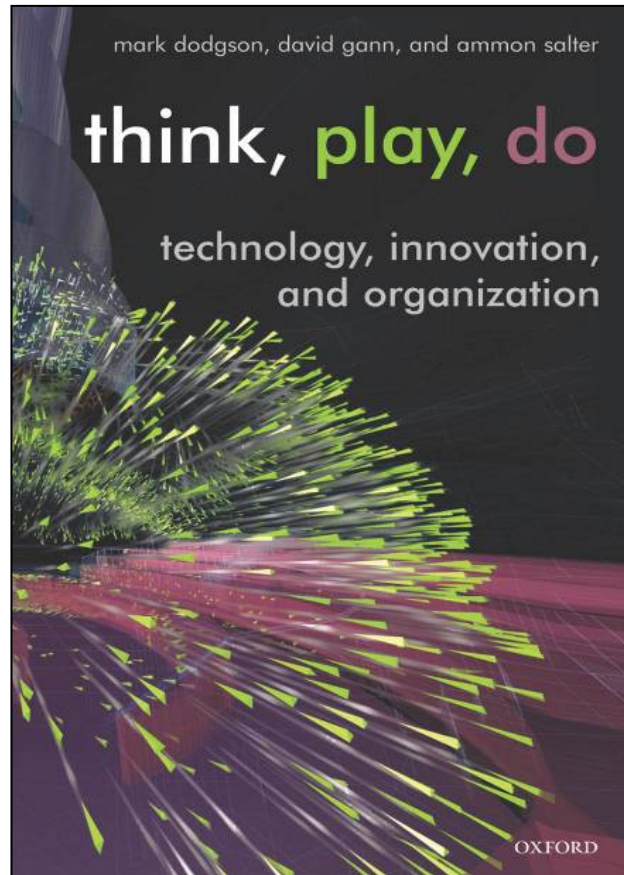


Play more!

Professor Mark Dodgson AO

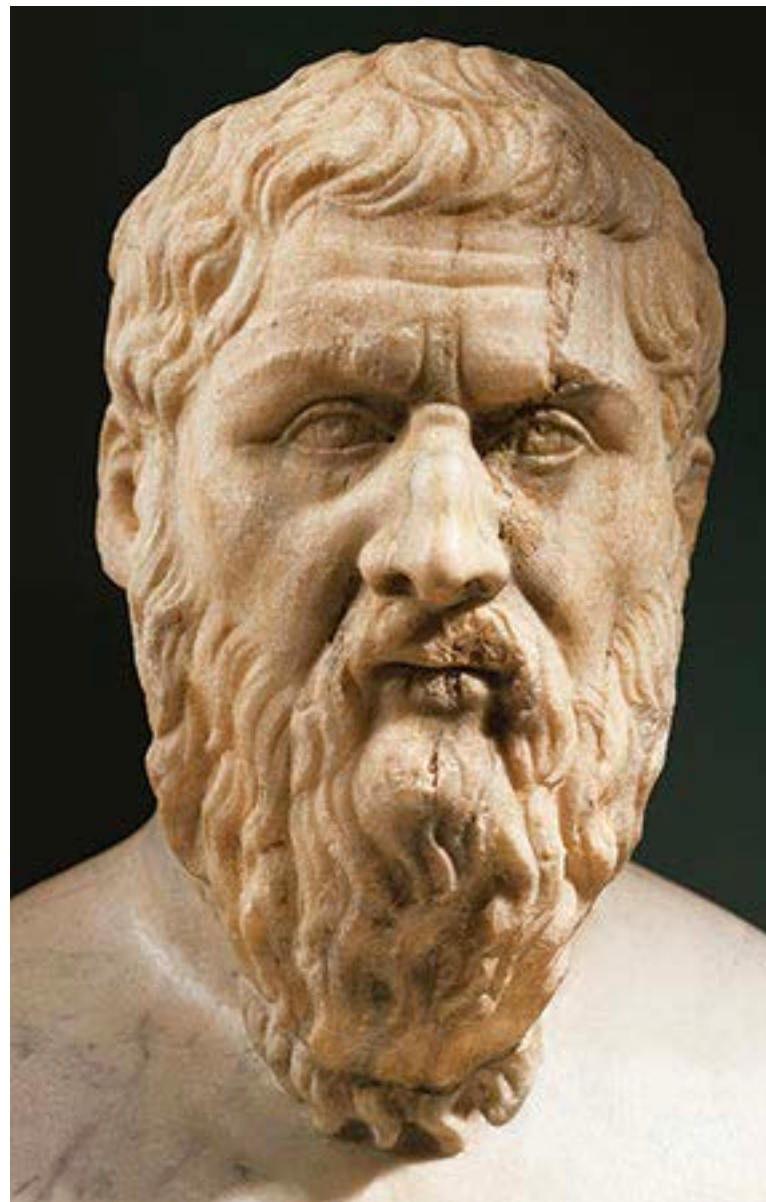


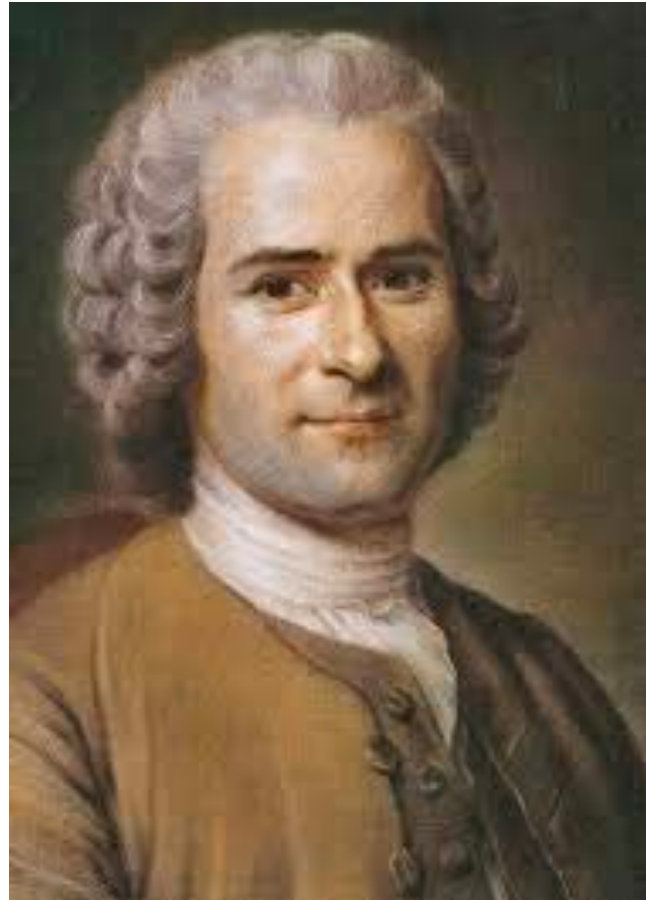




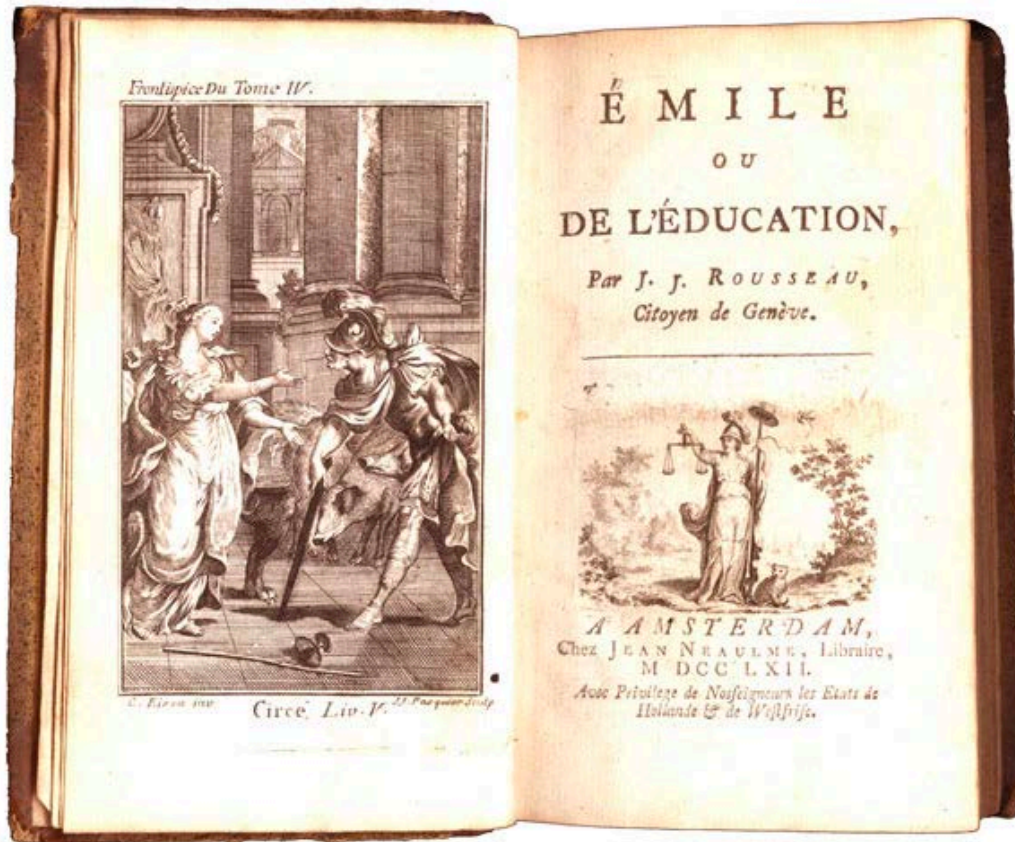
“Life should be lived as play”.

Plato



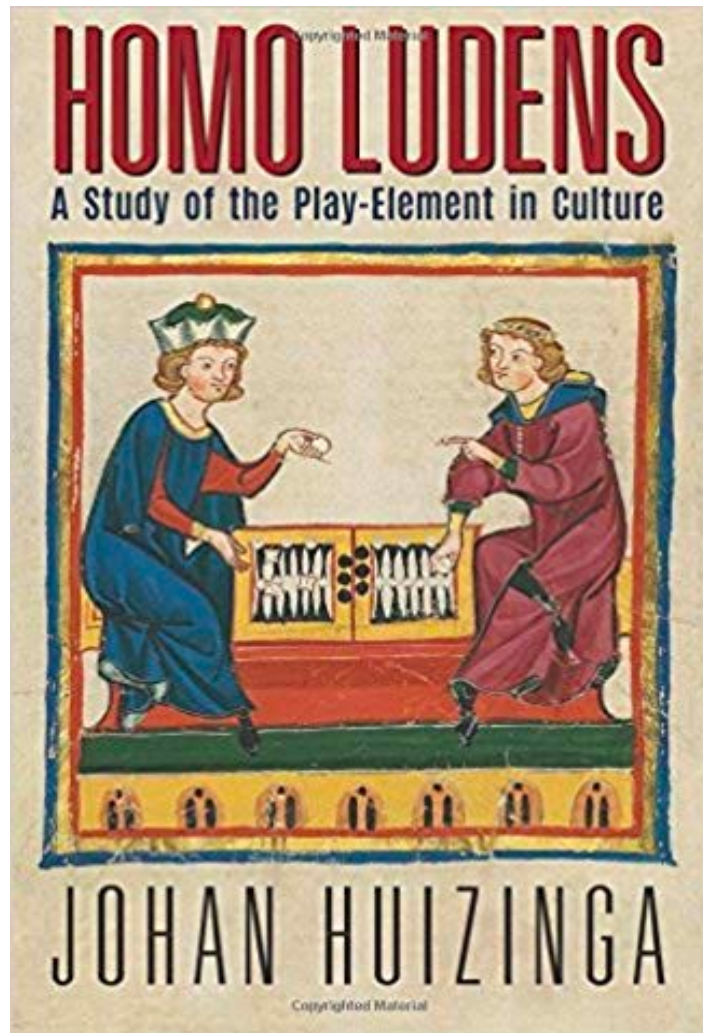


Jean-Jacques Rousseau
1712-1788

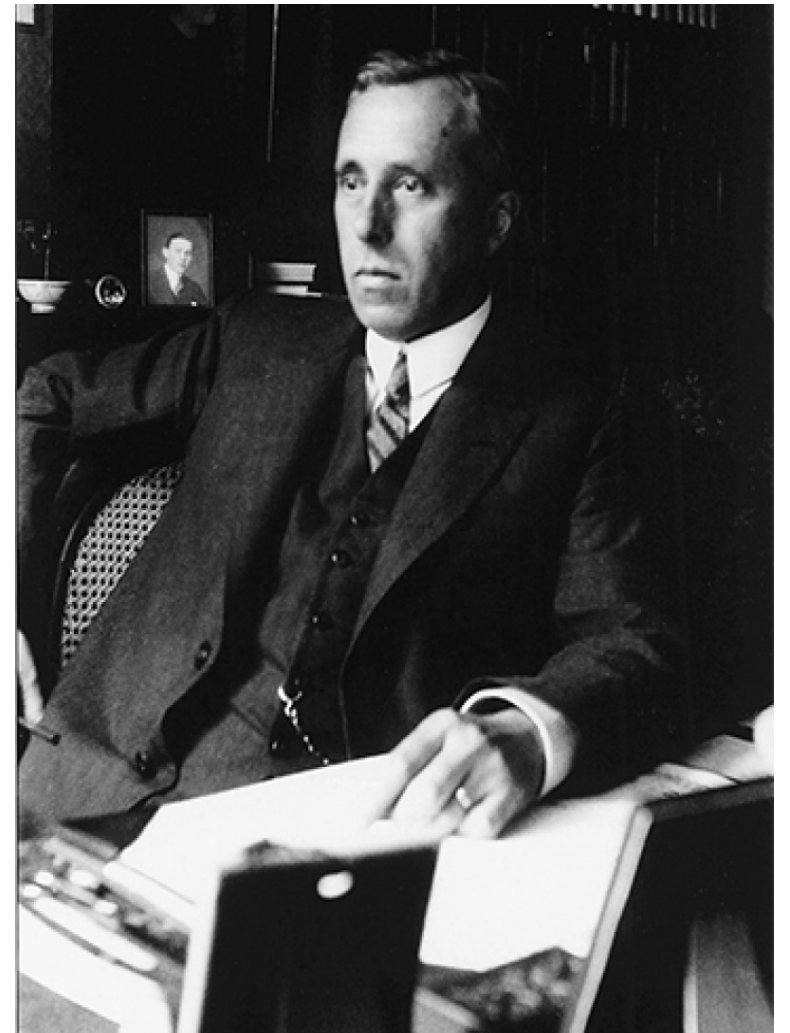


A key to Emile's learning –
'Emile's gift' - is the way he
combines his work and his play

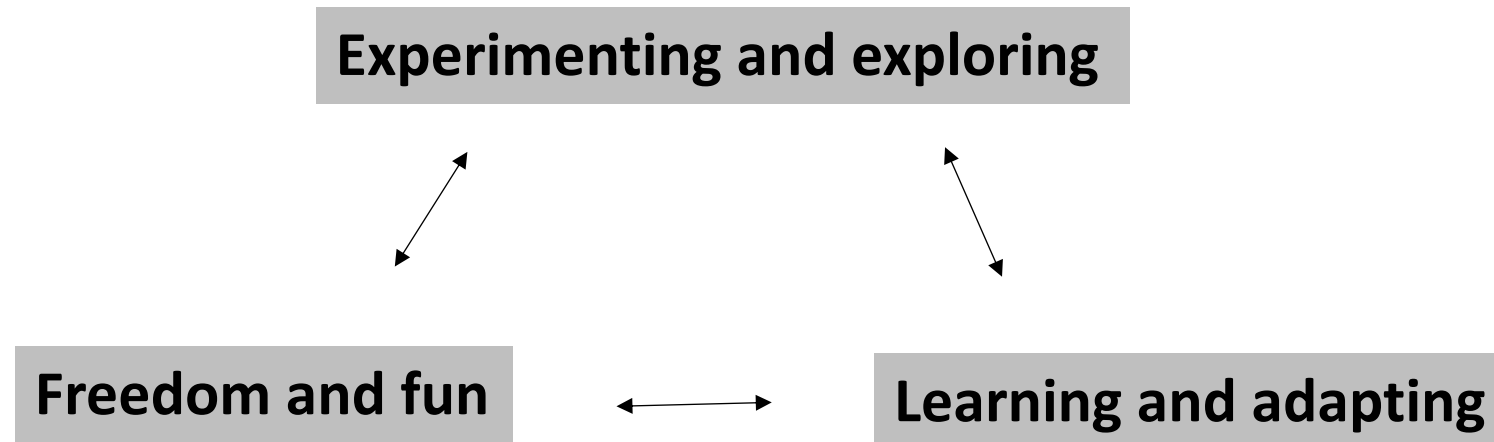
“Work or play are all one to [Emile], his games are his work; he knows no difference. He brings to everything the cheerfulness of interest, the charm of freedom”.



Play is
beautiful and captivating
and its essence is
freedom and fun



PLAY





Noble behaviours

Fortitude

Moral strength, courage,
tenacity, patience

Ambition

Meeting high self expectations,
giving back

Craft

Ingenuity in working with a new
idea, shaping and moulding it

Grace

Decent, respectful, loyal, open,
honest, generous





SECURITYSERVICE
MI5



“The first Director-General (perhaps the first head of any intelligence agency anywhere), to give a talk to staff entitled ‘Fun at Work’”

Andrew, C., The Authorized History of MI5



The Technology

- Overview
- How Genalysis works
- Intellectual property
- Pathogen capture



A next generation sequencing platform built for diagnostic applications

The current wave of next generation sequencing was not originally designed for diagnostic work, and certainly not for applications where the proximity of the testing location determines turnaround time. The drivers in the research sequencing market are very different to the needs of the diagnostic market.



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DNA BEAUTYLAB ON A MICROCHIP

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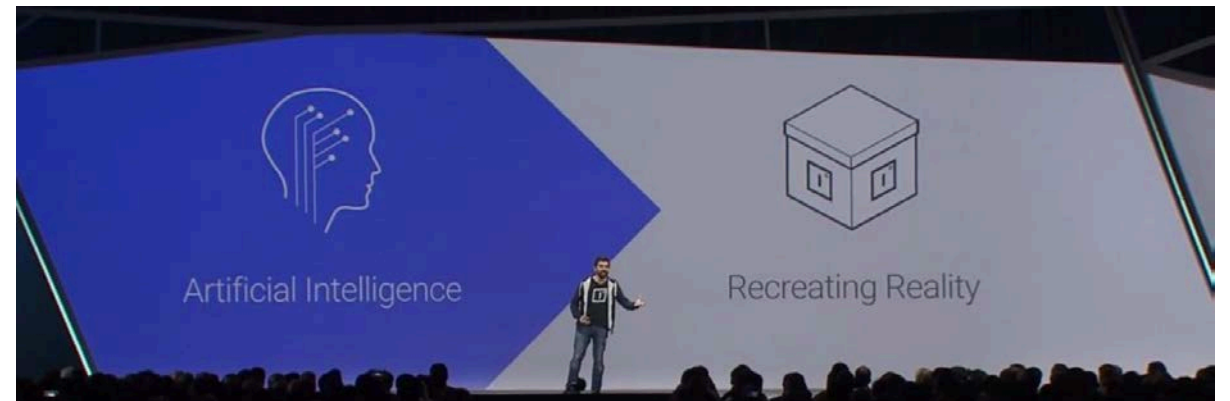
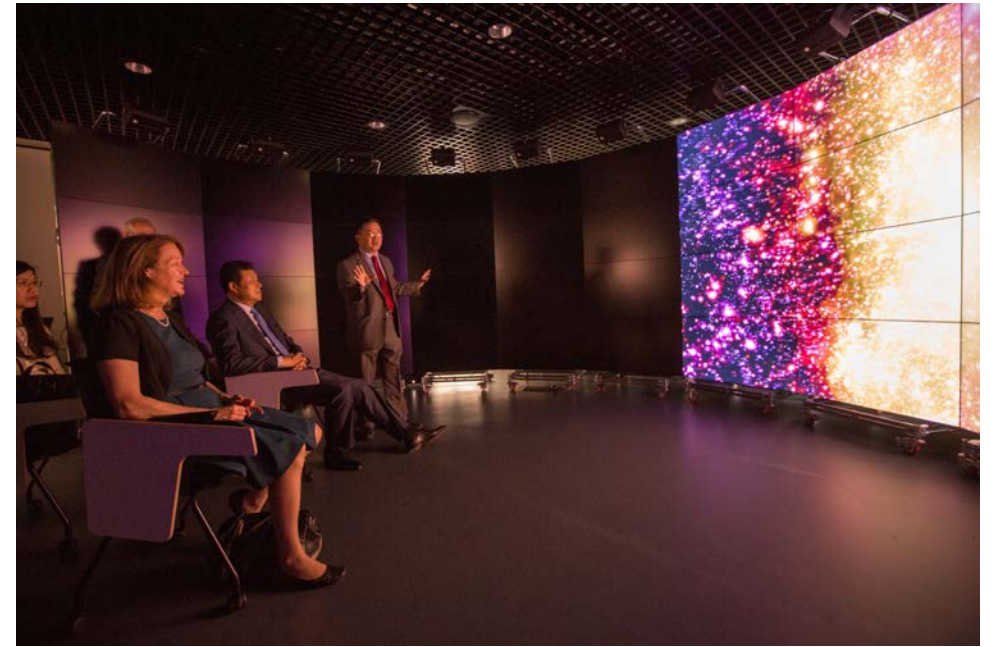
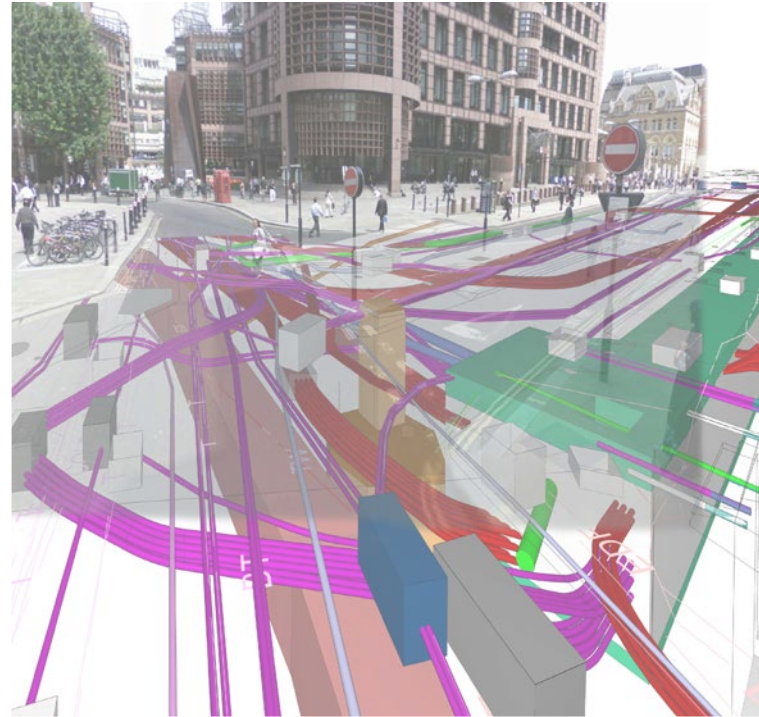
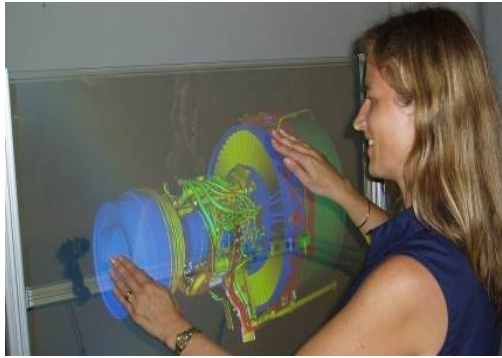
How can we encourage more play?



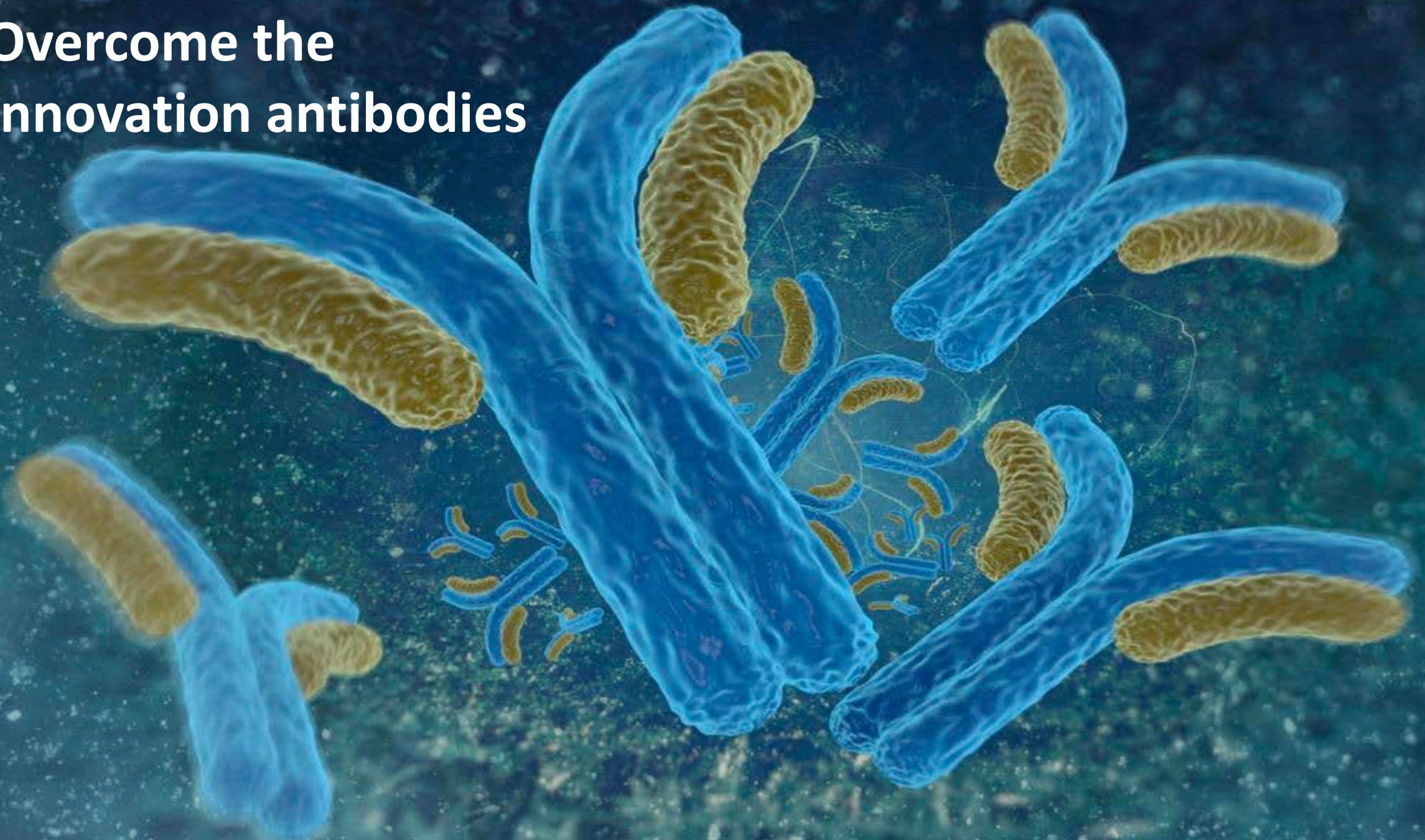
Playful spaces



Playful technologies



**Overcome the
innovation antibodies**





Circumvent the
organizational
permafrost

Have permission to get excited



Celebrate success



Learn from mistakes

In conclusion

Play is one of the most important aspects of modern work

It is crucial for innovation and meaning

Leaders have to encourage it

Everyone must insist on it!

A manifesto for those seeking more agreeable work

Make it playful: A manifesto for those seeking more agreeable work

Work and play are mostly separate parts of our lives, but there is much to gain when they are combined. Making work more playful improves the meaning, purpose and experience of a major element of everyone's life. Play helps mitigate work's uncertainties and monotonies, and accentuates the distinctiveness of human endeavour compared to the ever-expanding capacities of machines. Playful work is characterized by:

- ♦ *the expression of freedom*, when we have discretion over what and how work is done;
- ♦ *having fun at work*, no matter how hard it is, because it is interesting, energizing and rewarding;
- ♦ *preparedness to explore and experiment*, which indulges our curiosity and allows us to take risks by trying and testing new things without fear of damaging reputations and careers if they don't work out as expected; and
- ♦ *opportunities to learn* about ourselves and the world, enabling us better to adapt to uncertain and turbulent circumstances.

Playful work is supported by behaviours that are 'noble' in the sense of being admirable and virtuous. We should aim to cultivate these behaviours in ourselves and seek to work with and for those who demonstrate them.

Grace

Playful work is encouraged by:

- ♦ being respectful, trusting, encouraging and collaborative;
- ♦ displaying modesty and avoiding hubris;
- ♦ accepting constructive criticism;
- ♦ recognizing personal shortcomings and celebrating the abilities of others; and

- ♦ crediting success to joint efforts, but taking responsibility for failure.

Craft

Playful work is encouraged by:

- ♦ expressing our creativity and putting our experience and knowledge towards outcomes that are rewarding for us and pleasing to others;
- ♦ having the occasion and tools to combine different abilities and perspectives and utilize and develop our skills;
- ♦ engaging with problems that interest us and are pleasurable in their solution and meaningful in their results; and
- ♦ claiming with justification that what we do is a source of pride.

Fortitude

Playful work is encouraged by:

- ♦ moving the point at which we give up on schemes, continuing further than we have in the past when things aren't going so well;
- ♦ coping and adjusting when efforts turn out in unexpected ways; and
- ♦ seeing failures as opportunities to learn and on which to build the basis for eventual success.

Ambition

Playful work is encouraged by:

- ♦ making sure our motivations and efforts, and those of our employer match our expectations of ourselves and what we want from life;
- ♦ having the right balance in our working life between rewards in salary and status, and contribution to family, community and society; and
- ♦ recognizing the great rewards that come from giving back to the societies and communities of which we are a part.

Thank you!

www.markdodgson.org